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The Roleplaying Game
Second Edition



Legend of the Rangers

Written By Bryan Steele

Babylon 5 created by J. Michael Straczynski

LEGEND OF THE RANGERS

TO LIVE AND DIE IN STARLIGHT

CREDITS

Author

Bryan Steele

Editor

Chris Longhurst

Cover Image

Brandon Bray

Artwork & Graphics

Brandon Bray, Scott Clark

Publications Manager

Ian Belcher

Production Director

Alexander Fennell

Proofreading

Scribendi

Playtesters

Mark Howe, Jason Denton, Michael J Young, Mark Billanie, Thomas Howe, Alan Moore, Daniel Haslam.

Special Thanks

J. Michael Straczynski, Fiona Avery, Isabelle Richard, Skye Herzog

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INTRODUCTION

We are Rangers. We walk in the dark places no others will enter. We stand on the bridge and no one may pass. We never retreat and we never give up. We live for the One, we die for the One.

- Famous Anla'Shok Motto

The year is 2265. The Interstellar Alliance (ISA) has seen its share of turbulent times, with several battles and conflicts having already tested its mettle in the four short years of its existence. The ISA has gathered the efforts of the majority of the galaxy, but the galaxy is an enormous place and enemies lurk behind every star. If there is one thing that history has taught the people of the fledgling ISA, it is that there is always something else out there to be dealt with – the Universe sees to it.

The Anla'Shok, or Rangers, have become the extended arm of the ISA; they are scouts, constabulary, soldiers and diplomats as circumstances require. Although the individual member worlds and governments of the Alliance are given a great deal of sovereignty, the Rangers are never too far away to help them in their endeavours or step in against their foes.

With the Rangers being pulled in so many directions at once and for so many different reasons, the ISA has been forced to increase admittance into the centuries-old order. Not since before Jeffrey Sinclair's scandalous declaration that Humans be allowed to openly train as Rangers have the training halls on Tuzanor, Minbar and elsewhere been so full of them. Minbari, Humans and other Alliance races have all been given the opportunity to become Rangers and maintain the galactic power that the ISA has become. Despite this gesture of equality and fairness, it also opens the door to misunderstanding, conflict and ultimately treachery.

There are many tales tucked away in the annals of the Anla'Shok concerning the problems they face during this period of rampant growth and taxing missions. None will be so well studied and focussed on in the years to come as the events surrounding one particular Shok'Na, or ship captain. David Martell and his individual interpretations of Anla'Shok traditions change the fate of the Rangers, the Interstellar Alliance and the galaxy forever.

This book is not only a detailed guide through which we show readers exactly what happens during the events of the Babylon 5 telemovie *The Legend of the Rangers*, it is also a sourcebook that contains

a great deal of new information about the Rangers, their evolving duties and abilities and a new galactic enemy that Games Masters can choose to include in their campaigns. The facts and rules found in the following pages can bridge the gap in the Babylon 5 timeline or create interesting and new facets for existing campaigns.

HOW TO USE THIS BOOK

The Legend of the Rangers is designed to help Games Masters deal with what takes place in the telemovie of the same name and how best to use the information revealed with the *Babylon 5 Roleplaying Game 2nd Edition*. A rather significant series of events unfolds surrounding the unlikely crew of the *Liandra*. New technologies are unveiled, new ships are portrayed and a new darkness is unleashed upon the galaxy. With this sourcebook we hope to point out how all of this can be used in Babylon 5 gaming groups.

The book begins with the narrative breakdown and rules explanation of the telemovie. The first chapter deals with the mission on board the *Enfali* that sets David Martell on his path to eventual greatness. It deals with his punitive assignment to the *Liandra* and moves along through his and his crew's brush with the Hand. Throughout the chapter readers will find rules definitions concerning what is taking place in the description, with statistic blocks for several minor characters. Games Masters can choose to use this chapter as a guide for similar missions or perhaps as an outline for putting their players in direct contact with the events described.

The book then furthers the information we already know about the ISA and the Rangers in the years to come. The written canon and televised information about the Anla'Shok suggest that the Rangers go on to greater and greater things. In this book we extend the timeline into what has become known as the 'Crusade Era,' showing how the Alliance and the Anla'Shok evolve and deal with the galaxy from 2262 (the effective end of the televised series) on throughout the Era.

For the first time in print, this book dedicates an entire chapter to the dreaded menace from beyond the Rim – the Hand.

Although their reputation may have been slightly exaggerated in the dialogue of the telemovie, the Hand remains a powerful new foe to orchestrate against the Interstellar Alliance and the other people of the galaxy. With the information given here, the Hand can be better tapped for more plots and schemes before and after 2265. With the new details on their ships, technology and rewards for service, the Hand is a very real threat.

The next section of the book covers the resources and assets available to the Rangers of this time. Statistical information about the starships shown in the telemovie brings the *Enfali* or the *Valen* to life for Games Masters and players. New personal equipment will give Ranger characters an edge against their enemies, while an additional Ranger-based Influence table can give any character the ability to steer the efforts of the ISA's finest. Additionally, fans of the first-edition *Rangers* sourcebook will find their favourite prestige classes in second edition format with an added bonus – the brand new Ranger Chaplain, who holds the traditions of Valen second to none.

The book moves on to a section dedicated to the crew members of the *Liandra* under David Martell. It not only gives statistical information about the unlikely Rangers but includes narrative and background information on each of them. Using their individual entries Games Masters can place these Rangers in outside situations of their own designs, having their own characters and players interact with the personalities they may have seen in the telemovie. Also included are several interesting facts and plot hooks about each individual, some of which will surprise readers.

Ending the book is a scenario that introduces a player group to the minions of the Hand. *Slipping Between the Fingers* is designed to help use the information found in this sourcebook in a fast and easy way. This straightforward mini-scenario places a group of Player Characters on board a populated transport that is targeted by a small group of Hand minions because of important Alliance couriers are on board. The players will have to choose to fight, run or hide. Who knows, they might make some interesting allies during the course of the scenario – if they can survive the Hand's insidious plot.

If there is one truth that the greater Babylon 5 story has shown it is that nothing is exactly as it seems; there is no end to the surprises the galaxy has in store.

THE GALAXY IN 2265

The galaxy as a whole enjoys a period of relative peace in the year 2265, with conflicts and turmoil bubbling up in specific places but staying generally *local*. The ISA has become a strong force of law and order in the galaxy but its many member governments have their own troubles to deal with. It is a time of growth and prosperity for some, malevolence and suffering for others. 2265 is the cusp of a new era for the galaxy.

The following entries are narrative descriptions of what the major governments are dealing with in some way during the year 2265 and how these things might relate to characters from or involved with that government during this time.

Abbai Matriarchate

In the years following the creation of the Interstellar Alliance, which meant the end of the League of Non-Aligned Worlds, the Abbai could not help but become a little sullen. Two governments that had a history of war and atrocity against one another, the Narn and the Centauri, were able to quickly come together with the Minbari and create the Alliance, rendering centuries of effort on the behalf of the Abbai meaningless. Knowing that this was the best course of action, they never show their unpleasantness toward the success of the new governmental coalition. Even so, it gives the Matriarchy a somewhat bitter outlook on their galactic neighbours.

By 2265 the Abbai were already enjoying many fruits of the Alliance. With lower-priced and higher-quality gravitational systems available through the Minbari, they no longer had to depend so much upon the Brakiri and their heavy taxation. Ship designs steered away from smaller craft for picket fleets and more heavy cruisers were floating out of shipyards, with focus on new communications-based technologies taking the lead over wartime advancements. The Abbai could not believe that it had not been not they who created such a peaceful time in the galaxy but they were happy to dwell within it.

Abbai Characters as Rangers

The Abbai are natural peacekeepers, making them fantastic Rangers. Although the Matriarchate has some bitter feelings toward the success of the Alliance they still support the efforts of the Anla'Shok. There are roughly two hundred Abbai Rangers in 2265, many of which are assigned to planetary garrisons throughout the former League worlds. Their role as League leaders make them perfect for dealing with those worlds and keeping the peace.

Brakiri Syndicracy

Always willing to enjoy periods of growth and peace through their profit margins, the Brakiri in 2265 have never been busier. With the added protection of Ranger vessels along trade routes and the commercial treaties between many of the new ISA worlds the Brakiri have managed to tighten their grip on financial dealings galaxy-wide. Although forced to lower some of their outside tariffs and taxes to 'fair levels' by ISA standards, they have managed to more than make up for any lost profits through sheer volume of trade. Additionally, the Rangers who perform duties on trade routes have allowed the Syndicracy to retire some

two thousand trade marshal licenses, saving them money on respective wages as well. Essentially Rangers work for free; the Brakiri win yet again.

With the added funds from increased commercial relations flowing so thickly, the Brakiri turn to their own research and design departments to begin testing new and powerful technologies involving gravitational sciences. Comparing their own powerful technologies with those of the Minbari and augmenting them sufficiently in their own ways has resulted in several new styles of engine and weapon types, not to mention the industrialisation of gravitational stabilisers. Syndicracy manufacturing industries grow rapidly on outer colonies and the people as a whole are enjoying a new era of expansion onto some of their local moons and space flotillas.

Brakiri Characters as Rangers

Rather selfish and greedy, the Brakiri tend to be too racially competitive to make suitable Rangers in large numbers. When Brakiri gather in groups it almost always ends in them 'one-upping' each other time and time again, a situation out of sync with the co-operative ethos of the Anla'Shok. This sense of needing to win out over their fellows forces the Anla'Shok to try and split any Brakiri Rangers among separate teams and crews. Though limited in number they do make some of the most wary and watchful of the new breeds of Ranger.

Centauri Republic

Arguably the government that suffered the most during the early years of the Crusade Era, the Centauri are still licking the wounds they suffered at the hands of the Drazi and Narn in 2262. Still under the control of the Drakh Entire through a multitude of Keepers placed on key members of the Centaurum and Emperor Mollari himself, the Republic is a unknowingly working toward the dark schemes of the Shadows' abandoned minions.

The Republic is on the rise, however. Using new technology given to them in secret by their Drakh oppressors, the Centauri have several new starship programs in the works and much of their shipbuilding capability is being used night and day. Although still adamantly against receiving aid of any sort from their former allies in the Interstellar Alliance, Emperor Mollari enjoys many under-the-table relations with dozens of worlds. The White Star fleet is forbidden from using Republic routes without paying massive travel fees, allowing high numbers of raiders to dwell there instead. Spacefaring crime has taken a sudden rise and the Drakh are happy to utilise it to their dark ends. Many small cells of raiders are driven by Drakh agents and become new weapons in a war against the ISA.

Centauri Characters as Rangers

Due to the current state of affairs between the Centauri Republic and the Interstellar Alliance in 2265 there are less than a dozen Centauri Rangers in the order – all of whom joined *before* the Drakh took control of Emperor Mollari. They are considered pariahs by their own kind and are commonly distrusted even by their peers within the order.

Drazi Freehold

The Drazi's reputation amongst the ISA higher-ups was marred badly early on by their dealings with Choshaka raiders over the primitive world of the Enfil, then again when they and the Narn laid waste to an unprotected Centauri Prime. Over the next three years they did all they could to make their neighbours forget their 'transgressions,' citing that it was all on account of individual extremists and criminals that were already punished for their crimes. They currently focus on trying to build up their power base despite their smeared reputation and are forever wary of retribution from the Centauri.

The Freehold in 2265 is not otherwise much different than it has been in previous years. Its resources are spread between research and development of military technologies, its people are gruff and pugnacious and few who come to its worlds expect anything but normal Drazi 'hospitality.' The Drazi have, however, sent a staggering number of possible recruits to Minbar in order to try and fill the ranks of the Rangers with Drazi loyalists. Many are rejected due to their lack of temperance, patience and level-headedness and their eagerness to battle, but many pass all the required tests and walk amongst the Rangers as truly impressive warriors and pilots.

Drazi Characters as Rangers

While it came as a surprise to the Sechs of the Anla'Shok, the Drazi responded to the open recruitment with extremely



high numbers. It spread through the Freehold that being a Ranger was prestigious and that combat was almost guaranteed. Many are too unrefined to pass the required tests and training but those that pass into the order become fantastic combatants and expert pilots. A Drazi that adds its natural instinct for violence to the honed temperance of the Anla'Shok is possibly one of the most dangerous members of the order.

Earth Alliance

2265 would turn out to be a brief reprieve for the Earthers. It is the year between the dreaded Telepath Crisis that would spell the end of the Psi Corps and the worst attack upon Earth in the planet's history by the Drakh. The Humans have only just recently restructured the internal workings of EarthGov in order to better distribute power amongst the various offices and branches of the senatorial divisions and some interesting secret dealings have been brushed under the rug in the process. President Luchenko does a marvellous job keeping relations with other ISA members on a business level, making sure that her people do not suffer from any over eager deals and trades.

With new and more advanced vessels like the Warlock and the Chronos filling necessary holes left behind by decommissioning older ones, EarthForce in particular has re-worked much of their image into that of a streamlined fighting force. EA scientists have used the time and efforts with alien peoples well and technologies formerly too advanced for their industries have been unlocked and integrated into many aspects of Earth capabilities. Cultural information flows into EA libraries at a staggering rate, filling gaps in historic accounts and setting up embassies from dozens of alien worlds in EarthDome in just a few months. By the end of 2265, over seventy different interstellar ambassadors will have homes in Geneva.

Human Characters as Rangers

Considering there have been Humans in the Rangers in some way for almost twenty years, there is no real change in how they represent the Anla'Shok. Their numbers are on the rise under Sheridan's lead and in 2265 they make up roughly 40% of the Rangers.

Gaim Intelligence

The High Queens of the Gaim Intelligence are remarkably silent during the years of peace after the treachery of the Centauri attacks. Their resources turn inward and many of their commercial dealings with outsiders are allowed to lapse into uselessness. They continue to aid the ISA in any way they can without unveiling their own internal politics and planning and much of the former League of Non-Aligned Worlds fear that the insectoids have finally decided to turn against the non-Gaim of the galaxy. This

may or may not be true, as even the ambassador-breed Gaim do not speak of what is happening hidden under the crust of N'chak'fah.

2265 serves as just another year for the Intelligence, with their overall dealings remaining as they have since the Alliance's inception. Their ships fly the same trade routes and their agents continue to serve in their appointed roles but there is a definite air of mystery that clouds the Gaim, which will only be revealed after the devastating attack on Earth in 2266. Until then however, the worlds of the insect Intelligence are off limits to all but the Gaim themselves and a great deal of fear surrounds them.

Gaim Characters as Rangers

Due to the genetic breeding programs to create Warrior Gaim, the High Queens cannot see a reason to allow any of their brood to even debate becoming Rangers. Those odd mistakes where Ambassadorial Breed become individualistic are too rare and afraid to risk joining, and the Alliance knows better than to ask the Intelligence for anything in the late 2260s. For these reasons, there are no Gaim Rangers.

Interstellar Alliance

Despite only having been a true galactic government for four years, the ISA is the largest collection of peoples under one set of laws and guidelines to exist since the dawn of the First Ones. They have well over a hundred member races and ten times that number in planets. Nearly two-thirds of the occupied galaxy is considered to be Alliance territory and its only known opponent in nearly all things is the broken-but-healing Centauri Republic.

The root of the power of the ISA, the Rangers, has become a swollen order that includes an assortment of races and ideals. Much to the chagrin of old-minded traditionalists and strict Minbari Anla'Shok members, the warrior-monks are a kaleidoscopic force of individuals. Scouts, soldiers, healers, pilots; the Rangers are no longer so easily defined. By the end of 2265 the ISA and its Anla'Shok members will know that easy definitions are not what make the Rangers strong but it is instead their faith in their fellows and the teachings of the order. Despite being pulled thinly by raiders and internal squabbles, the Interstellar Alliance survives, if only to be placed in a more difficult position in the years to come.

Minbari Federation

When the Minbari were guided to become one of the founding members of the Interstellar Alliance by Delenn in 2261, they were still swayed by her statements at the starfire wheel and her fulfilment of so many of Valen's earliest prophecies. By 2265 however, they were slightly

less awed and had become a little weary of being viewed as simply the home of the ISA instead of a separate and sovereign government. While outsiders have no problems seeing the Drazi Freehold, Brakiri Syndicracy or Gaim Intelligence as individual members, the Minbari Federation has almost universally become synonymous with the Alliance. Many Minbari, especially those of the warrior caste, are constantly reminding outsiders through rallies and petitions to the Grey Council that the Federation is still a power of its own.

With Delenn offering so much of their older technologies to younger races as bait to join the Alliance, the warrior caste has been hard at work creating new ways to stay ahead of those who might one day become enemies. Even though the worker caste dominates the Grey Council at this time, they are still easily swayed by the oratory passions of the Warriors and several 'Minbari-only' projects have been set in motion. These projects are specifically broached as sovereign to keep the 'alien-polluted' Rangers from taking them back to their ISA masters and are often topics of hot debate between President Sheridan and the Grey Council.

Minbari Characters as Rangers

Even more so than the Human members of the order, the Minbari form the majority of the Rangers. Nearly half of the Rangers in the Anla'Shok are Minbari, with roughly equal portions of Warrior and religious caste and a small minority of Workers making them up. Much of the early anti-Human nationalism felt by the Minbari Rangers has passed but a few of the old traditionalists still believe that Sheridan and Delenn made a big mistake opening the doors to the Anla'Shok as wide as they have.

Narn Regime

Having rebuilt many of their homeworld's cities after the punishing onslaught they suffered from Centauri mass drivers, the Narn of 2265 take great lengths to make the best of the relative peace the time has brought them. The Kha'Ri has placed many of their resources toward the repopulating and hopeful renovation of their homeworld, trading and dealing heavily with the ISA members in order to gather as much as they can of their former glory. Supposedly convinced by the Drazi to attack the Centauri in 2262, the Narn have now taken a stance against interstellar violence in most forms. To help with this ideal hundreds of Narn hopefuls have been recruited into the Anla'Shok, showing a massive amount of defensive initiative from the formerly war-mongering Regime.

Even though the position is offered to him, Citizen G'Kar remains outside the Kha'Ri. Having split ways with Lyta Alexander during the height of the Telepath Crisis, he is a powerful member of the Alliance and a large contributor to the overall

ISA dealings – especially during the course of 2265 and beyond. His wisdom as recorded in the Book of G'Kar is used throughout Narn politics and many volumes of appendices will appear in the wake of his activities.

Narn Characters as Rangers

The Narn suffered a great tragedy to their homeworld and many of their recruits to the Rangers are extreme patriots willing to do whatever it takes to help heal their people. They are proud and often bear fiery opinions on certain topics, not the least of which is the Centauri Republic. The Sechs do their best to keep Narn Rangers from the edge of Republic space to ensure that no accidents happen but a Narn Ranger is a good soldier and a determined one at that.

Pak'ma'ra Civility

The pak'ma'ra of 2265 are not all that different from the pak'ma'ra of earlier times. They use their added relations through the ISA to send ambassadors throughout known space, with numbers of unofficial travellers growing even more so. The carrion eaters have been nearly omnipresent since they achieved space travel but as the political dealings a race has with the Civility tightens, the number of pak'ma'ra visiting that race increases accordingly. Their role in the League of Non-Aligned Worlds allowed them to cover most of occupied space but their place in the ISA has opened up the rest. A handful of pak'ma'ra Rangers have surfaced in the last year or so but they are spies and couriers for the most part and are not often seen in uniform.

The Civility's stranglehold on the Quantum-40 pricing and trade makes them a powerful new asset to the Alliance but it also sets them up as the *only* official trading relationship between the ISA and the Centauri. Both sides claim that the relationship is strictly business and that no politics come into play but several other Alliance members wonder just how long it will be before things escalate between the two governments. In reality, the Drakh in charge of the Republic have found themselves somehow unable to control the pak'ma'ra, which is the only reason the trading has remained official at all!

Pak'ma'ra Characters as Rangers

Difficult and stubborn because of their role as the 'Chosen People,' the pak'ma'ra are very rare in the ranks of the Anla'Shok. Most believe that the Alliance is a good idea but are far too involved in their own plans and missions to follow the rules of the order. They do make fantastic spies and couriers however, and more than a few pak'ma'ra Rangers end up learning the skills of the Ranger Infiltrator.

Vree Conglomerate

The enigmatic masters of the Spacer's Guild have found an interesting niche in the Interstellar Alliance as of 2265. Their politically-protected sovereign right to continue their own governmental businesses has allowed them to remain fully vested in the trade and financial happenings of the various former-League worlds even though the ISA claims to have overall responsibility. After proving their right to monitor their outstanding contractual liabilities in 2263, the Spacer's Guild waved all rights to automatic White Star protection in exchange for their own ability to police Vree spacelanes without interference. This has placed a small wedge between the Vree and the officials of the ISA but all other dealings and relationships between the two bodies have been stellar.

The Conglomerate sent a trial group of seventy-two Vree pilots to Minbar to be trained as Rangers but found the laws and traditions of the order to be strange and disturbingly

emotional in nature. Although the Vree understand the ability to choose right over wrong, they cannot see how it has anything to do with upholding the law and protecting the sovereign rights of Alliance members. All Vree recruits withdrew after just one week of initial training. The referendum letter that explained this action was short and rudely to the point, making President Sheridan wonder if the Vree were removing themselves from the Alliance altogether. This obviously was not the case, as they have yet to ever miss an Alliance member-meeting on Minbar and continue to adhere to all of its other principles.

Vree Characters as Rangers

As noted above, there are no Vree Rangers in the order as of 2265 and likely never will be. The Anla'Shok is just too rooted in religion and morality to serve a logical function in the eyes of the Vree. Although there were seventy-two Vree Rangers for six days, this does not warrant choosing Ranger as a character class.

2265 – A Year of Peace?

Many of the entries above claim that the year 2265 and the time immediately before it was peaceful. This should not be read as 'boring.' Just because the galaxy as a whole was not set aflame by raging Ancients or civil wars does not mean that nothing of any worth happened. Here are a few minor ideas that could be used as plot hooks in the year 2265, especially leading up to the events that take place in *The Legend of the Rangers*:

- 5 An increasingly powerful raider cell could target a world outside of the ISA's current political footprint, inflicting massive damage on the world's trade and commerce. Characters could be sent by the Alliance in an effort to acquire the planet as a member world, thereby making the use of the White Star fleet an official sanction. Or perhaps the characters are working for the raiders instead, doing their best to steer all eyes away from the tiny backwater world so their cell can pillage unchecked.
- 5 The Drakh are nearly ready to launch their massive assault against Earth but they must send scouts to the planet to arrange the best way to do so. They know they can get all the information they need by sending a team of Centauri diplomats to Earth in a fake attempt at peace-talks. The characters could be contacted by a Centauri loyalist who knows the plot but cannot do anything himself for fear of the Drakh, leaving them to hopefully stop the diplomats without causing a major scandal. Or perhaps the characters *are* the Centauri diplomats, sent unaware of the spy amongst them until it is far too late to do anything.
- 5 The Anla'Shok are stretched very thin over the territories of the Alliance and problems have arisen from a lack of official policing on certain Rimward worlds in formerly neutral space. President Sheridan has no choice but to hire freelancers and mercenaries to help his Rangers do the job while new Rangers are trained specifically for that purpose. The characters could be just one of these groups, probably watched by a 'babysitter' Ranger but paid well to keep the peace on a den of villains like Praxis IX. What if one of the characters *is* that babysitter, trying to herd his fellows through his training and teachings?

However they choose to spice things up for games set in 2265, Games Masters have the ultimate say as to just how 'peaceful' the year is for their players.

TO LIVE AND DIE IN STARLIGHT

We live for the One, we die for the One. But we don't die stupidly.

- David Martell, Shok'Nali of the Enfali

In October of 2265 a chain of unlikely events surrounding a single Ranger officer and his crew members take place that send ripples through the galaxy and beyond. This Ranger, David Martell, reveals more information on a dangerous foe in the course of his career than any other but must weather this initial storm of scandal, superstition and serendipity.

The following chapter is broken down into segments relating to specific and interesting portions of the storyline as told in *The Legend of the Rangers*. Each segment is followed by an interesting fact that could be used to better integrate Player Characters or plotlines to the events of this story arc.

THE FINAL FLIGHT OF THE ENFALI

Captained by Shok'Na Bart Gregg, a rough-around-the-edges Human from Earth, the *Enfali* was assigned to patrol the popular Jericho transfer point. Shoquran-class cruisers like the *Enfali* were designed for hostile encounters, making it a perfect candidate for common missions like this one. Bart Gregg had already been sent on several anti-raider routes by the hierarchy of the Anla'Shok, so this mission should have been no different.

The Jericho system, the last jump point in Earth Alliance space on the way to the Minbari Federation, had been plagued by Nightwatch raiders for years. When their branch of the EA government disbanded them in 2261 they swarmed to the old military bases in the system and turned them into pockets of anti-alien raider platforms. Due to its proximity to several neutral jump routes and heavy ionosphere, the Jericho System was perfect for the Federation's covert war against the Alliance.

The *Enfali* was sent to the Jericho system to protect Alliance shipping and trading vessels on numerous occasions and Captain Gregg knew the system and his ship like the back of his hand. His crew included the following personalities:



- 5 **David Martell**, Shok'Nali (First Officer)
- 5 **Dulann**, Coordinating Officer
- 5 **Sarah Cantrell**, Weapons Engineer and Fire Control
- 5 **Malcolm Bridges**, Covert Intelligence Officer

When the *Enfali* encountered heavy raider resistance in mid-October of 2265, Captain Gregg confronted them head-on and without pause. The powerful weapon arrays of the *Enfali* made very short work of the carrier vessel of the raider flight group, leaving the *Enfali* to the painstaking task of cleaning up the fast and agile Delta-V2 fighters the raider vessel had launched before destruction. The *Enfali* was primarily designed as cruiser-hunter so picking off the swarming chip fighters turned out to be an arduous task. The V2s were able to make consistent fly-bys from the unarmed aft of the Ranger ship, scoring repeated hits to the engine systems and causing massive weapon malfunctions from severed power conduits.

Even though it looked as though the fighter group was outgunned, they unleashed their plan – and a reinforcing group of raider aces came from out of a dust cloud. The precision attacks from the raider aces struck the *Enfali* headlong in the fore fusion cannons, causing supporting systems to overload. As a result, powerful fusion arcs ripped through

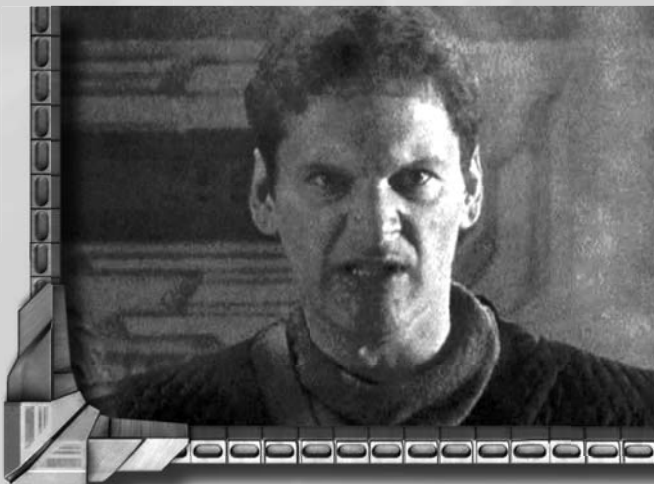


numerous places along the internal decks of the *Enfali*. One of these surges burst through the command bridge, striking Captain Gregg solidly with a blast that knocked him instantly unconscious. With the ship listing in space the raiders began to break away, using the ambush as a method to make good their escape.

When Gregg could not effectively command, David Martell stepped in. With only twenty percent effective engines and non-functional weapons systems, he was only left with two options: pursue the raiders and hope they did not know the damage they had inflicted or break off and try and get the ship and the injured back to Minbar.

To the shock of many of his fellow crew members, he chose the latter.

Captain Bart Gregg, Shok' Na of the Enfali



Born in Washington D.C. on Earth, Bart Gregg became a Ranger to avenge the death of his wife, a reporter who died mysteriously during Clark's regime. Ever since completing his training, he has been a stalwart and staunch supporter of the Anla'Shok traditions. His assignment to the *Enfali* was a bit of a change from his original White Star deployment but he did not question Ranger One's decision.

Although he was injured during the conflict with the Nightwatch raiders, he returned to duty later on board another ship and returned to the Jericho system again and again in order to 'bring terror to the terrorists.'

3rd Level Human Officer (fleet) / 3rd Level Ranger / 2nd Level Anla'Shok Officer

Hit Points: 20

Initiative: +3 (+3 Dex)

Speed: 30ft

Planned Precision

Delta-V2 armaments are not normally sufficient to cause massive damage to a military cruiser like the *Enfali* and the Nightwatch raiders were well aware of that. They knew it would take the deadly aim and precise attacks of raider aces (see *Freedom Station*, page 73 for details of that prestige class) to bypass the thick armour and inflict enough systems damage to incapacitate such a vessel.

It stands to reason that the raider ace squadron were actually mounting a planned attack and that they had studied Captain Gregg's earlier activities in the Jericho system long enough to know that he would not break off and fly right into an ambush. The *Enfali* had cost the local Nightwatch cell hundreds of thousands in credits so such a devious plan of action cannot be ruled out.

DV: 18 (+5 class, +3 Dex)

Attacks: +9/+4 melee or +11/+6 ranged

Special Qualities: Branch Specialisation, Commanding Presence, Discipline of the Ranger, Fearless, Garb of Honour, Places Unseen, Rallying Call 1/day, The Application of Terror, Will You Follow Me Into Fire?

Saves: Fort +6, Ref +7, Will +10

Abilities: Str 12, Dex 16, Con 14, Int 14, Wis 10, Cha 10

Skills: Acrobatics +7, Athletics +7, Bluff +2, Computer Use +8, Concentration +10, Intimidate +5, Investigate +6, Knowledge (astrophysics) +10, Knowledge (tactics) +6, Knowledge (raiders) +5, Knowledge (law) +4, Linguistics +6, Notice +6, Operations (piloting) +8, Operations (systems) +6, Pilot +5, Stealth +10, Subterfuge +7, Survival +2, Technical (electronics) +8

Feats: Dodge, Exotic Weapon Proficiency (denn'bok), Fire Control, Fluency (Human, Minbari: Adrenato), Martial Arts, Spacecraft Proficiency, Weapon Proficiency (close combat, grenades, pistols)

Δ MYSTERIOUS MEETING

Just after the events in the Jericho system came to a startling end, Sindell, a prominent member of the Grey Council, called for an emergency meeting in one of the holographic display domes on Minbar. Answering the summons despite the great cost of travel from Babylon 5 to the Minbari homeworld, G'Kar met with Sindell. The Minbari summoned an interesting recording from a long-

range scout that was lost off the Rimward beacon at Tir, a Minbari Protectorate world.

The recording showed a number of seemingly identical vessels flying in a loose formation away from the scout's recorder. The ships were dark blue with a pulsating energy core similar to the one found in ships used by the Ipsha Baronies. Their hulls looked like they were shifting as they soared through space as if made of a crystalline or mineral-based substance and they left no engine wash. They appeared to have no noticeable systems or ports upon them. These ships were mysterious and menacing and Sindell noted that absolutely nothing was known of them – immediately before a spindly weapons array along the edge of the hull turned toward their point of view and



launched a powerful green energy blast at the recorder, destroying the scout.

The recording over, Sindell went on to explain that many of these ships had been seen recently and that the Alliance may have found a source of good information on the new race. Sindell asked G'Kar to help research and use whatever means necessary to gain insight on these dark new vessels due to his extensive knowledge of the galaxy, his connection to the president and his uncanny ability to uncover secrets. The Grey Council was rarely willing to give an outsider such power and responsibility but it was understood that this matter was much larger than it seemed at first. G'Kar accepted, of course, already beginning to consider how he could gather the information.

Knowing that the Narn would need to begin his investigation, Sindell excused himself to convene with the rest of the Council concerning a tragic crime against the Anla'Shok traditions. When G'Kar inquired as to what had happened he was surprised to find out that the Ranger-in-question's crime (David Martell) was that he had lived when he ought to have died. This fact would stay at the forefront of G'Kar's mind for some time while he put a plan together that might help the Alliance in many unlikely ways.

Setai Sindell, Speaker of the Grey Council

Originally one of the highest members of the Anla'Shok, Sindell was amongst the Minbari Rangers who were originally outraged when Jeffrey Sinclair was appointed as Entil'Zha, siding with the likes of Neroon in many arguments against whatever decisions the Human came up with. Over the years however, Sindell learned that Delenn and Sinclair were right about a great many things. Ever since it became clear to a select few on the Grey Council that Sinclair was actually Valen himself, Sindell has upheld all of Valen's laws and traditions to the letter.

10th Level Minbari (warrior) Ranger /

6th Level Officer (fleet)

Hit Points: 36

Initiative: +6 (+0 Dex, +2 racial, +4 Improved Initiative)

Speed: 30ft

DV: 22 (+11 class, +1 Dodge)

Attacks: +17/+12/+7/+2 melee or +16/+11/+6/+1 ranged

Special Qualities: Denn'Bok 1d10/1d10, Die for the One, Discipline of the Ranger, Fearless, Garb of Honour, Heart of Izil'zha, Live for the One, Places Unseen, Rallying Call 1/day, Standing on the Bridge 2/day, The Application of Terror

Saves: Fort +9, Ref +7, Will +13

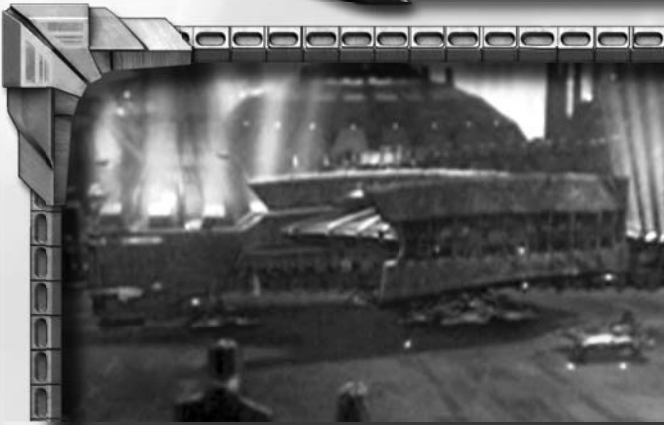
Abilities: Str 13, Dex 11, Con 15, Int 14, Wis 13, Cha 15

Skills: Athletics +10, Bluff +13, Computer Use +12, Concentration +10, Diplomacy +17, Intimidate +12, Intrigue +15, Investigate +12, Knowledge (galactic lore) +4, Knowledge (law) +13, Medical +3, Notice +16, Operations (piloting) +7, Operations (systems) +8, Pilot +4, Sense Motive +10, Stealth +20, Subterfuge +8, Technical (electronics) +16

Feats: Alertness, Data Access, Dodge, Exotic Weapon Proficiency (denn'bok), Fluency (Minbari: Lenn-ah, Fik, Adrenato; Human, Narn), Great Fortitude, Improved Initiative, Iron Will, Martial Arts, Persuasive, Skill Focus (Computer Use), Skill Focus (Diplomacy), Skill Focus (Investigate), Spacecraft Proficiency, Stealthy, Veteran Commander, Weapon Focus (Denn'Bok), Weapon Proficiency (close combat, grenades, pistols)

THE VALEN AND THE LIANDRA

While G'Kar and Sindell were discussing a mystery half a galaxy away, other places on Minbar were just as active. A verbal squabble with a traditionalist Minbari named Tannier in the denn'bok practice hall revealed that several members of David's fellow crew agreed with his decision. They would gladly argue and fight on his behalf to uphold his honour and back his choice to live instead of die at Jericho. A larger scuffle was avoided by David's cooled temper but Tannier would not leave well enough alone. A comment about 'running from another fight' gave even David pause.



Being able to shoulder only so much ridicule for saving his crewmates' lives, David sparred with Tannier with practice fighting pikes. Using unconventional fighting methods in order to exploit the Minbari's strict stances, David bested the traditionalist. David's malleable tactics were sometimes stronger than the old and practiced ways.

Taking his leave of the practice hall in order to 'get some fresh air and prepare,' David met with Sarah Cantrell, another close friend from the *Enfali*, on a balcony overlooking the landing and arming platform outside the building. Watching the massive and bulky Valen-class prototype assault cruiser land made David wonder if he would still be a Ranger after the Grey Council was done discussing his 'transgression.' Sarah tried in vain to explain that he would be fine.

Two Tanniers?

The Tannier discussed above may have the same first name of the Tannier that appeared upon the Babylon 5 station in 2262 but they are not one and the same. That Tannier, who was called upon to enact the moradum (the application of terror) upon a common criminal named Trace, is part of a different Fane of the religious caste and is not a warrior caste member at all.

The use of Minbari first names, as it is with Human names, is sometimes in honour of an older member of a family or a particular hero in their culture. In this case, 'Tannier' refers to a famous Ranger that served with Valen himself in the first Shadow War.

Dwarfed by the *Valen*, the *Liandra* sat silent and sleek next to the newer vessel. The two Rangers discussed the supposed 'curse' placed on the *Liandra* and how the ship was found floating in space with all of its crew dead.

Statistics for the *Valen* prototype and the twenty-year old *Liandra* are found on page 55.

THE GREY COUNCIL MEETS AND PASSES JUDGMENT

Sending for David Martell, the Grey Council gathered in their hallowed meeting place. When David arrived, he was surprised to find that his friend and fellow Ranger, Dulann, had not been summoned but still appeared to speak on his behalf. Even though David tried to convince Dulann otherwise, the Minbari remained in the dark chamber nonetheless. There may have been a longer conversation in the works but Sindell's ominous voice broke the silence and summoned David to the pillar of light in the centre of the room.

Before the Grey Council could hand down judgment against David, Dulann also stepped into the light and explained that Sarah, Malcolm and he would all stand by David and leave the Anla'Shok should he be expelled. Dulann claimed to have 'seen into his soul' and found that his decision to leave combat was not one of cowardice but of valour – to save the ship and the rest of the crew, not himself. Sindell took this information to heart, knowing that Dulann had a special insight into these matters, but still prepared to pass a heavy-handed judgment on David.

Interrupting what sounded like David's removal from the Anla'Shok, G'Kar burst into the Council chamber with the typical flair and volume that he was known for. After a brief but insightful philosophic journey into the 'we live for the One' section of the Anla'Shok motto, comparing David to President Sheridan himself, G'Kar hinted that the Grey Council should hear some interesting news. Choosing to recess in light of what information G'Kar might have, the Council dismissed the younger Rangers while they discussed the matter in a new light.

G'Kar explained to the Grey Council that President Sheridan had just spoken to him about a mysterious subterranean ruin that might be in some kind of relation with the crystalline ships on the Minbari's records. To discover whether any of the Alliance worlds had some knowledge of this ancient place, or anything like it, the ISA arranged for an immediate meeting of diplomats from all over the Alliance. This meeting was to take place at the very archaeological dome that uncovered the ancient city in question. G'Kar explained that the mission would be arranged quickly and that President Sheridan wanted him to go along and help manage the meeting. The Grey

Council assigned G'Kar and the mission to the *Valen*, the fastest ship they had available at the moment. Knowing that they could not lose four solid crew members immediately before sending so many Rangers on this mission, the Council chose instead to punish David in a different manner – the news of which G'Kar would be happy to deliver on their behalf.

Interstellar Truths

G'Kar mentions to David that he told the Grey Council four simple truths and that it was those truths that made them decide to allow him to remain a Ranger. These 'truths' could be anything, knowing G'Kar. He has stated many times before that there are only a few universal truths but yet never speaks of any of them save for three:

'Every race in the galaxy has a food identical to what Humans call Swedish Meatballs.'

'Every race shares a myth about a time when ancient dark forces prowled the universe only to be cast down or cast away by an even greater force, a force of light.'

'No one there [Babylon 5] is exactly what he seems.'

These truths that G'Kar could have told the Great Council are not likely to be the same three as above but using similar philosophy with the deeply spiritual Minbari elders could have steered them to saving David for bigger and better things that G'Kar somehow knew.

Finding a worried David, G'Kar explained to him that the Grey Council had chosen in light of his discussion to allow him to stay on as a Ranger. In fact, they had strangely promoted him to Shok'Na of his own vessel! After the initial gratitude wore off and G'Kar explained that it would be the *Liandra* that David would be captaining,

David realised that his good luck was still part punishment after all.

REVIEWING THE LIANDRA

Having been given a second chance with a supposedly cursed ship, David spent a day or so flipping through personnel files and sending the proper requisitions to his superiors. During the waiting period he and Dulann began their walkthrough of the *Liandra* to see what must be done to get her back into flying shape.

The vessel was in a rather horrific state. The Minbari being as superstitious as they are would not have volunteered to fix any damages that the ship sustained when it was hauled back from space the last time, which was some number of weeks before. Several internal systems were ruptured in whatever mysterious firefight took her and her crew out of commission the last time and some damage looked to be several missions old. The *Liandra* had seen several captains in her twenty years and looked to have taken a beating under each one.



After splitting up due to a well-timed remark concerning Tannier's assignment to the *Valen* (the ship that David felt he should have been given), Dulann found himself immersed into a telepathic 'vision' of sorts. This vision manifested as a series of hallucination-esque voices that told him things like 'Sold us out!', 'We're losing pressure on all decks!' and 'There's no way out!' These voices seemed to assault him from all around, as if the ghosts of the *Liandra's* former crew were screaming at him.

David snapped Dulann out of his vision, explaining that the ship's log had somehow been erased or damaged and that he could not discover what had happened to the last crew. Dulann explained that he somehow knows they had suffocated, as he was told by the voices in his vision and that something damaged the ship and then let them run out of air before they could reach safety. David seemed more than a little sceptical about ghost voices, but Dulann was more than convinced.

They left the *Liandra*, and while Dulann went to his quarters to rest after receiving such a powerful vision, David headed back to the practice hall to think things through. Denn'bok

katas were not typical meditation techniques but they always made David feel more centred.

While David practiced, Tannier came to him and awkwardly congratulated him on the promotion. Tannier also confirmed that he had received not only the *Valen* but had already been assigned his first mission as its Shok'Na. The *Valen* was to ferry a number of ISA diplomats from all over the galaxy to some secret meeting place and would only be allowed to take a single escort ship in order to keep a low enough profile. Tannier had chosen the *Liandra*.

Thinking it some new way to gloat, David commented to that fact. Tannier seemed hurt but his demeanour changed almost instantly as he snapped out the order that they needed to be ready in three days. Although David's pride would not let him initially see it, Tannier was actually trying to honour him by asking specifically for the *Liandra* and it had taken a great deal of ushering by the warrior caste Ranger to make it happen at all.

THE COMMAND CREW

The three days moved quickly while assigned technicians frantically worked at bringing the *Liandra* up to a functional and spaceworthy level. David's crew had already assembled at the ship and many of the technical crews wondered about the varied members that the controversial human had chosen. Most Ranger vessels were crewed by humans and Minbari, leaving many of the newer recruited races to individual planetside missions and continued training.

A bit of a misfit himself, David felt as if he had been given a chance to do something special with this assignment. He combed the personnel files in search of others who might be considered misfits, giving them the chance to shine under his command, especially since no one had ever given them the chance before. David knew deep down that this crew would test him like he had tested his superiors and that everyone would be stronger for it.

David was pleased with his choices but the state of the *Liandra* had him more than a little worried. The captain himself was making his mental arrangements when Dulann came to get him. The command staff was on the bridge awaiting his arrival for the crew-binding zhil'mana'zhi ceremony, or 'the naming of names.'

The Naming of Names for the new command crew of the *Liandra* covered all nine members, giving the new members insight into each other and an understanding of exactly what to expect out of their new shipmates. They and their ship functions are as follows:

- 5 **Sarah Cantrell**, Weapons and Tactical Combat Specialist
- 5 **Tafeek**, Political and First-Contact Specialist
- 5 **Kitaro Sasaki**, Navigations, Communications and Translation Specialist

The Naming of Names

The ceremony used by all Anla'Shok crews the first time they are assigned to a new ship is a very solemn one and is used almost universally by Rangers all across the galaxy. It surrounds an icon of sorts, similar to the brooch worn by all Rangers, in the shape of a golden star. This star represents the Minbari belief that all life is born of the stars and that all life returns to the stars.

The star is passed around to each command crew member, who must state his name, his place and his truth. This leads to a great deal of interpretation from Ranger to Ranger but it is a tradition that stretches long back to the first Rangers under Valen. Once the ceremony is finished, the iconic star is placed at the exact centre of the ship as a reminder that the command crew is the heart of the vessel and that it revolves around them and their choices.

Contrary to Minbari belief, the Naming of Names ceremony does not have any mystical bonus to the ship in game terms. There is still a certain morale-boosting effect the star has on common crew members however and any ship that enacts the Naming of Names can add a miscellaneous +1 modifier to the overall crew Training level.

- 5 **Firell**, Healer
- 5 **Malcolm Bridges**, Infiltration and Covert Operations Specialist
- 5 **Na'Feel**, Engines, Environment and Weapons Support
- 5 **Tirk**, Dockside Labour and Boarding Specialist
- 5 **Dulann**, Shok'Nali (First Officer)
- 5 **David Martell**, Shok'Na (Captain)

More information and full statistics can be found on these important characters in the Command Crew of the *Liandra* chapter, starting on page 68.

THE DIGNITARIES ON BOARD

While the *Liandra* was making the most of its last few minutes of pre-launch repairs and adjustments, twenty-

six different Alliance diplomats and dignitaries boarded the *Valen* by request of President Sheridan in order to be taken to a secure and yet-to-be-revealed location. The list of dignitaries was as follows:

G'Kar, Interstellar Alliance Representative
Arka Proz, Drazi Ambassador to Tarellen
Zhakar, Aide to Arkal Proz
Refrentissal, Grome Research Coordinator
Surressint Worrell, Aide to Refrentissal
Ulliss'Rex, Travel and Coordination Officer of the Grome Autocracy
Waiquoud'Rex, Aide to Ulliss'Rex
Melinba Oreen, Hyach Ambassador to Minbar
Wilimino Brathe, Aide / Bodyguard to Melinba Oreen
Orassun Prat, Officer of Gerontocratic External Affairs
Pogger Krush, Hurr Officer of Rim Expeditions
Ckk'ankk, Gaim Ambassador to Proxima
Rix'ock'cikk, Aide to Ckk'ankk
Sk'Ven, pak'ma'ra Librarian of Rimward Facts
K'Amm, pak'ma'ra Ambassador to Minbar
Am Feresa, Brakiri Analyst of Antiquity (Im-Rehsa Corporation)
Reese Pullis, Secretary to Am Feresa
Huldin Tucent, Brakiri Xenoeologist (Ly'Nakir Corporation)
Guh-Loh-Ta, Llort Ambassador to Earth
Bi-Ha-Joh, Llort Professor of Linguistic Science
Raleen, Minbari Researcher of Theology
Tholier, Aide to Raleen
Lonnenn, Raleen's Linguistics Expert
Tycen Johanssen, EarthGov Senatorial Research Team Officer
Melissa Kowalski, Martian Ambassador to Minbar
Minister Kafta, League Ambassador from the Zafrani Accordance

These dignitaries were scheduled to stay on board in suitable suites set aside for them on board the *Valen*, with those guests who brought aides with them sharing a double suite with their associates. With so little time to prepare for this emergency Alliance meeting, few brought anything more substantial than a carry-on bag of clothing with them. The rest of their possessions were being shuttled separately to the secret destination of the security meeting and would be waiting for them when they arrived.

That was the first time that most of these individuals had ever seen or met one another, with some exceptions for those who were from the same planetary offices. Although it was President Sheridan's idea to spread out the amount of knowledge to a farther range, it would end up being the reason later troubles slipped by undetected.

Once the dignitaries were all on board and settled in their quarters, the *Valen* was ready to launch. Shok'Na Tannier had only to wait on the *Liandra* before they could be fully cleared for take off.

INTERNAL PROBLEMS WITH THE LIANDRA

Having sat damaged for so long after it had been returned to Minbar, the *Liandra* needed a lot more internal systems repairs than David and Dulann had been prepared for. Ship-to-ship communications, life-support and deck gravity were stable but not perfect, weapons arrays were functional and navigation systems reported a few 'bugs' in the beacon tracking systems. Nearly all of these things would be easy enough to repair with some additional time but the sun was rapidly rising over Minbar's horizon and the *Liandra's* engines were not yet fully functional.

When Sarah appraised him of the situation, David followed an echoing stream of translated Narn profanity toward the engine room. Blocking him from seeing the real extent of the work being done, or how she was doing it, Na'Feel explained that the ship would be ready 'whenever you are.' Despite the tremendous amount of steam venting from Na'Feel's workstation and the slightly toxic coolant smeared all over her, David left the area silently praying that they would not simply explode on the ground.

Answering a hail from the *Valen*, who was ready for launch, David needed to test his hopes and get things underway. Allowing the *Valen* to take off first, everyone on board the *Liandra* said their silent prayers and held on to something nearby as the engines throbbed and roared into life. A few power fluctuations aside, Na'Feel was correct and all was in working order as the *Liandra* joined the *Valen* in the stratosphere.

NOT JUST ANY MILK RUN

Undertaking an easy mission, escorting a massive assault cruiser filled with diplomats to an undisclosed location, David was satisfied with the progress with the *Liandra* so far. He continued to have the technicians work on various repairs while in transit but did not feel nearly as rushed



To Live and Die in Starlight

The Evolution of Narn Profanity

Narn profanity rarely translates well into English due to a preference toward animal nomenclature that has no direct synonym in the common Human tongue. While occupied by the Centauri, traditional Centauri obscenity (which was flagrant and extremely commonplace) was forbidden to be used by Narn, so as not to offend their 'masters.' This created a strange sort of pidgin profanity that used normal terminology in awkward ways to stand for verbal obscenities.

Even though the Narn had thrown off the shackles of slavery long ago, the more commonplace pidgin obscenities never fell into disuse.

Some of these strange obscenities and their meanings are as follows:

'Toe-sucking spawn of a bladder fish' is a reference to a parasitical aquatic that lives in shallow mud and it means to be a constant annoyance.

'Son of a fish' is a common expletive for anger or frustration.

'Piece of smelt' is a term for anything that is insignificant, yet remains to be a problem.

'Tok-swallowing fenbarger' is a reference to a creature that eats excrement and is used as a blatant verbal assault.

'Thrak', *'Thrak you'* or *'Thrak it'* are statements of exasperation and can be used as common expletives.

as he had when trying to get the ship off the ground. The *Valen* was more than enough of a ship to handle raider forces or minor conflict, with the *Liandra* really serving as anti-fighter support if anything.

When the two ships reached close proximity to the jump beacon for the Earth Alliance outpost on Beta Durani VII, Tannier informed the diplomats of their destination so they could prepare for disembarking. Shortly thereafter he also sent word to the *Liandra*. It was absolutely necessary that the location be kept secret for as long as possible, so as to hopefully keep things classified until almost ready to exit hyperspace.

Once informed, David and his command crew discussed how odd it was to bring such a large group of diplomats out to Beta Durani for a security meeting. The only worthwhile place on Beta Durani VII was a domed colony based around an archaeological dig. Although Malcolm seemed intrigued by the events, David was sure that the diplomats must be needed to see something that could not be transported elsewhere. Although that would explain the travelling security meeting, it did little to answer why this mission was so cloak-and-dagger. With all of the secrecy and withheld information, even David felt a little left in the dark.

Apparently not everyone was ignorant of the mission. Three of the mysterious crystalline ships Sindell had shown to G'Kar were close behind, following what sounded like a

beacon or signal of some kind. There was no question; they were closing on an attack vector.

As soon as the Rangers' ships exited hyperspace, the three enemy vessels opened their own precision jump point and surprised them. They emerged, immediately launching powerful bursts of energy directly at the engines of the *Valen*, despite the efforts of the *Liandra's* defensive firing capabilities. The enemy ships' weaponry was powerful and foreign to the countermeasures built into the *Valen's* hull, quickly overcoming hull integrity and crippling the larger ship's engines.

Once the *Valen* was off its steerage and the *Liandra* was still manoeuvring to get a solid firing solution, one of the crystalline ships launched an energy burst directly at Beta Durani VII. The attack was not slowed by the thin atmosphere of the planet and the domed colony was utterly obliterated. What structures were not blasted apart by the impact would soon be devoid of life from the massive radiation wave that followed. Six hundred colonists and scientists were killed in an instant.

Only given a moment to grieve for the lost lives, Sarah used the experimental virtual-reality targeting system to bring the *Liandra's* weapon arrays to bear on the ship still ripping the *Valen's* engines apart. The *Liandra's* turreted neutrino blasters caused only moderate damage to the attacking ship's crystalline hull. Such a blast would have torn a huge hole in a standard military target, which meant



that these enemy ships did not just look advanced – they *were* advanced.

Sarah's attack attracted the attention of her target's two companions and soon the *Liandra* was rocked from a direct hit from the green radiation bursts. The attacks tore the ship's already-weakened infrastructure with ease. Bulkheads slammed shut all over the ship to keep atmosphere localised. Countermeasures rerouted power but a fusion arc burst through the bridge and into Dulann, knocking him to the floor and sending him into nervous shock.

The *Valen* had been hit very badly from the rear and was only barely able to manoeuvre at all. Thrust was no issue but turning and bringing any kind of weapons to fire was nearly impossible. Tannier sent a hail to David explaining his situation and that the diplomats were being rushed to the escape pods. The *Valen* was all but lost and its captain wanted to make sure his passengers were safe.

As if the enemy knew that both Ranger ships were nearly dead in space, two of their three vessels veered away and jumped into hyperspace, leaving only one to finish the Anla'Shok off. Whether they believed they only needed one ship to do so or they wanted to get their damaged brethren away for repairs is unknown. All the Rangers knew was that they suddenly had only one enemy ship to deal with. With the *Liandra* suffering from major systems damage across the ship and the *Valen* unable to target anything effectively, this one ship would still prove to be a test.

The diplomats launched from the ship while the *Valen* was being systematically torn apart from the aft by the enemy's relentless attacks. Believing she could possibly cripple the enemy if she could get even a powered-down neutrino shot into the engine of the crystalline ship, Sarah waited for the *Liandra* to limp into a solid targeting solution.

Her shot hit precisely and although it reduced the enemy's ability to steer it did little to affect its weapons capability.

Once all of the diplomats were away, Tannier chose to try and save them in the best way he knew how – self sacrifice. The enemy ship's weapons would have finished the *Valen* off anyway, so it was his brave and noble choice to ram them at full speed. His only hope was to buy the *Liandra* enough time to get the diplomats away to safety. With the enemy ship recoiling from its own engine damage it only took a few moments for the *Valen* to line up properly. With a heartfelt utterance of the Ranger motto, Tannier ploughed the *Valen* into the enemy ship. The huge chassis of the prototype assault cruiser shattered its crystalline hull and set off internal explosions from the energy mass at the centre of the ship. The resulting chain reaction fused both ships into a burning hulk of space debris.

Setting course to retrieve the escape pods, the *Liandra* limped forward. It had suffered massive damage to weapon systems, its jump engines were completely offline and its long-range communications were likely beyond repair. David knew that they would have to get moving in order to get the diplomats away from there.

He knew how important this was; when the enemy ship did not return from battle, its friends would come looking for it.

DIPLOMACY DURING AN EMERGENCY

As the escape pods were grappled into the cargo airlock and the diplomats they carried were being ushered into the main bays, Tafeek did his best to keep them calm. Tirk came with him, staying silent but nearby in case of any physical altercations. It would be nearly an hour before enough room in the hallways and storage rooms was cleared to house the angry dignitaries and with so many heated tempers cramped into one place Tirk's presence might keep things from becoming hostile. G'Kar also helped where he could to dissuade people from harsh reactions but even the esteemed orator was drowned out by the cacophony of raised voices.



Things were not any better in Medbay, where David was getting Firell's expert opinion on Dulann's situation. The fusion arc had ruptured several of his internal organ-walls, which were now causing some toxifying internal bleeding. He suffered a moderate concussion when he was thrown to the floor and he faded in and out of consciousness rapidly. It was Firell's belief that if they could not get Dulann to a proper medical facility that Dulann would surely succumb to his injuries. With the ship incapable of reaching hyperspace on its own, it would unfortunately be some time before they could get to the Beta Durani stationary jump gate.

During one of Dulann's brief periods of wakefulness, he pushed aside David's white lies about his condition in order to explain that he had had another vision. This time it had come to him in a dream and he was sure it was about the last crew of the *Liandra*. In what David thought was just the concussion talking, Dulann said that they too were fighting to get home – but also that their spirits were not at peace and that they were still on board the ship. Contrary to David's dismissive remarks, Dulann truly *believed* that the ship was haunted by the former crew. He believed that they were unsettled by something, something very wrong about this mission.

A short while later, after David had already gone elsewhere to help with the repairing the ship and calming dignitaries, Firell stepped out of Medbay to get some supplies. In that small window of time Dulann awakened to find himself being approached by an apparition. The ghostly image of a dead Ranger with fingertips shorn from scratching at airlocks stood over Dulann's bed and explained more of what had happened to he and his fellow ghostly crew. Dulann's earlier vision was right: the last crew had indeed did suffocated – but it was due to some form of traitor that had 'sold them out' to some unknown enemy. Before the spirit vanished through the bulkhead wall however, he told Dulann that they '*never saw his face.*' The last crew had been betrayed, and they could not rest because their betrayer had gotten away with it.

While Dulann wrestled with his injuries and his visions of dead Rangers, the dignitaries tried to convince G'Kar to speak to the captain on their behalf. Minister Kafta, a diplomat from the recently-added Alliance world of Zafran VI, was very charismatic in his ability to persuade several of the others to look for a local planet. His opinion was that the *Liandra* could drop them off in a breathable atmosphere and look for help without endangering them.

G'Kar knew better, of course and explained how dangerous landing would be in their current state. Before further dissenting opinions could be given, G'Kar was summoned personally by the captain, leaving Tirk and some uniformed crewmen to try and keep the peace amongst the dignitaries.

THE SECRET REVEALED

While the dignitaries discussed ways to get off a ship they had no control over, G'Kar came to see David in the *Liandra's* meeting room. It seemed that G'Kar's reputation amongst the Anla'Shok as a tactician had not escaped David and he sought some advice on the strange situation they were in.

David had been reviewing the data from their earlier encounter with the mysterious ships for when they returned and he had run into a few problems with their plan of attack. The enemy had targeted the *Valen*, a larger ship and the better target, first. However, instead of going for areas of the ship that would cause the most damage they had precisely targeted the engines. Any ship with that sort of fire control could just as easily have gone for solid-mass areas or high-crew concentrations but it had not. Furthermore, the enemy ships had disabled the *Valen* while ignoring the *Liandra* but only long enough to get their bombardment shot off at the colony itself before then knocking out the *Liandra's* weapons. Once that carefully planned series of events had taken place, they had hesitated. This hesitation after such a specific course of action was what David did not understand and wanted G'Kar's opinion about.

G'Kar agreed completely with David's evaluation. In most ship-to-ship combats a vessel targets the weapons of the largest ship first, not only to hopefully cripple the enemy's ability to retaliate but also to inflict tremendous secondary damage. Smaller ships would be next and would definitely be eliminated before moving on to a non-combatant such as the colony. It was obvious to David and G'Kar that the enemy had been intentionally trying to cripple the *Valen* instead of destroying it.

After G'Kar mistakenly mentioned that the enemy might have wanted to capture the dignitaries alive in order to find out 'what they knew,' he knew that he must let David in on the rest of the situation. G'Kar explained exactly what the dignitaries had planned for their security meeting on Beta Durani VII.

The mission had been designed to bring an assortment of Alliance experts to the archaeological dig in order to have them see if they could bring some light to a situation that had been growing more urgent over the last few weeks. Ships exactly like the ones that attacked the *Valen* had been recorded attacking many of the Rimward and outlying Alliance worlds, destabilising them in the same manner the Shadows once attempted.

The crystalline ships were first thought of as just another alien threat, like the Redhelms of 2262, but Alliance researchers linked the timing of the initial attacks with the discovery of an ancient subterranean city on Beta Durani VII. Not only was the timing perfect but the scientists on Beta Durani found graphic drawings of the crystalline ships, proof that they were related directly to

the subterranean city. This city, which was possibly *billions* of years old, pre-dated anything the current races had on record. Buried eight miles below the surface of the planet, the city was preserved perfectly over the ages.

From what could be translated of the hieroglyphs in the city, it had been built by a 'force of light' that opposed the greater darkness, similar to the way that Sheridan's Army of Light opposed the Shadows. The city was constructed as a bastion against their enemies' return, existing as it did in a place of eternal darkness. While this could mean a parallel dimension such as hyperspace or even Thirdspace, it could also mean the Greater Void beyond the Rim. The researchers thought these things to be mostly myth and legend but then they discovered a massive doorway powered by an alien force that had never been extinguished. They sent a probe through the doorway on a tether and when they called it back it was twisted and distorted – the doorway or something beyond it had wrenched it into an unrecognisable shape.

The dignitaries were to come and see the hieroglyphs and the doorway in an effort to hopefully shed some light on what these mystery ships were up to. With the colony destroyed and the dig likely buried under eight miles of wreckage, it was unlikely that anyone would ever get such a chance in this lifetime.

AVOIDING THE ENEMY

Just a few hours after they were initially attacked, the *Liandra* managed to bring its weapons systems up to twenty-five percent of normal and the engines had stopped rumbling themselves into stalling. The diplomats were still arguing as to whether or not they should just get back into the escape pods and Malcolm resorted to using his covert holo-suit to mimic G'Kar long enough to calm them. Things were not looking very promising for David and his crew, especially when two enemy vessels arrived just at the edge of scanner range.

The mysterious ships were looking for them by the pattern of their flight. With the *Liandra's* systems running so far below normal and the additional radiation from the local star, it was extremely unlikely that they could be found outside normal visual range. Even so, they knew it would only be a matter of time before those advanced vessels got a fix on them and finished them off in short order. Something had to be done and sooner rather than later.

Considering that the *Liandra* was unable to fight or run away from the enemy, David knew he had to somehow hide from them. Using a risky manoeuvre that Nial fighter pilots sometimes pull in enemy engine washes, he ordered that the ship be tucked in the dust tail of a nearby comet. His hope was to get lost in the particulate matter and electromagnetic wake

The Door to Nowhere

The subterranean gateway found in the crust of Beta Durani VII works in the same fashion as a common jump gate. Just like hyperspace vortices funnel *in* or *out* of hyperspace, this doorway is a one-way portal into the wormhole that the Hand were banished to during the age of the First Ones. The reason the probe was so mauled by the energies contained in the doorway is that the Alliance scientists were essentially trying to come 'out' the 'in' door!

long enough for the enemy ships to think they had jumped away or been destroyed.

There was some worry as to rock chunks and frozen gas spheres rupturing the hull, but with twenty-five percent weapons ability Sarah was sure she could save them at least *once* from impact. The energy spike would surely give away their position, as Kitaro worriedly explained, so she would have to make sure to deploy weapons only in the case of a 'ship-killer.' The rest of the small rocks would just have to be weathered.

Hiding in the tail of the comet worked. The enemy ships did not seem to notice them, but being in the comet's tail made for a very bumpy ride. The hull was battered and scraped by an assortment of ice and rock chunks and those crewmen trying to perform their duties inside found it more than a little difficult. Sarah remained in the virtual targeting pod the entire time, using her best judgment not to fire and give away their location.





One of the harder impacts awoke Dulann from his slumber in Medbay to find the same ghostly Ranger hovering over his bed, urging Dulann to follow him down into the engineering tunnels of the *Liandra*. The apparition showed Dulann down to where the hull had been holed, where air had escaped and the crew had suffocated because someone had blocked the way to the repair stations. These angry wraiths of dead Rangers brought Dulann to the very place where they had been killed, in a manner of speaking. He passed out from his injuries but not before he saw all of the ghosts looking down at him with sad and knowing eyes.

Moments earlier Sarah had nearly chosen to fire at a very large chunk of ice passing over them but just as it passed another smaller rock slammed into it and showered the ship with shrapnel. As if history was repeating itself for the *Liandra*, the hull was shorn in several places and air escaped at a steady rate. If they remained in the comet's tail, they would be surely crushed. David hoped that the enemy had given up their search, because he had no choice but to order the ship back into open space.

DULANN'S SENSITIVITY AND MALCOLM'S CONCERNS

Firell reported Dulann's disappearance and David came to Medbay to see what he could do. The ship was only so big, after all. There were so many places that had been damaged by the enemy ships and the comet that an injured person like Dulann would not last long. They needed to find him, wherever he had gone.

Firell told David about the Minbari's sensitivity to spirits of the dead, especially those Minbari with telepathic abilities – even weak ones like Dulann. Paying no heed to David's disbelief, she added that this sensitivity is heightened when the individual is himself close to death. She had no doubt at all that the former crew of the *Liandra* was speaking to and through Dulann and instead of causing her fear it gave her insight as to why. She wondered if the spirits were so focussed on Dulann right now because they have some direct relevance to the ship's current situation.

Hiding in a Comet's Tail

Hiding in the tail of a comet is actually not always as dangerous as one might think, depending on the ship and how large the tail of the comet really is. Some tails can be hundreds of thousands of miles long, therefore giving a great deal of room to manoeuvre and avoid obstacles. The closer to the actual comet a ship remains, the more electromagnetic invisibility is bestowed. However, this increases the chance for collision, so only skilled pilots should ever try to push their luck.

If a pilot wishes to hide in a comet's tail, he should choose how close to the comet he wishes to get and make a DC 20 Pilot or Operations (Piloting) check with the skill penalty shown on the table below. If he fails this check, the debris will make a single attack against the ship that automatically hits with an Offence as shown on the table below. Interceptors may be used against this hit, but the Stealth bonus is cancelled for 1d3 rounds because of the energy spike.

Otherwise, regardless of the outcome of the attack, the ship gains the listed bonus to Stealth.

Craft Position	Stealth Bonus	Skill Penalty ¹	Offence of Collisions
Near Comet	+ 15	– 10	2d6 x 10
Close Wake	+ 10	– 8	1d6 x 10
Tail Midsection	+ 8	– 6	1d4 x 10
Fan of Tail	+ 5	– 4	1d6 x 5
Edge of Tail	+ 3	– 2	1d4 x 5

¹ Applies to Operations (piloting), Pilot and any Technical skill involving the vessel.

This crew, like the ghostly one before it, were looking at perhaps never returning home alive. It may be why the ghosts were so active – they were trying to prevent that from happening again.



While David was embroiled in afterlife philosophy with Firell, Malcolm was running every type of scenario in his mind to try and work up a tactical dossier on the enemy. Malcolm was well-schooled by a variety of alien war colleges and he still could not understand one thing – why the mystery ships were chasing them at all.

Bringing the idea up with David, Malcolm could not help but think that the colony was not the *only* reason the enemy ships came after the *Valen*. The news of a destroyed colony such as Beta Durani VII would get out to the public no matter if the *Liandra* survived the battle or not; it was just too big an action not to draw attention. Combined with the fact that the Alliance already knew of this enemy's existence and their relation to the colony, there would be no question as to who had attacked. Therefore, there was no need for secrecy at all. Malcolm could not understand why these ships were taking the effort to chase them down as they were. His only guess was that the *Liandra* must have something – or someone – on board that these enemies actually wanted, even if the Rangers had no idea about it.

Breaking the conversation short due to the discovery of Dulann, David ran off to help. The injured Minbari was down in a section of the engineering tunnels that was losing air quality and he was frightened and obviously hurting. Although a Ranger in peak health would have no problems in such a place for quite a while, Dulann was already suffering from other wounds and the tunnels could not be making his situation anything but worse.

When David approached him, Dulann was still in the throes of his ghost-vision, seeing dead crew standing around his friend. Dulann explained about the betrayal of the former crew and David still could not believe that 'ghosts' had given him this information. Dulann said that

the former crew could sense that someone was betraying the *Liandra* again. Immediately before passing out from the toxic levels of nitrogen growing in his bloodstream, Dulann told his friend to look for a secret encrypted file. This file would explain everything. The dead crew had given him the password: *Entil'Zha*.

Dulann was immediately rushed back to Medbay. David hoped that the damage done to him was not irreversible and that he still had some time to try and save his close friend. He knew however, that he was fast running out of time.

THE GHOST LOG

The *Liandra* continued forward at slow speeds while technicians tried to do all they could in order to get the vessel more functional but with no communications and weapons to speak of, all the command staff could do was wait. While waiting and contemplating his options, David went ahead and tried to access the hidden log that Dulann had said the ghosts told him about. Asking the ship to look for encrypted files needing the password Entil'Zha, he and everyone at the table was shocked to get an affirmative response.

The room sparked with the holographic log entry from one of the crewmen of the *Liandra's* last mission, the flickering image explaining what had happened to them. The Ranger on the recording spoke of being locked in after 'the first attack' and said that whoever made it off the ship alive is the one who had to have betrayed them. Although he did not explain who attacked them or who the traitor could be (he did not see his face), he made a vow that he and his crew would not rest until they were avenged. From what Dulann had been saying all along, this was likely why the last Rangers' spirits remained.

After the image subsided Malcolm's pragmatism surfaced and he pointed out that, although interesting and worth checking into, the recording did not help them in any way. David thought that since Dulann had been right about the recording, maybe he was also right about there being another traitor on board the ship. Most likely *not* the same traitor or situation, Dulann's 'sensitivity' to these spirits may have at least helped them determine that a traitor was on board.

Recalling his and G'Kar's earlier conversation about the timing of the attacks on the *Valen*, David began to consider that maybe the enemy ships had not destroyed them because the traitor had to have time to get to the escape pods. It explained why the enemy had hesitated and dealt with the colony before turning on vessels that could potentially harm them.

Only Tannier and G'Kar had known the destination of the security meeting before they got there,

telling the diplomats and crew only a few minutes before hailing the *Liandra* to do the same. That would have given the traitor time to send some sort of signal to the enemy, likely not to be noticed while the communications arrays were connecting with the *Liandra*. A burst signal of that sort would be strong enough to reach ships beyond scanner range if they were listening for it, allowing for the perfect ambush.

Having something to work toward set the command crew in motion; the elusive 'traitor' gave them a target to locate. There had been twenty-five diplomats rescued besides G'Kar. That gave them twenty-five suspects to worry about.

THE TRAITOR REVEALED



While the rest of the command crew was busy on the bridge trying to find hidden signals and locate information on traitors, Tirk was taking a crate of repair plates back down into the hold. When he got there, he was surprised to see a very nervous-looking Minister Kafta, one of the Alliance dignitaries, looking around. Doing his best to sound caring, Tirk explained to Kafta that he could get hurt in that area due to all the high-powered relays routing through the room.

Happily agreeing to leave as though had had been lost, Kafta moved to the door. Before he left however, he revealed himself to be the traitor by spinning on his heels and blasting Tirk with a hand-held void-point weapon! The shot caught the Drazi in the upper chest and knocked him to the floor, his blood seeping up from his mouth due to internal injuries. While the enormous Ranger was still unconscious, Kafta quickly opened one of the conduit panels and attached a small crystalline device. The device, a tracker node, powered up instantly.

Back on the bridge, Kitaro finally found the signal in the communications records from the *Valen*. It was a subtle

sub-channel broadcast that would have been hard to find during a more direct communication, just as they had feared. While they listened to the strange and echoing sound on the recording, Kitaro was shocked to find the same signal again – at that very moment – coming from within the *Liandra*! Afraid to alarm the traitor by sounding out for guards to go to the cargo bay, David, Sarah and Malcolm went after him.

Splitting up to better ambush the traitor, David confronted Minister Kafta just as he was trying to get into an escape pod. No longer trying to keep his cover at all, Kafta tried unsuccessfully to shoot David. Seeing his chance, David charged the alien. Not expecting the spindly Kafta to be so well-trained and strong for his size, the Ranger was thrown off easily. Eventually, David managed to knock the Zafрани unconscious, just as other Rangers arrived to take Kafta into custody.

Although they had captured the traitor, Kafta had done what he needed to. Malcolm was able to disconnect the tracking node, but the signal had been on long enough to reach one of the enemy ships – and it was fast approaching.

Minister Kafta

One of the hard-shelled Zafрани, who were only recently added to the Alliance, Minister Kafta is one of their most vocal proponents of pro-Alliance activity. He has done everything in his power to become a minor celebrity in the diplomatic circles in order to better serve his true masters – the Hand. He is a malicious creature that believes he is backing the right play at all times and has slit more than a few throats to get where he is today.

4th Level Zafрани Diplomat / 4th Level Agent

Hit Points: 16

Initiative: +1 (+1 Dex)

Speed: 30ft

DV: 16 (+4 class, +1 Dex, +1 Dodge)

Attacks: +8 melee or +6 ranged

Special Qualities: DR 1, Improved Diplomacy, Multi-Skilled: Technical (electronics), Skill Mastery: Technical (electronics), Sneak Attack 1d6, Strong Influence

Saves: Fort +3, Ref +6, Will +6

Abilities: Str 16, Dex 12, Con 12, Int 16, Wis 12, Cha 17

Skills: Athletics +6, Bluff +16, Computer Use +10, Diplomacy +16, Intimidate +10, Intrigue +13, Investigate +8, Knowledge (The Hand) +5, Notice +12, Operations (piloting) +5, Operations (systems) +10, Sense Motive +12, Stealth +13, Subterfuge +11, Technical (electronics) +12

Feats: Brawler, Dodge, Fluency (Zafрани, Human), Loyal to the Hand, Skill Focus (Bluff), Skill Focus (Stealth), Skill Focus (Subterfuge), Weapon Proficiency (close combat, grenades, pistols)

THE ENEMY ENGAGES

Even though Na'Feel had somehow managed to bring weapons systems to thirty percent efficiency and engines to a staggering eighty percent, the *Liandra* could not effectively fight even one of the enemy's advanced ships. Since they could not fight and did not have anything to hide in or behind, they needed to put as much distance between them and the enemy as possible. David's only hope was that they could reach the jump gate before the enemy could trap them there.

The crystalline vessel tested weapons range with a dispersing beam weapon in order to better guess where to launch their next weapon – a long-ranged mine cluster. The polyhedral linkage of mines spun well past the Rangers' ship and broke into dozens of small but deadly homing mines. The enemy stopped firing its main guns, allowing the mines to hopefully cripple them instead.

With her typical Human exuberance Sarah unleashed a massive flurry of low-powered neutrino bursts into the minefield. Radiation-laden fireballs exploded all around the *Liandra*, sometimes engulfing other mines and causing them to react as well. A few mines were able to sneak past Sarah's attention but did little damage compared to what they could have done if she was not in the firing pod. In less than a minute she had reduced the minefield to a nebula of liquid fire, leaving only them and the enemy ship once again.

The crystalline ship used the time wisely, drawing closer to the *Liandra*. The beams from the enemy ship grew steadily in damage potential and David knew that his ship could not take much more of the onslaught before it would buckle. He had to think fast and he did.

Dropping the tracker node and a power supply into an escape pod along with remote detonation charges, David launched the pod in hopes that these enemy ships wanted Kafta so bad that they would break off combat to get him. His idea worked perfectly. As the escape pod drew close to the enemy ship, the energy mass in its centre *opened* like some kind of jump gate and sucked the pod slowly inside. Once the pod was fully out of view David gave the signal and the detonators were triggered. The resulting explosion tore the inside of the crystalline ship apart in a series of explosions that left nothing but fragments behind.

While the crew celebrated in satisfaction of their cunning victory, Na'Feel darkened. She looked up from her panel to inform everyone that the last actual shot the enemy ship had hit them with had been solid and precise.

It had fully destroyed their weapons systems.

The Zafrani

Hailing from Zafran VI, this race of hard-shelled insectoids joined the Alliance in 2264, just after the Telepath Crisis came to a close. They are relatively primitive for a spacefaring race, using primarily plasma and particle technologies only. They are relegated to mass-produced spacecraft and the jump gates of others but they have learned much from their time in the Alliance.

Zafrani Racial Traits

This traits section is to be used as an addition to the many alien races that can be used as Player Characters found in the *Babylon 5 Roleplaying Game Second Edition* core rulebook and other Mongoose Publishing sourcebooks for Babylon 5. The Games Master is free to include the Zafrani as player options as he sees fit, which is why we have included them here.

- 5 +2 Strength, -2 Wisdom: Zafrani are insectoid and therefore have hydraulic strength hidden inside their bodies. Their numerous antennae absorb a constant assault of information – making them seem flighty and confused from time to time.
- 5 All Zafrani are of Medium size.
- 5 Zafrani have a base speed of 30 feet.
- 5 A Zafrani's exoskeleton gives it a natural DR of 1, which stacks with other sources of protection.
- 5 Zafrani antennae give them a +2 racial bonus to Notice checks where scent or hearing could be involved.
- 5 Automatic Language Feats: Fluency (Zafrani) and Fluency (Human).
- 5 Favoured Class: Worker. A multiclass Zafrani's worker class does not count when determining whether he suffers an XP penalty for multiclassing.

THE HAND REVEALED

Frustrated and angry, David left the bridge and headed directly to the brig – to get some answers out of Minister Kafta. If there were any answers to get, David was somehow going to get them out of the traitor.

At first he tried the logical approach of simply explaining what he had figured out and asking questions. It seemed simple enough. The Zafrani were new to the Alliance and were much weaker than some of the targets the enemy had been attacking, so David believed that the Zafrani must have made a deal. He hoped that his direct approach would scare the alien but Kafta gave him nothing but coy refusal. This is not what David was looking for.

After a little roughing up and a direct threat, Kafta explained what he knew of his new allies. He called them 'the Hand,' as that they did not have a name that could be grasped by the concepts of normal men. Kafta compared them to a power that made the Shadows and Vorlons look like insects by comparison. The advanced ships that had attacked the *Valen* were nothing compared to the true power of the Hand; Kafta called the crystalline ships toys given to servants for loyalty. He went on to say that the Hand was so powerful there was nothing the Alliance could do to stop them.

When confronted about why such a powerful race would care about an insignificant speck like Kafta, the Zafrani explained that the Hand rewarded loyalty, that it was their only virtue. Because Kafta had served them so well in the past, he was sure they would not let him fall into the Alliance's hands to be questioned. They would pursue him

until they knew for certain that he was safe again. Kafta finished his sermon about his powerful masters by saying that the Rangers could not hope to defeat the Hand. They could only serve them or be ground to dust before them; there would be no other conclusion.

THE VOICE OF THE ENEMY

Taking advantage of Na'Feel's amazing work on the engines, the *Liandra* crossed the distance between their last battle and the Beta Durani jump gate in fantastic time. Everyone's elation was snuffed quickly when they got close enough to see that the third Hand cruiser was waiting motionless in between the struts of the jump gate, like a spider in the centre of its web.

For several minutes the two ships stood silent, waiting for the other to do something. The Hand vessel did not want to possibly harm Kafta and the *Liandra* could not possibly get past the enemy ship to activate the jump gate. There was nowhere to run and they could not even try to put up a fight. Even David was stumped as to what to do. Then a holographic image came in a hailing frequency from the Hand ship. Whatever the reasoning, the Hand wanted to actually talk to the *Liandra* instead of just wait it out.

The image was of a hulking humanoid in a glimmering black cloak and cowl, its features specifically hidden from sight. It spoke deep and unaccented English that carried a slight echo, as if modulated or altered by an electronic filter. The creature had a massive horn or spike growing from each shoulder and a point to the back of its head. Nothing else could be discerned from the image but it was enough to show that the being did not match any known humanoid David had ever seen.

The servant of the Hand demanded the Rangers' prisoner under pain of the ship's destruction. When David pointed out that destroying the *Liandra* would not get them their prisoner, the Hand seemed amused. Apparently it was the

Stronger than the Shadows? The Vorlons?

Minister Kafta told David that the Hand made the Shadows and Vorlons look like insects but this seems highly unlikely knowing what we know of the other First Ones and the Ancients. Even though the Hand was actually a race of First Ones from the Shadows' and Vorlons' age, Kafta was likely being melodramatic due to his relationship with his masters.

There have been other examples of ancient races being called all-powerful and being bested in the past, such as when Delenn noted that Shadow ships *never* miss, Mister Morden's claim of the Shadows' invincibility and even the death of a Vorlon on board Babylon 5. These reminders should promote some perspective on the Hand, despite Kafta's description of them.



wish of the Hand to bring Kafta in alive but with the two ships that the Alliance had already destroyed this mission was getting too costly. The being went on to say that he would be willing to destroy the *Liandra* to stop further questioning of Kafta, if necessary. Knowing that they had the upper hand, the Hand closed communications with a final 'we await your decision.'

Turning to his command crew for advice, David hoped there was something they could use to fight with. There was nothing but they still had the will to fight if they could. Having weathered the second bloody oppression of the Centauri, Na'Feel pointed out that the Hand would not allow them to live no matter what – it was the more tactically sound decision. David knew there had to be another way but he could not figure out what that way might be.

FINDING INSIGHT

David needed to clear his head and arrange his thoughts if he was ever to put together a plan that did not include a suicidal run headlong into the enemy. Knowing that Dulann had always been able to calm him with a turn of phrase or witty quip, he went to Medbay. Once there, David waited until his old friend awoke.

Despite David's sullenness over the lack of tricks up his sleeve left to use against the Hand, Dulann pointed out that one can only use what one has. As if struck by an epiphany, David leapt from his seat and headed out to find Malcolm.

Suddenly assured that some new plan would work, David sent Malcolm to go and make 'special arrangements' with Minister Kafta. When asked what they were doing, David grinned like a mischievous schoolboy and told him they were giving the Hand *exactly* what they wanted.

GIVING IN TO THE HAND'S DEMAND

Once his plan was fully set, David opened a channel to the Hand cruiser. Awaiting his answer on their ultimatum, they immediately responded. The same cloaked figure appeared on the holographic screen. David, much to the disappointment and surprise of his fellow crew, offered up Kafta to the Hand in exchange for safe passage through the jump gate. Already having been warned that the Hand would no doubt destroy them as soon as Kafta was safe, it looked as though David was grasping at straws to save the ship.



Not wanting to upset him further and possibly worsen his condition, David did not say anything about the awaiting Hand ship or the lack of weapons on the *Liandra*. He thought it best for Dulann not to worry when there was nothing he could do either. To David's surprise, Dulann had already been informed by the former crew's spirits as to what was happening.

After David compared the situation to what had happened on the *Enfali*, Dulann disagreed. On the *Enfali* they were both outgunned and outnumbered, where here they were simply outgunned.

Somehow aware of the Rangers' earlier treachery with the remote detonators, the Hand explained that they would be taking extra precautions with the escape pod. Not only would they be scanning it to make sure that Kafta was aboard, they would also ensure that no remote devices of any kind were transmitting from it as well. Their ship would even contact the pod directly once it was outside the *Liandra*. This time, the Hand was going to make absolutely positive they would not fall for another trick. Should they discover another trap they would surely destroy the pod and the Rangers at once.

David ordered the launch of the escape pod. Sarah and Kitaro were very displeased to be giving in but no one fumed more inside than Na'Feel – who despised giving up far more than the idea of dying. Once the pod was away, David told Kitaro to make sure the pod stayed *exactly* between the Hand and the *Liandra*. He claimed that this was for their own ship's safety but there was much more hiding behind his stern jaw.

The Hand did as they had explained. They scanned the pod to ensure Kafta was on board, then opened a direct beam transmission at it. The *Liandra* easily eavesdropped on the signal and Minister Kafta's face soon filled the holographic screen.

Kafta made a string of snide comments about the Rangers in his typical sneer, finishing his communication with a pointed demand to be brought on board the Hand's ship. It looked as though he wanted to be away from the Rangers as much as the Rangers wanted to be away from him and his allies.

As the Hand congratulated David and his crew for playing it smart and complying with them, David verbally kowtowed to the cloaked figure. It would have been foolish to try and play the same trick twice on such a powerful race of beings and David told them so.

Receiving some chastising from his command staff, David watched as the escape pod was drawn up through another portal leading upwards into the ship.

Suddenly, the view screen filled with fire as the Hand vessel suffered several internal explosions and detonated from within!

BUTCH CASSIDY AND THE SUNDANCE KID

Stunned by the turn of events, the command crew listened as David regaled them with the story of two infamous train robbers of old Earth. He explained that these two criminals were notorious for robbing the same train twice in a row, in the exact same fashion both times. This worked well for them because the authorities could never believe that any robber would try it. By using the authorities' assumptions against them, Butch Cassidy and the Sundance Kid were among the most successful robbers of all time. David thought that their idea might just work in the *Liandra*'s situation – and it did.

Knowing that the Hand were not going to make it easy by scanning the pod, David chose to use manually-detonated hand grenades instead of remote controlled ones. Stringing a tripwire to the inside of the canopy lid ensured that an opened pod would cause a chain of explosions and he was positive the simple explosives would not show up on a detailed scan.

Minister Kafta was a criminal and a traitor that David had no qualms about sending back to the Hand in the pod. Bound and with his mouth taped shut, Kafta would indeed be going back to the enemy ship with the escape pod. It was perfect. He would be punished for his crimes and would also serve perfectly as the life mass needed to verify that someone was in the pod when the Hand scanned it.

The message from Kafta to the Hand was a bit trickier to pull off. Using the holo-suit and minah voice module, Malcolm was able to perfectly duplicate Kafta's image and voice for the transmission. That was why it was absolutely necessary for Kitaro to keep the pod on a direct line with the enemy ship; it was the only way to make it seem like a tight-beam communiqué was coming from the pod and not the *Liandra*. The end result worked like a charm and the Hand brought the booby-trapped escape pod on board.

Free of the Hand's vessels, the *Liandra* and its hold full of Alliance diplomats were able to use the jump gate and set a course back to Minbar.



BACK ON MINBAR

During his debriefing with the Grey Council over what had happened, David showed a great remorse for the underhanded tactics he had used and the losses of lives he could not have spared. Despite the commendations of the Council, he still seemed burdened by what had taken place.

There was some question whether things would have turned out as they did if David had been given the *Valen* instead of the *Liandra* but David insisted that Tannier had done everything he could. He had performed with great honour, giving his life so the *Liandra* could escape. David knew that he owed everything to the traditionalist Minbari that he was fighting with just four days prior and he wanted the Grey Council to know Tannier's importance to the outcome of the mission.

Anti-Personnel Weaponry to Damage a Ship

David used 'about fifty grenades' to blow up the Hand's cruiser. Under normal circumstances, lobbing a hundred anti-personnel explosive devices against the hull of a ship will do little but give everyone inside a headache and scratch up the paintjob. If used *inside* a ship however, the results can be devastating.

As covered in the rules for starship combat in the *Babylon 5 Roleplaying Game Second Edition* rulebook, any attack against a spacecraft inflicts its Offence Value minus the ship's Armour in structural spaces of damage. This is for any attack that originates from *outside* the vessel. Weapons that can inflict massive amounts of damage from the *inside* are factored differently.

Damage Rolled / 10 = Damage Inflicted to Specified Location¹

This damage can only be generated by specific types of weaponry (or Games Master permission) to symbolise massive physical trauma to a ship's walls, instruments or internal devices. After all, a single flechette could pierce a vacuum conduit and cause explosive decompression. The types of anti-personnel weapons that can inflict spacecraft damage from within are: Grenade Weapons, Heavy Weapons, Slugthrowers and any weapon with an AP of 4 or higher.

¹The location depends on where the anti-personnel weaponry is being used. Cargo Spaces in a cargo hold, Command Spaces on a bridge or Medbay and so on.

Example: David's fifty-three plasma grenades are detonated in the Hand cruiser's energy hold. Each grenade inflicts 3d4 damage, which the Games Master decides to roll once for bookkeeping's sake. He scores an impressive nine points of damage. $9 \times 53 = 477 / 10 = 47$ spaces of damage! Due to the special qualities of the Hand's vessel (see page 51), this causes a catastrophic explosion that rips through the ship, destroying it utterly.

Still operating under the jurisdiction of dealing with the Hand, G'Kar entered the private circle yet again to drive home David's points. He spoke of honour and of circumstances and he tried to get the sullen Ranger to see what a marvel he had become. The universe works in very mysterious ways and G'Kar hoped that David would be able to see that.

Assigned to take G'Kar back to Babylon 5 on their way out to their next mission, the *Liandra* had time to make full repairs. Dulann and Tirk were in the Anla'Shok medical centre and would be ready by the time the ship was ready. Even though he could have asked for a White Star or even a White Star-2 as part of his commendation, David felt like he owed something to the *Liandra* and the spirits of the crewmen still haunting her. Although they would be quiet again for a while, Dulann had said that they would not be freed until *their* traitor was found. David chose to remain the Shok'Na of the *Liandra*. He and his crew of misfits on a cursed ship were given a chance to really make a difference and he would not pass that up.

After dropping G'Kar off at Babylon 5 for the Alliance security meeting concerning the Hand, the

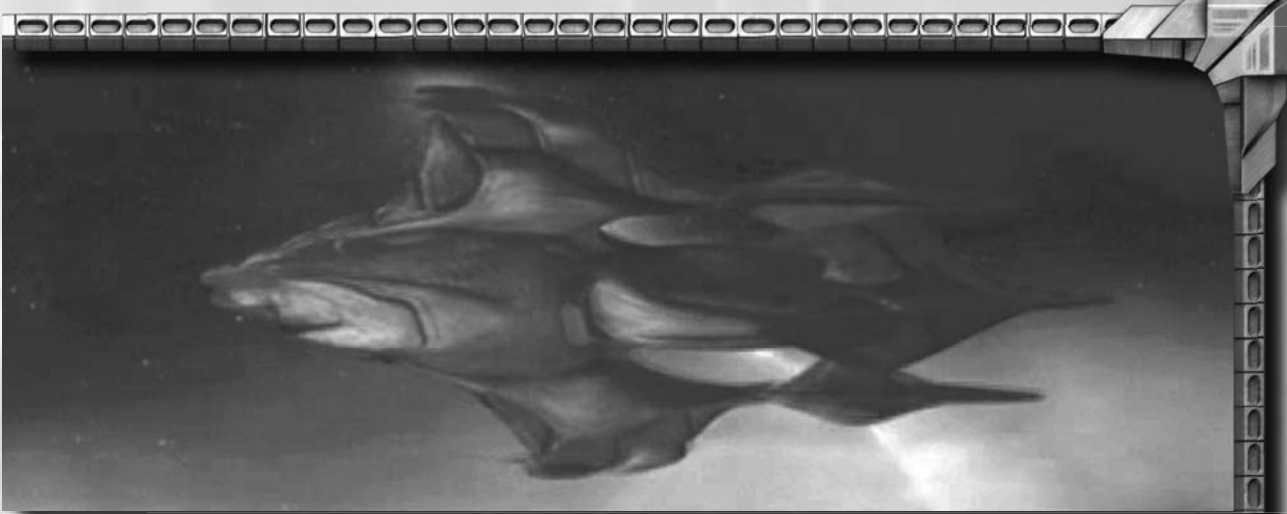
Liandra headed back to Minbar to receive their next mission. From how Sindell worded it to David, it sounded like it was going to be an important one to say the least.

THE FUTURE PATH OF THE LIANDRA

David and the rest of the crew of the *Liandra* were the first people in the Alliance to ever encounter and survive a direct confrontation with the Hand. It was decided by the Grey Council and President Sheridan that the *Liandra* would be the primary vessel used to research and combat this mysterious foe.

Over the course of the next few years the *Liandra* would venture to several small stars and systems in search of information on the Hand and their minions. Their mission would take them beyond the edge of known space and into the Greater Void beyond the Rim. Along the way David and his crew would be looked upon as heroes by some and villains by others.

They would die for the One, if they had to.



Plot Hooks and Further Adventures for the Liandra

The telemovie *The Legend of the Rangers* ends with David and his crew heading back to Minbar to pick up Tirk and begin their next mission. Although it has yet to be decided exactly what happens next, we have several interesting outlines that could take the *Liandra* into years' worth of adventure and mystery. Here are just a few possibilities for the Rangers on board the cursed ship:

5 The former crew of the *Liandra* have yet to be avenged. Although the Rangers' valiant actions against the traitor Kafta and his Hand masters quieted the spirits for a while, they will eventually rise up and steer Dulann toward vengeance. David and the rest of the crew will have to decide if they can stray from their appointed mission long enough to bring the spirits' traitor to final justice and if they even have any right to do so. Depending on who actually betrayed the former crew and left them for dead, this could be a difficult road to travel.

5 From what Minister Kafta had said, David knows that several lesser races have fallen in with the Hand, including the Zafrani. Between the machinations of the Drakh and the mysterious influences of the Hand, the galaxy is not a very safe place for Alliance members. The *Liandra* will need to gather information on the Hand from the smaller worlds they have been targeting, making sure not to attract too much attention in case more Hand minions come for them. The *Liandra* is a fine ship but it would be hard pressed to win a direct fight with the Hand's crystalline cruisers – or worse, any warships they might possess.

5 The Hand as a race actually exists on board a massive vessel beyond the Rim (see the section starting on page 39 for details). Eventually the *Liandra* might need to venture past the edges of known space to try to stop the powerful beings from finding their way back to the galaxy to wreak havoc. The *Liandra* is not the best ship for long-range journeys or travel and is small enough to be placed in the hold of a larger vessel...such as an Explorer-class ship. How David will be able to convince one of these massive ships to take him to a specific place in the Void, a place possibly filled with Ancients, will be the toughest part of this mission.

With the above suggestions, the information found in this sourcebook and any future publications concerning the *Liandra* and her crew we feel that *The Legend of the Rangers: To Live and Die in Starlight* is a fantastic source of adventure and plotlines for the rest of the Babylon 5 universe. Whether Games Masters want to follow David Martell and his friends through space or deal with the events in their wake, there is far more to this story than what has already been told.

NEW ERA OF THE ANLA'SHOK

As a wise man once said, 'We live for the One, we die for the One.' And as another wise man said, 'It ain't over till it's over.'

- Sarah Cantrell, Anla'Shok Weapon Specialist

From the inception of the Interstellar Alliance, the Anla'Shok has served as its sole military extension. Never would there be an Alliance Armed Forces, nor an attempt to draft the armies of member races through force or oppressing politics. The ISA would use the Rangers for all its military tasks, no matter the hardship or magnitude.

The Rangers, from their founding over a thousand years before the Interstellar Alliance was created, have always been a focussed group of well-trained agents. From the earliest days when they were solely Minbari warrior-monks following the teachings of Valen himself to the days of the Drakh Plague and the secret battle against the Hand, during which they had to be scouts and constabulary, the Anla'Shok has served its superiors well.

The common populace of the galaxy learned a lot about the Rangers after Delenn and Sheridan chose to use them against the Shadows in 2260. Going from a secret force of spies and couriers serving the will of Valen to warriors of light, the Rangers' existence was revealed to the galaxy. The iconic White Star fleet swooped into battle like guardian angels and word spread. Soon, the Rangers were everywhere.

After the ISA was created, the Rangers took on a bigger role as galactic police in addition to their information gathering and communication roles. This placed them in much greater danger than ever before and spread their ranks thinner than they could handle. Delenn requested that the Anla'Shok officially open its doors to outsider races and the first few years of open recruiting were rocky to say the least. It would take time, but eventually Drazi, Narn, Brakiri and even pak'ma'ra Rangers would fill the holes in the roster.

This chapter takes a chronological look at specific moments in Anla'Shok history as it progressed through what has come to be called the 'Crusade Era.' The twenty years after the Interstellar Alliance's creation were more eventful for the Rangers than many might think.

THE INTERSTELLAR ALLIANCE IS FORMED - 2261

Delenn presented the idea of an Interstellar Alliance to the League of Non-Aligned Worlds, backed by both the Centauri and the Narn and unveiled it at John Sheridan's resignation at EarthDome. In a surprising turn of events the Interstellar Alliance was cemented as the strongest conglomeration of governmental agencies in the history of the galaxy. The almost underhanded use of Sheridan's resignation to barter for clemency for his fellow freedom fighters took acting-President Luchenko by surprise, as did the unexpected flyby of the Rangers' White Stars.

The Rangers immediately took on responsibilities beyond their normal scope, unveiled in Delenn's ISN speech with the subtlety of a sledge hammer. All across the galaxy criminals targeted Rangers wherever they could be found and the White Star Fleet was pulled taut across the trading lanes by raiders from many varied cells trying to test the new Alliance's capabilities.

The Alliance had only just gotten off the ground but it already had enemies to deal with.

'Shok'Nali Mekado, December 28th, 2261. Ranger One has us out on another raider-hunt and it seems pretty quiet. White Star seventy and us have only run into one small band of unauthorised pilots out here but they could hardly be called 'raiders' in the common sense of the word. They seemed like just a bunch of kids playing fighter-jock with their corporate escorts. Hold on, we have an incoming hail.

Frag! Those kids were jump-scouts for the Red Credits! Three battlewagons, out of nowhere! Seventy has already taken an ugly hit amidsthips and we can't make contact with her! I'm trying to get weapons online but our trajectory alignment was damaged in their opening salvo. We can outrun them but I won't leave seventy and her crew to a bunch of pirates! I have to go in after her!

Hopefully this won't be the last entry on this log but just in case I'm ejecting the data pod after I'm finished here. Whoever gets this...tell Sheridan these raiders knew we were coming...there has to be a leak somewhere. They knew who we were...

We live for the One, we die for the One.'

– An excerpt from Ranger Mekado's journal, recovered posthumously.

Ranger Recognition

From the moment Delenn and Sheridan put a public face upon the Anla'Shok, Rangers became the target of many of the galaxy's criminals and terrorists. There were twenty reported attacks on Ranger personnel or starships in the first sixty-days from Clark enthusiasts and former Nightwatch members alone. Although it was necessary to bring the order into the open so it could be used as the ISA's security force and enforcement branch, it made anyone in a Ranger uniform a possible target. In game terms, any Ranger character wearing his Ranger robes or his Izil'zha brooch may attract attention to himself from undesirable types looking to settle a score. Any Ranger character that is recognisable as such after the public unveiling of the order will likely be interacted with accordingly.

THE GROWING PAINS OF THE ISA – 2262 AND 2263

The initial years of the ISA were some of its most difficult times. Between logistics issues with their manpower and personal problems with higher ups in the organisation there were several hiccups. Some of the newer member worlds had a hard time with the newly created Declaration of Principles, Rangers remained spotlighted as targets and tensions were always on the rise.

Due to the machinations of the Drakh through the Centauri politicians, the ISA had to deal with seemingly random raider attacks on shipping lanes. Eventually the larger governments in the former League of Non-Aligned Worlds began to blame one another for the attacks, duped by the Drakh's use of scrap ship parts. The Centauri were ultimately implicated, resulting in a massive attack from the Narn and Drazi upon Centauri Prime. This attack could have been stopped by Rangers but communication failures allowed the situation to unfold in all its terrible majesty.

The Centauri removed themselves from the Alliance, became the biggest open threat to its stability and grew secretly into its worst enemy. The Drakh had orchestrated the shattering of the Centauri Republic in order to better

control them and had done so in order to eventually strike back at Sheridan and his new Alliance for standing against the Shadows. The ISA and the Rangers had a dark new enemy and it was one they only barely knew even existed.

Rangers all over the galaxy dealt with the chaos that existed between the various member worlds, sometimes having to fill the role of mediator or parental figure to the fledgling Alliance. They were given the authority to enforce the main principles and laws of the Alliance and this put them in the direct path of the galaxy's worst criminals and troublemakers. The White Star Fleet needed to be everywhere at once and lives were lost before several problems were solved.



In mid-2262 a mysterious race of Rim aliens nicknamed 'Redhelms' drove like a spear into the galaxy. They cut through the Ipsha Baronies and some of the Gaim Intelligence, stopping in the space surrounding Freedom Station before angling sharply towards Babylon 5. Their powerful ships inflicted massive amounts of damage anywhere they went and the Rangers seemed to always be a step behind them. Finally, after two waves of deadly fighting caused well over twenty million credits in damage to the station, a command group of the White Star Fleet arrived and pushed the Rim aliens away. It did not take long for the media to pursue the fact that the Rangers should have been there earlier – but could not.

Delenn issued the order for the Anla'Shok to actively recruit from member worlds and as the ranks filled with all sorts of Alliance aliens the Rangers began to see results. Tours of patrol duty became shorter, White Star assignments rapidly filled up again and outside issues with the Rangers policing everyone subsided as the various governments had their own 'home grown' Rangers.

The need for new starships was getting more and more apparent as time moved on, with some White Stars being scrapped for parts in order to fix others and the fleet as a whole suffering. The losses taken during the Shadow War and the last days of the Earth Civil War had depleted

much of the White Star Fleet and the recent raider squabbles and Redhelm attack had many of the ships out of action. President Sheridan placed the beginnings of an order for newer vessels from Garibaldi's company and the Watchtower spacedocks began pre-production. It was hoped that in less than five years the White Star Fleet would have new assault warships and battle cruisers to augment their naval ability.

An attempt on President Sheridan's life in 2263 on Minbar by unknown assassins was foiled by a Drazi former recruit named Ruraz. On his way to his docked shuttle and back to Zhabar after being kicked out of the Anla'Shok for his lack of moral control, the Drazi boldly fought three armed men and saved President Sheridan. For the first time in recorded history the Grey Council's final judgment on a Ranger was overturned and in 2267 Ruraz went on to become the first Drazi captain of a new class of White Star. This precedent made many Minbari traditionalists upset with Sheridan. The attack was never acknowledged as part of a larger plot, even when Sheridan was later attacked again on Babylon 5 by the Drakh.

Things were looking better for the new Alliance, even if it had been born on a shaky power base. The Rangers were getting the much deserved relief they needed and plans that would hopefully reinforce their ability in the years ahead had been set in motion.

'No matter the length of duty or hardships we must endure, the Anla'Shok will always be there for this boy. Just as we stand on the bridge where no one shall pass, we will always stand by his side and never shall he fall. Just as he is the child of our finest leaders under Valen, David Sheridan will need not know fear or despair so long as a Ranger still draws breath.'

— *Sech Durban's address to Delenn and John Sheridan at the birth of their son, David.*

THE TELEPATH CRISIS STRIKES — 2264

Even as the Rangers grew in number and began to better deal with the newer members and duties of their order under the Alliance, another problem swelled in the galaxy. The rogue Human telepaths led by the most staunch of 'Byronites', Lyta Alexander among them, began an open war against the Psi Corps of the Earth Alliance. Hostilities rose to bloody conflicts and several places throughout the galaxy were torn by what was quickly coined 'The Telepath Crisis' by the media.

President Sheridan briefly considered sending in the Rangers to help EarthGov control the situation, but was dissuaded. Almost no one with true telepathic talents had the concentration

to be a Ranger and Delenn and Tessa Holloran believed that placing mundane Anla'Shok in the path of warring telepaths would be suicidal and possibly a risk to Alliance security.

Unable to simply sit back and ignore his home government and plight of his people, Sheridan sent a secret group of hand-picked Human Rangers that he had worked with personally during the Shadow War into the conflict. With help from Garibaldi and his less-than-savoury contacts, Sheridan was given several key targets on both sides of the crisis to help minimise casualties and collateral damage. These black ops 'Ghost Rangers' were told to answer only to Sheridan and dealt many decisive strikes across the galaxy.

Only twenty-four Ghost Rangers existed during the whole conflict and before the end of the Crisis only eleven would remain. Serving the One in the best way they knew how, it was questioned as to whether Delenn ever even knew about them and what they did to help save Earth Alliance citizens in the wake of the telepathic war.

'Contrary to what the Byronite spokesperson said on his pirate-feed, the Psi Corps recruiting centre was not bombed in last night's blackout. Although the timing did indeed match the threat, Mars Dome One's power and lighting outage was purely coincidental and the authorities say that there is nothing to worry about...'

...now on to reports of masked men seen in the vicinity of Senator Vance's home early this morning before his sudden change of heart on the Telepath Crisis raging all across the EA. Jim?'

— *piece of the ongoing 'Mind War – Telepath Crisis Update' segment on ISN news*

Playing a 'Ghost Ranger'

Any Human character with levels in the Ranger base class could theoretically be one of the twenty-four men and women Sheridan chooses as his special black ops Rangers. This should be treated as a class specialisation and not a prestige class. In order to apply the Ghost Ranger specialisation to a character, he must have the following prerequisites:

- 5 Must have served in the Shadow War as a Ranger.
- 5 Must have at least five points in any Earth Alliance or Criminal Influence.
- 5 Must have the *Resist Scan* feat.

The Ghost Ranger specialisation grants the following benefits to the character, effective immediately after the Games Master informs the character he has been chosen by Sheridan:

- 5 ISA (any) or Edgars Industries Influence rolls are made with d10s instead of d6s but only when dealing with Sheridan or Garibaldi.
- 5 Two instances of the Contact feat, symbolising Garibaldi and Sheridan.
- 5 +2 to all Will saves to resist telepathic powers or similar influencing.
- 5 Access to any personal equipment, armour or weapons necessary to complete a given assignment (within reason).

It should be noted that a Ghost Ranger will likely have to perform specific and time-sensitive tasks that could take him away from normal game play in the case of mixed-allegiance character groups. These missions might be far away and classified enough that other characters could not possibly be brought along, meaning that the player of the Ghost Ranger may need to use a Non-Player Character while his own is off performing these operations.

It should be noted that the Ghost Rangers remain available to Sheridan well beyond the Telepath Crisis though they are not used in quite the same way ever again.



THE OPENING OF THE HAND – 2265

The Rangers chased mysterious vessels that had been attacking smaller Alliance worlds on the edges of known space for several months, but made no progress. Many feared it was the Centauri again, trying to get back at the ISA for what happened to their homeworld but no evidence pointed to that conclusion. President Sheridan was at his wits' end but the archaeology dig on Beta Durani VII unveiled a much darker foe than the disgruntled Republic.

Although it spelled the destruction of the only prototype of the new Valen-class assault war cruiser, a mission to the Beta Durani colony revealed a new foe to the Alliance – the

Hand. The Hand, although quite possibly a more powerful entity, was overshadowed by the Drakh and left to the crew of one specific vessel, the *Liandra*. For more on the Beta Durani mission and the *Liandra*, see *To Live and Die in Starlight* on page 8.

Throughout most of 2265 and on through several years the Hand was a thorn in the side of the Alliance, attracting dark minions to their cause in order to find their way back to the galaxy. The Anla'Shok focussed some of its efforts through the *Liandra* and a handful of other crews to stop this ancient evil from ever rearing its head but its loyal servants and minions inflicted significant damage behind the scenes. Some Anla'Shok analysts believed that the Hand's activities during the late 2260s worked with the actions of the Drakh Entire by design rather than by coincidence and that perhaps there was an even greater scheme in the works.

THE PRICE OF VICTORY – 2266

While beginning the longstanding search for the Hand, the Anla'Shok tightened its patrols in normal space and President Sheridan watched over the augmentation of the ISA fleet. Shadowed slightly by the untimely destruction of the Valen-class assault cruiser, Sheridan's other shipbuilding project was almost ready to be crewed and launched. The new destroyer-class vessels, the *Excalibur* and the *Victory*, would be the new flagships of the fleet while the next steps in the White Star program were being finalised.

Their attentions turned inward, the Rangers never even saw the coming of the worst attack on Earth to ever occur. The Drakh, using secret facilities throughout Centauri space, had created a significant war fleet in order to escort a recently tested Shadow planet-killer to Earth. Through the help of a wayward Techno-Mage named Galen, Sheridan and an unlikely group of allies were able to destroy the 'death cloud' but at the sacrifice of the *Victory* and her crew. Even with the planet-killer destroyed and the Drakh fleet on the run, the alien menace managed to seed Earth itself with a deadly bio-engineered plague.

Naming the class of ship after the sacrificial prototype, the Victory-class Destroyer was put into full production at several new spacedocks. President Sheridan chose to give the *Excalibur* to EarthForce to spearhead their search for a cure in hopes that the highly advanced warship could make a difference before the end of the five-year 'total death' estimate.

These new and powerful ships would become the most powerful ships in the ISA fleet and being chosen as a crewmember on board a 'VCD' was considered a personal honour and commendation. To be Shok'Na of one of the massive destroyers gave a Ranger a type of celebrity within the Anla'Shok, much to the chagrin of

older, traditional Minbari. While no open competitions arose to acquire command of a Victory, there were countless unofficial ones.

Many of the Ranger ships were launched immediately to follow the Drakh as best they could, trying to take prisoners whenever possible to find out more on how to cure the plague. The Anla'Shok, steeled and angry, left the Hand to the *Liandra* and focussed their efforts on dealing with the Drakh.

Certain White Stars were given leave of regular patrols in order to look into mysterious leads and old texts in hopes of pointing the *Excalibur* in the right direction. These ships became research scouts for the project and had constant communication priority, sending specific coordinates and coded messages to the EarthForce-borrowed ship to follow.

For the rest of the White Star Fleet it was business as usual, no matter how badly they might want to be involved in the fight against the Drakh. The Alliance was getting larger every month as new worlds were discovered or old ones joined up. With the state of affairs surrounding Earth's quarantine spreading fast in spacer gossip chains, it would not be long before the galactic criminal element targeted EA outposts and colonies. With no aid coming from their homeworld, the Rangers would serve as the only help the EA could rely on.

'Before we disembark, remember that we are looking for survivors. These Drakh bastards are supposed to be pretty tough so don't let your guard down and never be afraid to put a little extra behind your denn'bok. The President wants the rotten frags alive... but he didn't specify they had to be able to sing and dance.'

— Shok'Na Reddering, leader of the first Anla'Shok salvage of a Drakh mothership

Rangers on the Quarantined Earth

As it was an Alliance world when the Drakh virus-bombed it, there were twenty-six Rangers listed as being on Earth when it was quarantined. While not all of them were Human, the bio-engineered plague was designed to attack *all* forms of life on the planet, meaning that no one would be able to leave no matter what species or affiliation they were.

These Rangers would remain as the primary ISA agents on Earth, reporting in secret channels back to Sheridan whenever they could. They would also serve as protection for Alliance executives and locations, such as alien embassies or the offices of Stephen Franklin (who was targeted unsuccessfully by anti-alien extremists in 2263). In a mirror image of how the White

Star Fleet was being pulled tight and in all directions, these twenty-six Rangers would be pulled in several directions across the globe at once.

It might be a fun and interesting campaign for players to create a group of Rangers specifically placed on the virus-ridden Earth during the quarantine. They would be in constant motion and always targeted by anti-Alliance groups who think that Sheridan brought the Drakh to Earth in the first place. Fighting against rioters, helping the injured and playing bodyguard to important people would be commonplace duties. It would be difficult and hectic but savvy Games Masters could make it an exciting and enjoyable gaming experience.



A NEW FLEET TO RACE THE PLAGUE — 2267 THROUGH 2270

While many of the original White Stars were being used to race around the galaxy in search of a cure to the Drakh Plague, new versions were emerging from secret shipyards all throughout Minbari space. Using better researched methods of combining advanced self-repairing hulls to larger ships (learning a lot from the mistakes made on the first few Victory-class ships), battleship and bigger analogues were possible. By the late part of 2270 the ISA Fleet had returned many of their allied vessels to their member governments and was largely made up of a true White Star Fleet again.

It was a time of unheard of progression for the ISA's fleet. The sleek and deadly White Star 2 roared out to fill battle lines alongside the new lethal and massive Gunships. The Blue Star was nearly invisible to scanners, making it a fantastic scouting craft and VIP transport. The new two-man WSC-L White Star fighters filled the hangars of ISA flotillas and new WS-A Carriers in rapid waves of production and Ranger fighter jocks requested positions wherever they might get a chance to fly them. With hostilities rising

in many of the former League worlds and whispers of a growing darkness in the Centauri Republic, it was well-timed.

In early 2270 the scouting White Stars returned to the fleet as heroes. They had helped the *Excalibur* beat the clock and the Drakh Plague had been cured using information found in part by the Anla'Shok. Although the Rangers had a big part in helping Captain Gideon (of the *Excalibur*) and his crew find the cure over the last three years, the EarthForce vessel received all the public accolades. Receiving personal commendations from Ranger One himself, those involved in the scouting for the Earth mission were privately celebrated by the ISA – even if the rest of the galaxy only saw the fanfare of the EarthForce captain and his friends.

The New White Star Fleet

From the end of 2270, the ISA's naval forces were almost completely comprised of Victory-class destroyers, Anla'Shok cruisers (see the section starting on page 54) and various types of White Stars. This puts some of the most advanced ships in the galaxy at the disposal of the Rangers, making them amongst the most feared and powerful forces to be found.

Crewed almost exclusively by Rangers, the following fleet lists form the types primarily used by the ISA after 2270:

Information

Each fleet contains the following information:

Fleet Type – What the fleet should be designated as in planning and conversation

Influence Required – What sort of Influence checks it would take to launch a fleet of this type

Fleet Description – A narrative look at why a fleet looks like it does and any common uses it is launched for

Fleet Composition – What sort of spacecraft a fleet is actually comprised of and in what numbers

Ranger Patrol Fleet

Influence: ISA (any) (DC 12), Anla'Shok (DC 20), any local (Alliance members only) Economic or Military (DC 20)

This fleet is used to scour the spacelanes in search of raiders, pirates and navigational hazards that must be removed in some way in order to keep the Alliance's trade routes safe for commercial and civilian travel. The Ranger Patrol Fleet is the most common of ISA naval presence in the galaxy and the most frequently interacted with by non-Rangers.

- 5 (0-2) White Star WSC-1 or Nolo'Tar Combat Frigates
 - 5 (0-12) Minbari Flyers or Nials
(full complement)
- 5 (0-1) White Star WSC-2
 - 5 (0-6) Minbari Flyers or Nials
(full complement)

Alliance Defence Fleet

Influence: ISA (any) (DC 20), Anla'Shok (DC 30), any local (Alliance members only) Economic, Military or Political (DC 25)

This fleet is summoned when an Alliance system is endangered by a massive group of raiders or outside threat that it cannot or will not handle on its own. In exchange for their compliance with Alliance rules, members know that they can rely on the Rangers and the ISA naval forces to protect them from interstellar threats to their safety. They are sometimes viewed as a bit of overkill, as these fleets are large and advanced in hopes of dissuading violence merely by their arrival to a battlefield.

- 5 (0-1) Victory-class Destroyer or WSC-O Command Cruiser
 - 5 (0-12) Minbari Flyers, Nials, Thunderbolts (VCD only), or WSC-L superheavy fighters
(full complement)
- 5 (0-1) WSG White Star Gunship
 - 5 (0-1) WSC-L superheavy fighter
(full complement)
- 5 (1-2) White Star WSC-2
 - 5 (6-12) Minbari Flyers or Nials
(full complement)
- 5 (3-6) White Star WSC-1
 - 5 (18-24) Minbari Flyers or Nials
(full complement)

Alliance Offensive Fleet

Influence: ISA (any) (DC 40), Anla'Shok (DC 32)

This fleet type is only called upon when the Alliance (and commonly only the President) believes that an all-out



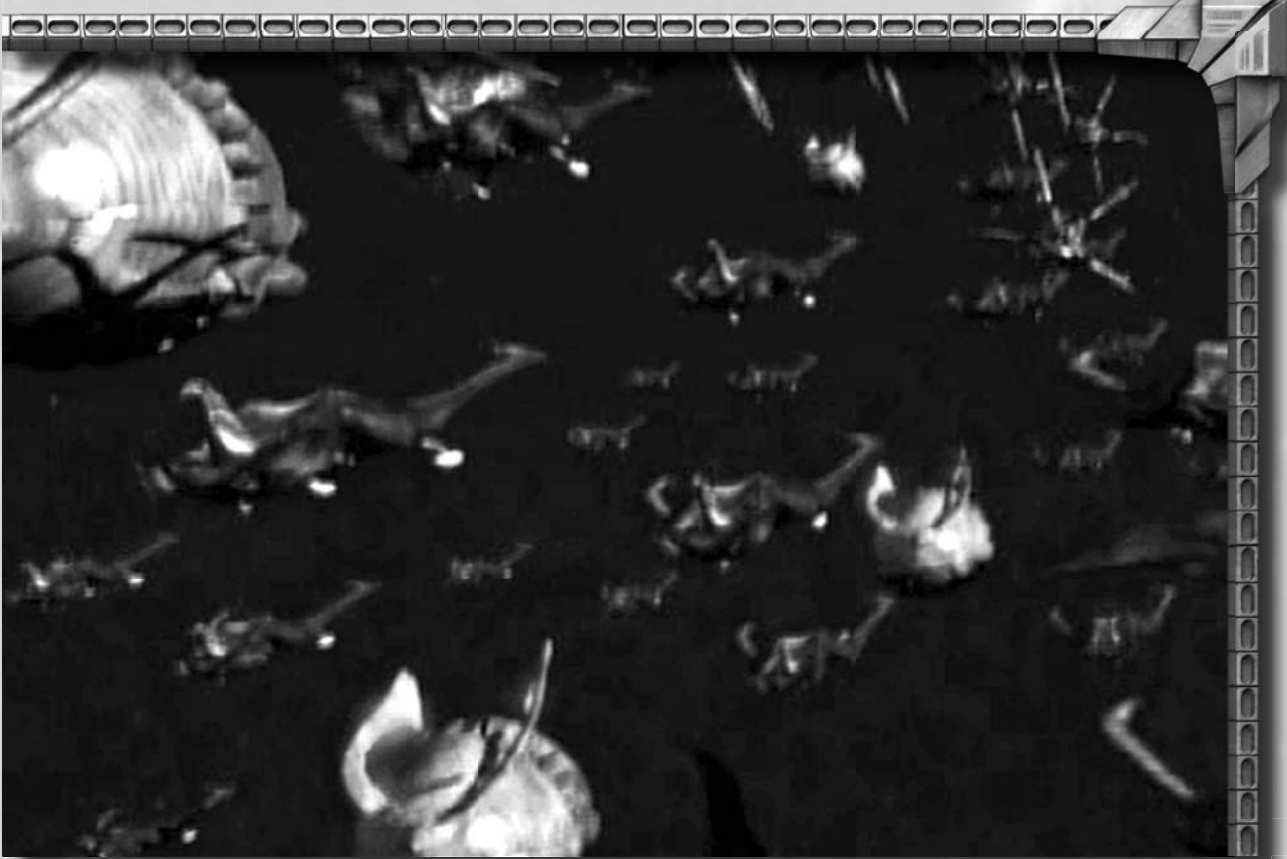
attack is necessary to deal with an enemy. These fleets are not called upon quickly or hastily, as they require massive amounts of resource management and galactic adjustments to existing missions and patrols. This force could deal with almost any threat but would leave much of the Alliance exposed to other attacks while mustered.

- 5 (1-3) Victory-class Destroyers
5 (24-72) Minbari Flyers, Nials, or Thunderbolts (*full complement*)
- 5 (2-4) WSG White Star Gunships
5 (2-4) WSC-L superheavy fighter (*full complement*)
- 5 (2-4) WSC-A White Star Carriers
5 (48-96) Nials (*full complement*)
5 (4-8) WSC-L superheavy fighters (*full complement*)
- 5 (3-6) White Star WSC-2
5 (18-24) Minbari Flyers or Nials (*full complement*)
- 5 (10-20) White Star WSC-1
5 (60-120) Minbari Flyers or Nials (*full complement*)
- 5 (2-8) Nolo-Tar Combat Frigates
5 (6-24) Minbari Flyers (*full complement*)

THE DARKNESS RISING IN THE CENTAURI REPUBLIC – 2271 THROUGH 2276

The Rangers, armed with their new fleet, managed to keep relative and overall peace in the Alliance for half a decade before whispers of worrisome events began to spread. Rumours of evil masterminds controlling parts of the Centauri Republic put a higher concentration of Ranger patrol ships along the neutral zone surrounding them.

An old friend of Ranger One, Vir Cotto, did his best to keep Sheridan and Delenn apprised of what was happening without risking his own neck. He knew that something was very wrong with his old friend and employer, the current Emperor Mollari, but could not figure it out. Whatever it was, Mollari was sheltering Vir from it. Even with the help of brave Rangers willing to aid him, Vir could not uncover the true secret until it was far too late for everyone involved. The Drakh are masters of misdirection and subterfuge and when they wish to remain hidden they can evade nearly anyone.



The Rangers assigned to watch and patrol the edges of the Republic felt the weight of increased raider attacks in 2276, as if a multi-cell organisation of raiders deliberately ordered the attacks to occur all at once. Ranger ships were distracted long enough to allow a mass exodus of Drakh-built Centauri vessels to slip through and go into hiding in hyperspace pockets throughout the galaxy.

By the time the Rangers had defeated the raider waves and captured enough of them to know that a greater scheme from darker forces was afoot, the plan was already in motion and there was little they could do. The raiders were being manipulated through the same kind of bio-organic device that Stephen Franklin claimed to have found on Mars over a decade earlier – a Drakh Keeper. They continued to watch and wait but the Drakh had already set the spring on their trap.

All they needed was the bait.

'The arrogance of men like John Sheridan is the key which we shall envelop in the lock, opening the gate to our vengeance.'

– Shiv'Kala, Drakh Master of the Centauri Republic

The Drakh-Controlled Raiders

The raider cells that were used by the Drakh in 2276 came to the edge of the Republic in an attempt to make a profit over their restructuring pains and inward trading practices. The Drakh had already figured on obtaining some neutral pawns in the overall scheme and the coming of the raiders was actually fortuitous. The Drakh knew they would need non-Centauri targets for the patrolling Rangers to chase and the raiders filled the need nicely. By seeding loot-laden commercial freighters with Keepers ready to pounce on unsuspecting raiders, the Drakh soon had dozens of crew members across a handful of different cells under control and following the steps of the plan.

A player could actually want to make a character that is one of these Drakh-controlled raiders, choosing the Raider Base Class from the *Freedom Station* sourcebook and either the Centauri Republic or Drakh Entire as his additional Influence choices. This should symbolise the character's relationship with his new masters well enough but some Games Masters may find the information on the Entire and Keepers in general in *The Drakh* useful as well.

THE DRAKH WAR – 2277 THROUGH 2280

2277 was a dismal and depressing year for the ISA and for the Anla'Shok in particular. David Sheridan, upon reaching his sixteenth birthday, received a long awaited gift from Londo Mollari – a Drakh Keeper. The young man was placed under direct control of the very same being that pulled the strings of the Centauri Emperor when he, David, ran away mysteriously to Centauri Prime.

Knowing their son would not do such a thing without being under duress, the President and Delenn followed him. They hoped that their former relationship with Emperor Mollari would outweigh their current political stalemate and that he would help them retrieve their boy. If Londo had been in control of himself this would have been true but with the Drakh orchestrating his actions it could not have been more wrong. John Sheridan and Delenn were imprisoned as enemies of the Centauri Republic and sentenced to die.

Using the disarray that followed news of their capture, the Drakh sprung a galaxy-wide ambush. Centauri ships laden with Drakh technology emerged from hyperspace pockets all over the Alliance to take positions around all of the major Alliance homeworlds. Speeding Liati-class hunter ships sought out White Stars on the fringes while advanced Vorchier-class Devastators began to power up neutron torpedoes over the capital cities of dozens of Alliance races. It seemed as though the Centauri were about to crush the Alliance in one fell swoop.

Before the hammer could fall, something amiss took place in the infrastructure of the Republic. John and Delenn were allowed to escape while Emperor Mollari was killed by an old friend of the Anla'Shok, G'Kar – who also died in the process. Freedom-fighting Centauri threw down the oppressing Drakh, and the streets literally ran red with Centauri and Drakh blood. Vir Cotto was elevated to Emperor and laid low the Drakh influence on Centauri Prime, killing the Keeper on David and sending him back to his parents. Although this came at a great cost to his people, the-now-Emperor Cotto explained what had happened to his friend Londo and reinstated the Republic as part of the Alliance.

Ranger scouts and information gatherers flooded Centauri space and learned as much as they could from those who were controlled by the Drakh in some way. Delenn assumed the role of President of the Interstellar Alliance so John could better fill the role of Ranger One and he began to draw together a force to hunt down and fight the Drakh openly. Thus began a galaxy-wide series of conflicts called the Drakh War.



The Drakh War was a bloody one that involved nearly every sentient species in the galaxy at one time or another, as the Alliance battled against an enemy that used every underhanded and dirty tactic they could muster. Biological weapons, slave conscripts and suicide bombers were as numerous as cruisers and destroyers and many of the most pacifistic species in the Alliance focussed their efforts on battling the Drakh Entire.

By the end of 2279, the War itself was hard fought but mostly given over to hunting down small Drakh cells in the corners of the galaxy. The Alliance, once again led by John Sheridan as Ranger One, had won another conflict against all odds. Peace would never be everlasting but the galaxy was no longer in flames.

For now.

'I come to you now not as a soldier, or a President or even a leader. I come to you as a father. A father who nearly lost a son to this menace. For too long have these cowards hidden behind their masks and shadows, behind those who will protect them. They are children whose parents have left them alone and now they want everyone else to be as miserable as they are. No more.'

'No more hiding, no more running. No more of this cat and mouse. They want to make war? We will make war. I ask you to join my Rangers in this, not because you have to or to get revenge for what the Drakh have done to you worlds.'

'I ask you to help me make our children safe... once and for all.'

– Entil'Zha John Sheridan, in his ISN address to the Interstellar Alliance

Being a Ranger in the Drakh War

The Drakh War lasted for nearly three years (2278-80) but it reached nearly every corner of the galaxy in some way. Neutral space was flooded by civilian or non-Alliance populations trying not to be subsumed by the Drakh Entire and heavily populated space stations were dangerously filled with refugees and possible Drakh allies. The War turned allies against one another and violence was the currency in many backwater colonies.

The Anla'Shok had two main responsibilities in the Drakh War – to fight and to protect. They were called to duty on ISA warships and ground confrontations, leading groups of Alliance militaries against the puppets and soldiery of the Drakh Entire. While not directly conducting the war they also had to continue to look after the people of the Alliance, trying to keep the Drakh from influencing or harming them in an effort to weaken the Alliance as a whole.

Ranger characters being played during the Drakh War are in for a very different feel from their normal routines. They are asked to become soldiers in the purest sense. Some will be placed in war fleets like those spoken of from the days of the Shadow War; others will be given units of Alliance soldiers to take and hold cities or outposts. Extremely old-minded Rangers will be disgusted at the use of the Anla'Shok as a blunt military tool but Sheridan has committed them to this war and he will fight it however he thinks it can be won.

THE PASSING OF A LEGEND – 2281

The peace that followed the Drakh War allowed many of the member worlds of the Alliance to lick their collective wounds and set themselves back on the path of growth. It seemed like it had been forever since the galaxy was as quiet as it was during the beginning of 2281 and unfortunately that quiet was disturbed by a tragedy that was twenty years in the making.

While David Sheridan rose quickly in the eyes of the Anla'Shok during his training on Tuzanor, John Sheridan invited his closest friends to his home on Minbar for his goodbyes. Knowing that the life-energy Lorien had given him twenty years prior was fast running out, Sheridan wanted everyone to see him happy one last time. During the solemn and pleasant evening, Delenn gave General Susan Ivanova the offer to become Ranger One. While she would not accept immediately, the offer would not go to any other and the Anla'Shok would stand leaderless for some time if she refused.

When word actually reached the rest of the Anla'Shok that their leader had vanished from his ship over Coriana VI,

a galaxy-wide moment of silence was held in his honour. Rangers from all over the galaxy, his son included, left their posts in the hands of local authorities to go to his funeral services. Millions of people gathered around the auditorium where his closest friends spoke kind words about him and where General Ivanova announced her retirement from EarthForce to lead the Rangers – as 'John wanted me to.'

Sheridan's death/disappearance was a benchmark for the Anla'Shok for a long time to come; Sheridan had been the single most important man to ever have held the position of Entil'Zha. Minbari whispered that he would return one day when the Anla'Shok needed him just as Valen had and some even believed that Sheridan and Valen may have been the same soul. Although that is all speculation and much of factual recorded history concerning the man called John J. Sheridan were lost to the Great Burn of 2762, his Rangers would hold him dear for all time.

They would never again see a leader like him. No matter the future hardships and trials the Anla'Shok would be put through, they would always look to Sheridan's life and plain wisdoms to guide them.

'John Sheridan was a man who wanted nothing more than to raise a family in a place he could call home and he fought unbelievable odds to make that home safe for us. He was a good soldier and a better man and I can only hope and pray that I live up to his name and make him proud. Because I know he is watching. I can see his face in the stars and I know he is out there... smiling at us all. I love you, Dad.'

– David Sheridan, speaking at the funeral of John J. Sheridan

THE AGES BEYOND

The Rangers go on in their capacity as peace keepers and information gatherers long after the Interstellar Alliance falls apart and the member worlds collapse into chaos yet again. Nothing lasts forever; the cycle of life always comes apart so it can be rebuilt again and again. The Rangers help where they could; they preserve the best parts of their people and try to do what is right by how they were taught and how they later teach new recruits.

In the centuries that will pass, the Anla'Shok will persevere no matter the situation and in the face of even greater hardships than what was known to their progenitors. For as long as the order is needed it will exist in some capacity. That is how it is always supposed to pass and every Ranger knows that he can only do his part – the rest is up to the Universe.

They live for the One. They die for the One. They will not be forgotten.



Parallel with the Story, or Speculative Future?

The aforementioned timeline covers a long section of the Babylon 5 universe as it has appeared in the television show, telemovies, novels, comics and other roleplaying sourcebooks. There is a great deal of story contained inside that timeline, but there are also countless opportunities to spiral off and commit a game to fresh ideas.

It is up to the Games Master running the game to decide whether or not their game is dedicated to only what has been written as 'canon', or if they want to take the chance and venture out into the unknown. There are dozens of unanswered questions that every game can look at in their own way.

What actually happens to the *Liandra* in the years following the movie? What actually can be found outside the Rim? Will the Hand ever reach the galaxy? These are the types of things that could be approached in a roleplaying game easily enough, and we encourage it.

THE HAND

The Hand. The hand of God, the hand of Death. The hand that reaches forth and blots out whole suns.

- Minister Kafta, Zafrani Hand Loyalist

Introduced to the Babylon 5 universe through *The Legend of the Rangers*, the Hand are a mysterious and powerful new enemy for the Alliance to deal with. Although the Hand officially appeared in 2265 there is nothing to say they have not been active for a long time, making the Hand a possible threat for campaigns that are set in any timeline.

This chapter is devoted to explaining exactly how the Hand work in the Babylon 5 Roleplaying game. From the history of the banished First Ones to the benefits to working as their galactic extensions, the following pages will give Games Masters everything they need to unleash this dark threat on their galaxies. Additionally it could arm crafty players with the ability to serve the Hand – a deal with the devil to be sure but one that could be *very* lucrative nonetheless.

THE HISTORY OF THE HAND

The following section describes how the Hand came to be the dark and malevolent beings that they were when discovered in 2265. The detailed information is known only to true Ancients but some Shadow or Vorlon agents might have access to the major points, making them possible targets of the Hand.

The Age of the First Ones – The Kirishiac War

In an age of the galaxy where the only beings that crossed the stars were made of energy rather than flesh, the Hand were some of the oldest. The beings of the age did not need names as much as they bore concepts. Their neighbours were the other First Ones and their great father Lorien still watched over them. The youthful Shadows and Vorlons had already begun their squabbles over order versus chaos and the flesh-bound Kirishiac Lords had only just found their way into space.

Unlike the Mindriders or the Travellers, who were content with leaving the growth of younger races – even powerful ones like the Kirishiacs – to their own devices, the Hand were ultimately curious. Ignoring the requests of their peers, the Hand watched the strange and awkward flailing of the Kirishiac Lords with a growing interest. The Hand

wanted nothing else but to see if it were possible to silently steer the voracious Kirishiacs and began to send messages and emissaries to the hulking aliens. They wanted to see if it was possible to change the fate of an entire people with subtlety and mysteries, making others bend to their will without directly dominating them.

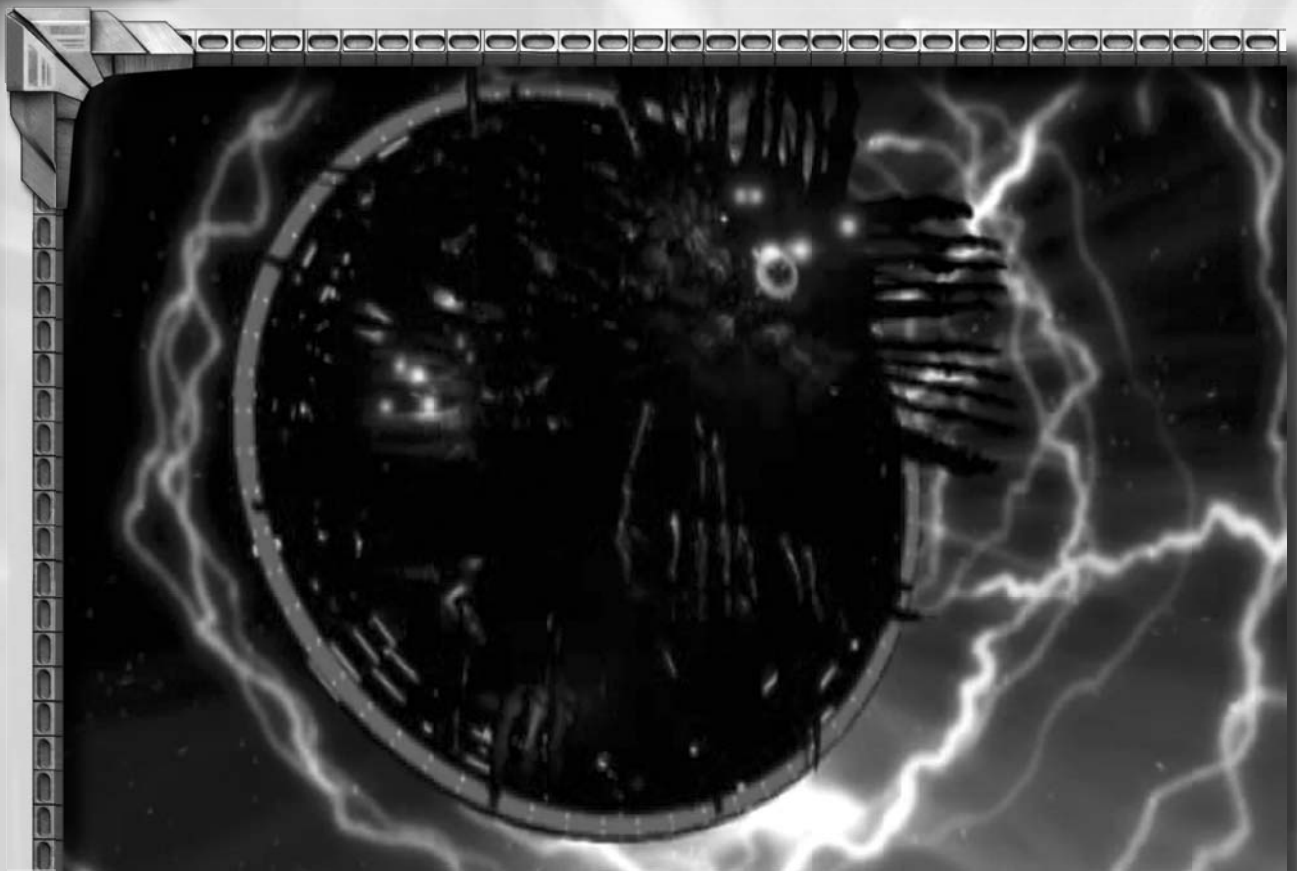
Their meddling angered the Kirishiac Lords, who could not understand these beings or how they seemed to appear and disappear at will. The Kirishiac Lords began to lash out at them. Even though the Lords were not energy beings like most of the First Ones, they were powerful and bore weapon technologies that posed a threat to the others. The Hand, having realised they may have made a mistake, ducked out of the path of the massive Lordships as they rocketed across the galaxy. Trying to continue their experiment nonetheless, the Hand used their random appearances to help direct and steer the rampaging Kirishiac fleet – careless of which of their fellows were in the way.

The other First Ones began to take notice of the world-conquering fleet and the Hand pulled into secrecy again, letting the Lords' own momentum carry them forward. By the time the Hand reassumed an open role of observer the die had already been cast; the Kirishiac Lords were going to smash every world they found until the secret of energy transcendence was given to them. The Kirishiac War had begun.

The Kirishiac War was the first of its kind in all of known history. First Ones had never fought openly against other First Ones. It was such a shock that Lorien went into self-exile in shame over the ordeal, disappointed in his children. The Kirishiac Lords stormed the heavens in search of becoming gods themselves and in doing so managed to kill the innocence of an age.

The worst part about is the situation was that it was not totally the Lords' fault. If the Hand had not tried to contact them before they were ready, perhaps they would not have reacted so violently. The Hand tried to make minions of an unprepared race and all they succeeded in doing was push them too far.

The war raged on for many years, the surprising force of the Lords' advance ripping a swathe in the galaxy that took them to the homeworld of the Hand. Finding the 'dark angels' that originally set them on the warpath, the Kirishiacs began to assault the Hand. Seeing that the Lords actually had the power to kill in this otherwise deathless



age, the Hand saw a different option to ensure their survival – misdirection. They explained that they could *help* the Kirishiacs achieve transcendence. Interested but wary, the Lords paused their bloody advance long enough to negotiate with the Hand.

It was then that the Travellers finally stepped in, their godly might smashing into the Lords' homeworld. Proving too much even for the Kirishiac Lords, the flesh-bound First Ones looked to the Hand for assistance. Seeing a chance to cement the Lords as a subservient tool by 'saving' them from the other First Ones, the Hand stepped up and lent its significant might to the war.

The Travellers were shocked at the Hand's treachery and sent word to the rest of the galaxy. First Ones from every corner came to the Travellers' side, happy to show their support of the oldest amongst them. Only the Shadows bowed out of the conflict, seeing it as just another step in the chaotic evolution of the galaxy. The Hand and the Kirishiacs were outmatched and although they inflicted massive casualties to their foes, they were defeated.

Ending the War – Punishing the Hand

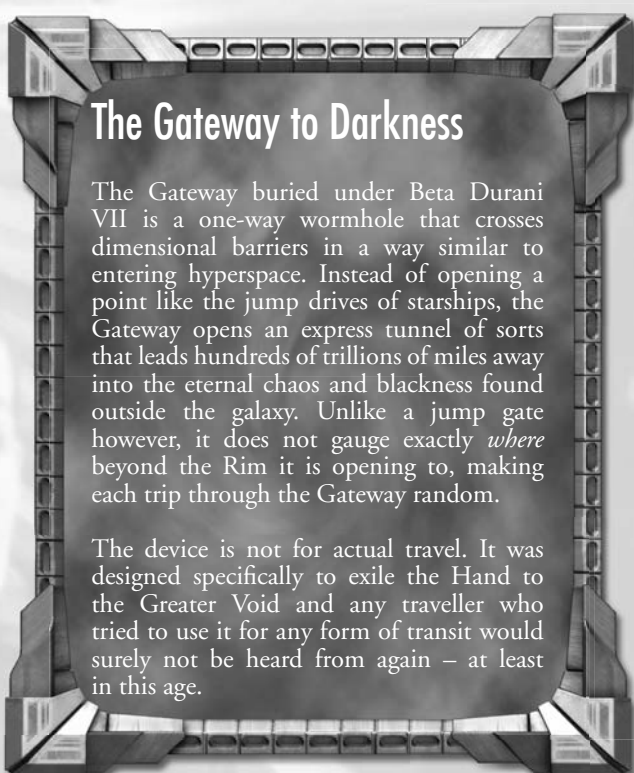
With the Lords' ships defeated by the awesome might of the collective First Ones, the Kirishiac War was over. With help from the meta-telepathic Mindriders the Kirishiacs informed the Travellers as to what part the Hand had played in the whole bloody affair, which explained the seeming randomness of their attack. Sending the Lords back to their homeworld and blockading them there until they could transcend naturally, the First Ones were free to focus their efforts upon the Hand. The young and angry Kirishiacs had received the equivalent of an interstellar wrist slap but for their duplicity and their complicity in the war the Hand would be dealt with *far* more harshly.

The Hand were nearly as powerful as the Travellers, which meant that most punishments targeting them would be circumvented at the speed of thought. With the war over, Lorien emerged long enough to sanction sending the Hand beyond the Rim. Masters of inter-dimensional transport, the Travellers created the Gateway and the coalition of First Ones (perhaps the Force of Light the hieroglyphs speak of) pushed the Hand homeworld into the Greater Void.

Lorien marked the gate with symbols of warning and buried it miles beneath the surface of a young and turbulent planet. As the planet was near Vorlon territory, the Vorlons placed one of their servant races in a city surrounding the Gateway and told them the tales of the Great Darkness that lived within. The city and the Gateway were sealed beneath the planet's crust and the Hand were forgotten by their fellow First Ones.

Banished to the eternal darkness of the Greater Void beyond the Rim, the Hand had nothing but their own kind and the lifeforms of their planet to keep them company. It would be a very long time before their drifting planet would ever come in contact with other beings and their exile gave them a chance to become bitter and frustrated.

The Hand vowed to find a way to return to their galaxy.



The Gateway to Darkness

The Gateway buried under Beta Durani VII is a one-way wormhole that crosses dimensional barriers in a way similar to entering hyperspace. Instead of opening a point like the jump drives of starships, the Gateway opens an express tunnel of sorts that leads hundreds of trillions of miles away into the eternal chaos and blackness found outside the galaxy. Unlike a jump gate however, it does not gauge exactly *where* beyond the Rim it is opening to, making each trip through the Gateway random.

The device is not for actual travel. It was designed specifically to exile the Hand to the Greater Void and any traveller who tried to use it for any form of transit would surely not be heard from again – at least in this age.

Millennia in Darkness

The Hand's homeworld became their starship, floating randomly in the gravitational tides of the space between galaxies. Feeling as though they had done nothing wrong in helping the Kirishiacs yet finding themselves punished harshly, they focussed their anger and hatred. They invented plots within plots, schemes that would take a thousand years to hatch properly, all revolving around returning to the galaxy.

The Hand slid through the void learning how the nothingness worked on a most basic level. Their research created a new type of power based on the lack of energy rather than the production of it. Just as the most powerful stellar bodies are collapsed stars and black holes, the Hand learned to harness this nothingness for its own use. Like a gravity well that draws objects near it, void technology draws all matter to its null point. It was the perfect answer to the energies raging through the Greater Void – a nullification of all.

Tens of thousands of years after they were banished, the Hand began to shuffle their way through the Void by snuffing out stars and comets that drew their planet too close, shunting their world through space – hopefully toward the galaxy that had banished them. This method of moving their world helped them perfect the 'energetic null drive' technology that would later appear in their minions vessels.

The Path is Revealed

It was not until 2261 of the current age that the Hand sensed others in the Void. The massive energy wake left behind by Lorien and the First Ones leaving the galaxy was like a radioactive trail of bread crumbs for the Hand to follow. Unknowing that the targets of their hatred had left, they moved toward the galaxy as best they could.

After they had begun their wandering through the void they picked up a signal from a passing exploration vessel. Drawing the ship toward them easily enough, they discovered that the ship was indeed from the galaxy of their origin and that the children of their enemies were all that were left behind. The Hand had a deep score to settle and if it had to be settled on the descendants of their enemies it would be. This 'Alliance' was supposedly comprised of the enemy's greatest sons and daughters and so would be the first to fall to their knees and worship the Hand as the gods of nothingness they had become.

Augmenting the primitive technologies on the explorer ship, The Hand created a way to contact the fringes of the galaxy. Randomly sending messages to anyone who might listen, the Hand created numerous signal-tethers to a dozen different planets on the edge of the Rim. These tethers were frail and could break at any moment while the Hand slowly drew their planet toward their goal. The Hand needed to ensure that the receivers of their tethers had reason to protect the signals and keep them strong.

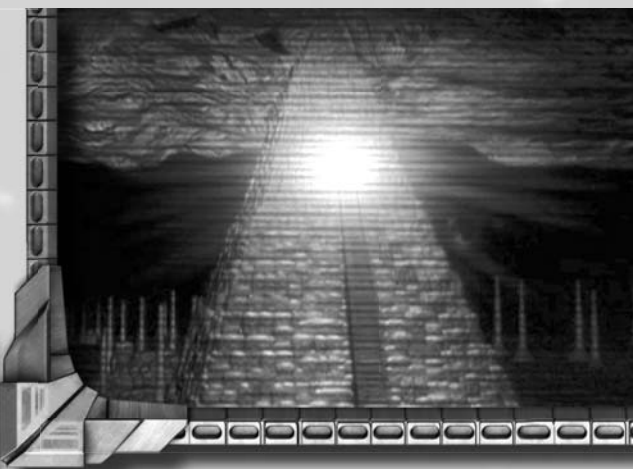
The Hand began offering powerful new technologies and ship designs to their new minions at a slow enough rate to keep them always wanting more. Like the Ancient equivalent of a drug dealer the Hand ensured that their tethers were the most important things to these fledgling races, securing their route to their conquest.

The Alliance, the Gate and the Liandra

Once the Hand knew the direction they had to bring their massive worldship, they were confident that nothing would be able to stop them once they arrived. None of the various governmental agencies would have any chance of standing in the way of the power of a true Ancient race but this new and youthful Alliance their minions had told the Hand about could pose a threat. If the Alliance was able to stand against the Shadows and the Vorlons and send them beyond the Rim, it could make the Hand's return a difficult one.

From 2262 through 2265 the Hand steered the actions of its minions to build ships and train agents to attack Alliance targets. The attacks needed to be random and fast at first, making sure that they could not be associated with one another. The Hand was very specific as to how it picked its targets and demanded that no witnesses survive, something that many of the younger minions found deplorable – until the Hand gave them even more advanced technologies to silence their fears.

The minions carried out these attacks as directed for nearly three years before an unexpected event turned up the timetable – and the aggression of the Hand's attacks. The archaeological dig on Beta Durani VII discovered the ancient city built to protect the Gate to Darkness and foolishly sent a probe through it. The massive pulse of energy that the Hand had been watching for appeared in the nothingness. It was a sign that the Gate had been uncovered and the Hand knew that soon the Alliance would know too much about them and their past. They took action.



The Hand contacted all of their galactic minions and managed to get a particularly cunning Zafrani into the Alliance program designed to eventually study the Gate. Using this clever spy as a homing device for the

warships waiting to bury the Gate forever, they set their Ark'all'un minions to the target. Although the overall mission saw all three of the minion warships destroyed, it did manage to conceal the Gate again and reveal a new threat to the Hand – the *Liandra*.

The minions of the Hand were told to watch out for this vessel and its annoyingly smug captain and to set actions in motion against them. When the Hand realised their ships had been destroyed by Rangers and that they were the military arm of the Alliance, the Hand knew they had chosen their enemies well. The Rangers became the chosen targets of the Hand's machinations and the *Liandra* became the figurehead of all of their plots and schemes whenever possible.

The Hand is a force driven by dark revenge. Unfortunately for the Interstellar Alliance, even more specifically the *Liandra*, the Hand have decided to aim that drive directly their way. Although they would not be as nearly as direct a threat to the ISA as the Drakh, the Hand are not insignificant in the hardships of the Rangers.

The Long and Steady Approach

From the moment they were able to create their minions in the galaxy, the Hand began their slow approach. It would likely take them a full twenty years to follow the tethers, the trip becoming slower and slower as the tethers were cut by the machinations of the Anla'Shok and the *Liandra*. As if the year that saw the end of John Sheridan and the Babylon Project was not eventful enough, 2282 would be the estimated return of the Hand to the galaxy. Nothing short of eliminating all of their minions in the galaxy would stop them, something that would not be apparent to the Rangers until much later...

MINIONS OF THE HAND

Those who serve the machinations of the Hand over the years are well rewarded, as the dark Ancients need to keep them happy in order to ensure their path back to the galaxy. These minion individuals and groups are given an assortment of designs to create very powerful tools, and how to use them. The Hand could not care less as to what their minions do with their new toys, so long as they continue to seek out the Hand in order to get more. Giving such power to lesser races with the instruction that the Alliance is their new enemy, the Hand wants nothing more than to have the ISA shaky when they arrive to deal the final crushing blows.

The minions of the Hand are typically small groups of non-Humans that can be easily persuaded from their own goals and ideals to those of the Hand. They have the most to gain from the addition of Hand technologies and can normally craft them without scrutiny from the

New Feat: Loyal to the Hand

The following new feat can only be given to a character at the behest of the Games Master and only if that character has had contact with the Hand or its minions.

Loyal to the Hand

You have made close allies of the Hand or its other loyal minions, having been tested and passing the question of your own service to them. You now have access to strange and powerful equipment and information, so long as you use it against the Interstellar Alliance wherever you can.

Benefit: You gain +2 Hand Influence when you gain this feat, and another +2 with each subsequent level. Additionally, you can make one Influence roll immediately to acquire your first reward.

New Influence – The Hand

The following is the new Influence that any character may choose once he has earned the Loyal to the Hand feat. It symbolises the ability to call upon Hand technology and information granted to their minions.

This Influence follows all of the same rules for Influences as covered in *The Babylon 5 Roleplaying Game Second Edition*, starting on page 106.

The Hand

Description: The Hand rewards its minions with an assortment of technological wonders. They are a fantastic resource of unfathomable devices and provide design schematics for nullification point grenades or void weaponry to their minions. As their minions rise through the ranks of servitude, the Hand grants them even more powerful tools and assets, eventually even showing them how to harness energy masses and crystalline warships that are more than a match for nearly any other ship in the galaxy! Should the Hand return to the galaxy, it will be on a way paved by those who serve them.

Obtained By: Performing underhanded acts against the Alliance on behalf of the Hand or its servants; making contact with the Hand worldship

Contacts: Minions of the Hand, the Hand

Pressures: None – This is a secret Influence

Resources	DC
Access to Class One ¹ Hand technology	10
Targeting a specific enemy for Hand harassment	12
Access to Class Two ¹ Hand technology	17
Arrange for another to be contacted by the Hand, Access to First One secrets ²	20
Access to Class Three ¹ Hand technology	25
Arrange local gathering of 2d6 other Hand minions	30
Access to Class Four ¹ Hand technology	35

¹ For more on the Hand Technology Class system, see page 44.

² Games Master discretion as to what the 'secrets' are comprised of.

greater galactic powers. Even though larger governments like the Drazi Freehold or even the Drakh Entire might be able to put the Hand's ships and equipment to impressive use on a galactic scale, such technological advances could also make that race *too* powerful. The last thing the Hand wants is to have minions that could possibly stand against them when they finally arrive to overthrow the galaxy.

Once a possible creature or group is questioned and tested to be sure it will make proper minions, the Hand begins to trickle the beginnings of their gifts to them. Starting with minor adjustments to existing technology before moving on to crystal-tuned communications in order to get their minions in contact with one another, the Hand creates loyalty.

Those who the Hand determine will make loyal and subservient minions are given an assortment of interesting rewards for their servitude. These rewards come in the form of coveted information, equipment, starship components and even new starship designs. Serving the Hand means becoming a part of a dark and sinister sect aimed against the stability of the Interstellar Alliance. For some that might be an easy choice to make; these often make the best minions.

Through their seeming generosity the Hand acquires trust and honest service from their minions. So long as the minions continue to make the best out of their end of the deal, the Hand has no reason to stop arming and equipping them. Should an individual or group of minions fall short of their requested duties, the Hand will simply contact other minions in the galaxy and have the wayward servants *reminded* of whom they serve. Such action against their minions is rarely necessary but it is always a potential solution.

Although the Hand have no real reason to care about their minions once they return to the galaxy, they also have no reason to automatically destroy them either. The Hand enjoy useful servants just as many of the other Ancients have done through the ages. They might just want to have some company left in the galaxy once they have laid low the rest of its lifeforms.

Known Hand Minions

The following is a short collection of some of the more prominent minions or groups of minions serving the Hand as of 2265 (or beyond):

Minister Kafta – One of the first connections the Hand made was with the Zafrani people through Minister Kafta. Kafta plays a heavy role in the Anla'Shok discovering the Hand's existence and is covered more thoroughly on page 21 of this book.

Republican Council of Vinzin II – Having only barely mastered the tachyon communications gear left behind by the Centauri, the Vinzin discovered the Hand's messages from beyond. Offering them a way off their planet and into the stars to hopefully become a power in their own right, the Vinzin swore allegiance and secrecy to the Hand. When the *Liandra* arrived to research the strange transmissions the Vinzin were receiving, they managed to duplicate several powerful void-point weaponry types and put up a very good fight against the Rangers.

Wagninner Provo – One of the only people to have a constant settlement on Daltron VII, the human Wagninner began communicating with the Hand through his hobby of interstellar communications. He was well on his way to building a working Void Shuttle when the Drakh unleashed their planet-killer upon his planet in 2266, destroying it and him completely. Whether or not the Drakh *knew* he was on the planet and targeted it due to his connection to the Hand is doubtful but still a possibility.

The Forgotten Krish-Mitoc – After the treatment they received at the hands of the Dilgar, both of the races that returned to the Krish system were thought of as all but extinct. Their galactic neighbours turned an indifferent cheek and left them to hopefully survive on their own. Discovered long after their plight was set in motion, they were happy to receive friendly attention from anyone – even the Hand. With the promises of power repeatedly fulfilled by their new benefactors combined with the overall cold shoulder they had received from the League of Non-Aligned Worlds (which was now the body of the ISA), they enjoyed the possibility to become something greater – especially if it meant causing the Alliance some harm in the process.

Ark'all'un Trinary – Actually discovered on the opposite side of the Rim upon a floating planetoid similar to the Hands' own worldship, the Ark'all'un were eager to do anything to get off their dying homeworld. Hundreds of thousands of light years closer to the galactic edge than the Ark'all'un were, the Hand gave them the secret of the crystalline void war cruisers and sent them forward as scouts to the galaxy. The Hand were shocked to never hear back from them directly. Reports from other minions claim that all three of the Ark'all'un ships were destroyed by a new thorn – the *Liandra*.

TECHNOLOGIES OF THE HAND

The following section details a number of technological advances that have been given to the minions of the Hand. Due to how the Hand issues this information, we have separated this section into the various 'classes' of technology that the dark Ancients have passed on to their loyal servants.

NOTE: Although all the items have costs listed, it is unutterably rare to find one on the black market. In the few instances that one is found for sale, you can be sure that it comes with plenty of strings attached.

Class One Technology

The following pieces of equipment are created using the most basic of technological advances given to new or untested minions. Much of their use would likely not attract any more attention than the use of a galactic variety of the same item without deeper scrutiny.

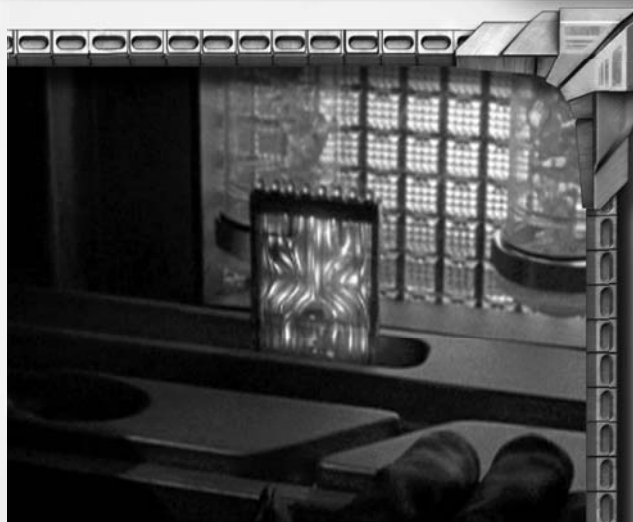
Bio-Regenerative Tonic: The Hand transcended their bodies of flesh eons ago, thus the manipulation of simpler life forms is within their scope. This foul-smelling and thick liquid is made from an unlikely combination of chemicals and minerals and can be used to rebuild damaged flesh almost instantly. The crystalline particles in the tonic make a rapidly-dissolving framework to stimulate cellular regeneration. Pouring a dose of the tonic on a dying character (at less than 0 hit points) will immediately restore them to 1d3 hit points above 0. Pouring a dose into a fresh wound will instantly heal 1d6 hit points. **Cost:** 2,500 cr. for a six dose bottle

Crystalline Underliner: The Hand mastered the ability to shape durable synthetic crystal patterns long ago. A common pattern passed on to their minions is a strong underliner of crystalline webbing that absorbs tremendous amounts of damage from impacts and energy sources. Minions of the Hand wearing crystalline underliners can withstand injuries that might kill a 'lesser' being.

As a note, a character can only ever wear one type of 'underliner' but can wear it under any other type of clothing or armour – with Damage Resistance and Armour Check Penalties stacking accordingly.

Subwave Receiver: This desktop communications device uses a series of specially grown crystals to harmonise a powerful sub-channel tachyon signal. This device can be used in two ways, both requiring a DC 12 Operations (Sensors) roll to set up properly. The first is to pick up and home in on specific frequency signals, like those used by tracker nodules or other subwave receivers. The second is to eavesdrop on outside communications within twenty miles of the receiver (or Close Range of a ship). Both of these functions help a Hand minion stay in touch with other minions or prepare intelligence for actions taken against the Alliance. **Cost:** 25,000 cr.

Tracker Nodule: This small open-ported crystal circuit board is used to create the same kind of communications tethers that the Hand use to return to the galaxy. Easily hidden and remarkably resistant to physical damage, the nodule is designed to be placed in contact with any power source in order to function. When powered the nodule



emits a sub-channel frequency of communications that homes in on the nearest subwave receiver (see above) and locks in a trajectory. These nodules are used to bring minions together or to create efficient ambushes – even in hyperspace. A simple Computer Use check (DC 8) will attach the nodule safely. **Cost:** 5,000 cr.

Class Two Technology

The following pieces of equipment are created solely with the design schematics given by the Hand, creating powerful new items built around small components taken from similar galactic items. These items might look odd at first glance to someone familiar with the galactic equivalents but would not necessarily give themselves away as anything but 'alien.'

Crystalweave Cloak: A remarkable weave of crystalline fibres and metallic wire, the crystalweave cloak is a lightweight method of protection and anonymity that many Hand minions find useful. Although not terribly useful against physical assaults, the dispersing fibres of the cloak can absorb all but the most powerful of energy-based attacks. The heavy hood also conceals the wearer's identity, adding a +3 equipment bonus to Subterfuge skill checks to disguise one's face.

Grenade, Nullification-Point: This thrown device is much longer than a common grenade, as its cylindrical body is almost two feet in length. Not too heavy, its metal/crystalline construction is designed to be spun when hurled. The centrifugal force begins a chain reaction of precisely aligned filaments inside to create a small nullification point. This miniscule zero-point collapses upon itself instantly, sending a tremendous reverse-shockwave outward.

Pistol, Void: The design packs the standard body of a PPG with a crystalline void matrix, powering it with a standard PPG cap. Far more efficient and deadly than a standard

PPG, the void pistol collapses a tiny area of space to create a focussed backlash of energy similar in nature to an anti-matter stream. This is the typical weapon found on Hand minions, which could be why they have so little to fear from common galactic authorities. This device also comes in a larger rifle version but most Hand minions prefer the smaller and more compact weapon to its large and devastating relative.



Class Three Technology

The following pieces of equipment are designs made almost solely from Hand technology. By explaining the methods to create them, the Hand gives extremely powerful items to their minions to use against the Alliance. These items are instantly recognisable as ancient alien artefacts whenever used.

Energic Manipulators: These thick, crystal-fingered gauntlets give the wearer the ability to create ten (or fewer, if the designer has less fingers) pinpoint nullification points, one at the end of each finger. These points can be then used to make *anything* placed in between them behave similarly to oppositely charged magnets. It takes a great deal of practice (and a Reflex save DC 15) to hold things in this null field without ripping them apart, but the manipulators could – in theory – hold anything. A master at using the gauntlets could hold radioactive materials without fear of the radiation escaping the null field or perhaps even grab a PPG shot out of the air! Performing such a task would require a Reflex save that would defeat the roll to attack but would essentially pluck the charged plasma from the air and make it into a potential hurled projectile for the wearer of the gauntlets.

Cost: 100,000 cr.

Hand Starship Components: This category includes any of the starship components found in the following section, starting opposite.

Narrow-Field Null Generator: This fist-sized trapezoidal device is made up of several precisely tuned crystals that draw together wavelengths of energy into a single, thin beam of nullification energy. The beam is invisible and makes no sound but can be used to cancel the wavelengths of other energies with a successful ranged attack roll against a target within 50 ft. The beam essentially floods the existing energy with opposite wavelengths until the opposite energy is no more. This can be used to drain PPG caps, fusion drives, audio devices and even lifeforms if left on the target long enough to 'tune out' the corresponding wavelengths. **Cost:** 250,000

The following table shows how long each type of energy takes for the generator to nullify.

Type of Energy	Examples	Rounds ¹ Before Energy is Nullified
Heat or Light	Fire, Light Bulb	1d3
Sound	Speaker, Communications Link	1d4
Electricity	Computers, Appliances	1d6
Fusion	Ship Reactor, Plasma Battery	2d4
Radiation	Plutonium, Unshielded Power Source	3d6

¹ Bio-Electric Life Varies²

¹ This figure can be adjusted up or down for larger or smaller sources of energy.

² 1d4 Hit Points of damage are inflicted every round, ignoring all forms of damage reduction.

Class Four Technology

This type of technology is reserved only for the most loyal of minions or groups of like-minded minions willing to pool their rewards together. These items are not simple modifications of galactic equipment; they are re-designs of Ancient items passed down by the Hand. Although not as powerful as the sort of technologies the Hand command themselves, these are highly advanced items that will draw interstellar attention from all around if discovered.

Hand Starships: This category includes any of the actual starships found in the following section, starting on page 50.

Void Deployment Shell: This device is an unbelievably dangerous and powerful explosive-like weapon. It has a spiky, polygonal shell made of black crystals surrounding a null-field containment field. This field holds a fluctuating void-pocket the size of a Human head in stasis but is designed to be released

Hand Personal Protective Technology

Item	Cost	R/I	Weight	DR	Speed Reduction	ACP
Crystalline Underliner, Light	3,000 cr.	—	2 lb.	2	—	—
Crystalline Underliner, Medium	56,000 cr.	—	5 lb.	4	—	-1
Crystalweave Cloak	12,000 cr.	R	1 lb.	10 ¹	—	-1

¹ This applies to energy-based attacks only.

Hand Personal Weaponry

Weapon	Cost	R/I	Damage	Area of Effect	Critical	Ammo	Range Inc.	Size	Weight	Damage Type	Features
Void Pistol	10,000 cr.	I	2d10	—	18-20/x2	15	50 ft.	Small	1 lb.	Energy	AP 5
Void Rifle	20,000 cr.	I	4d10	—	18-20/x2	18	120 ft.	Large	4 lb.	Energy	AP 5
Null-Point Grenade	2,000 cr.	I	3d10	30 ft.	—	—	15 ft.	Medium	2 lb.	Energy	AP 5

by a hand-set timer. The Hand equivalent of a fusion bomb, the Void Deployment Shell will fracture and open when the timer reaches zero – releasing the unstable void-pocket. This allows a miniature black hole to absorb several metric tons of atmosphere and matter in just a few seconds before closing in on itself and has roughly the same effect as a thermonuclear explosion. Once ‘detonated,’ an area equal to 4d8 x 10 miles will be nothing but a scoured crater.

These devices are thankfully rare and would likely only be used as terrorist weapons, especially considering that the maximum timer setting (six hours) rarely gives the minion time to escape the considerable blast radius. **Cost:** No one who has one of these would sell it for *any* price.

STARSHIP ASSETS OF THE HAND

The following section is dedicated to the various starship components and fully functional starships the Hand have given to those minions that have earned them. These are extremely rare to say the least and having even the smallest of Hand components built onto a ship would likely attract unwanted attention from inquiring dock workers or other minions of the Hand.

As a note, we have not included the Hand Worldship or any of the spacecraft the Hand themselves might use. These ships would easily be on par with the First One vessels that arrived at Coriana VI at the end of the Shadow War and should simply be assumed to be more powerful than anything currently found in the galaxy. It would take entire multi-governmental fleets to deal with a true Hand fleet and the Worldship should be considered an insurmountable foe without special circumstances in place.

Starship Components

The Hand know that there is a high probability that their minions will need an extra edge to get out of certain scrapes – especially when confronted by the Vorlon-technology of the White Star Fleet. Common galactic spacecraft rarely have the weapons or features to be able to withstand a battle with even the most basic White Star. With the right addition of Hand-designed components, a common space vessel might have the perfect edge with which they might be able to best the Alliance’s naval forces.

Hand technology is drastically more advanced than the sort of components galactic shipbuilders are used to having at their disposal and, unlike Vorlon bio-technology, does not integrate well with existing circuitry and superstructure. This means that using conventional tools to fit a Hand starship component to an existing hull might be a difficult task. Any Technical skill rolls made to retrofit or refit an existing non-Hand ship with Hand components should be made at +5 DC. This symbolises the incompatibility of a common ship’s systems with the ultra-advanced technology of the Ancients.

Crystal Joining Matrices

Cost: 100,000 cr.

Minimum Craft Size: Small

Hand minions that own galactic vessels that are likely to be subject to numerous component add-ons should be sure to request a set of crystal joining matrices. This series of specifically-placed nodes and junctions made of flexible crystal filaments is like the groundwork for further Hand refits. Future Hand components can simply be ‘patched in’ to the matrices, making the installation of such items remarkably simple.

Any ship with crystal joining matrices can ignore the normal +5 DC of adding Hand components to a non-Hand vessel and can perform the task in one-tenth the normal time.

Hull Lattice

Cost: 500,000 cr.

Minimum Craft Size: Medium

The ships designed by the Hand for their minions' use are made of shifting crystal hull plates that fracture and shatter to lessen the impact of outside attacks. This component is a miniscule version of that process, covering important areas of the hull of a standard vessel with sensitive crystals that serve as countermeasures when attacks strike them. By exploding outward when struck the crystals absorb or disperse a great deal of the incoming blow. Luckily for the Hand minions, these crystals naturally grow back over time.

Any ship with a hull lattice can ignore the first successful attack that hits each of its locations (Command, Engine and so on) each combat.

Signature Targeting System (STS)

Cost: 350,000 cr.

Minimum Craft Size: Small

Hand ships use the focal points of a target's energy signatures to target specific systems with eerie precision. Minions can acquire the same style of targeting array with the Signature Targeting System. This works best with high-offence weaponry but can make lower yield ones that much more deadly.

If a ship with a Signature Targeting System hits by more than three points above the target's Defence Value, it may choose to move the hit one row up or down on the hit location table. The STS is also considered a +3 Targeting Computer, but all benefits from other targeting computers are waived.

Void Engine Drive System

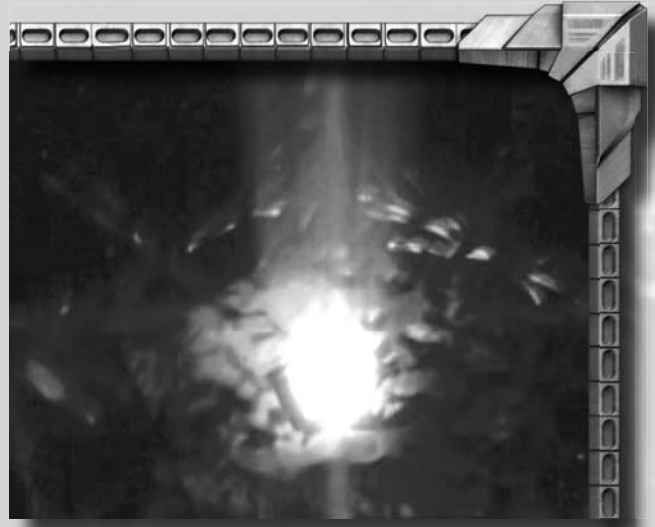
Cost: 500,000,000 cr.

Minimum Craft Size: Huge

This monstrous gyro-stabilised series of crystal generators is what makes Hand ships pull themselves through space. By creating powerful areas of void at key places along the ship's trajectory the 'void drive' draws the mass of the ship toward the emptiness in order to simulate thrust, pivoting and manoeuvrability. The drawing of energy and matter into the drive creates a dense and powerful mass of energy at the ship's centre, visible on Hand vessels as the fluctuating core.

Conventional ships vent this mass as soon and as often as possible but Hand-made vessels use this mass to power many of their other features and systems, making their ships the most efficient in the galaxy.

The Void Engine Drive System allows it to perform all of the same special orders and tasks that a Gravitic Engine does.



Hand Starship Weaponry

The following are specific weapon systems found on Hand minion vessels:

Burst Pulse Array

Cost: 200,000 cr.

Minimum Craft Size: Small

The basic Hand weapon system fires brilliant green pulses of devastating radiation-soaked particles. Each pulse has the impact of a matter cannon and the armour reducing qualities of a high-yield energy beam. When targeting specific areas of an enemy vessel this weapon can be the end of many battles due to its rapid firing rate.

Energie Bombard

Cost: 1,000,000 cr.

Minimum Craft Size: Huge

This weapon is designed for one purpose and one purpose alone – to eradicate a single stationary target. Nearly emptying the additional stores of the energetic hold of a Hand vessel, the bombard sends a massive sphere of irradiated energy toward a target like a non-matter mass driver. It can only attack stationary targets but ignores the armour value of the target completely.



Focussed Void Projector

Cost: 700,000 cr.
Minimum Craft Size: Large

This weapon is the main weapon used by Hand ships when they are looking for a direct and decisive kill. It uses a projection system similar to a laser to launch a volley of tiny, unstable voids. At Long range the voids swallow one another and cause minimal damage to both the hull and infrastructure of the vessel, but at Close range the weapon acts like a zero-point shotgun and can tear numerous holes completely through a target in seconds!

Mine Cluster Launcher

Cost: 550,000 cr.
Minimum Craft Size: Huge

Used to deny areas of space to potential targets, the launcher deploys a spinning polyhedral cluster of splintering concussive mines that home in on energy sources. This means that a starship in the field of mines that has turned off all but its most basic systems will not trigger them, but it also means that one explosion will often attract more mines.

In game terms, once the field has been deployed there will be a large area of space that is dangerous to powered-up vessels. This area contains exactly 50 mines. Any vessel involved in a starship combat where the mines have been deployed must make a Pilot or Operations

(Piloting) skill roll DC 22 or suffer a number of hits from the mines (see below) equal to the difference between the failed roll and the DC. Keeping track of the number of hits is important, as the field cannot inflict more hits than it has mines.

Trying to destroy the mines with weapons fire is actually quite easy, as they are often drawn to each other when explosions begin to occur. Targeting the mines requires an attack roll to defeat a Defence Value of 12, rolling 2d6 after a successful hit. The number rolled is the number of mines destroyed, with any results of a '6' added but then re-rolled and added again to the total, to represent secondary explosions.



Nullification Cannon

Cost: 750,000 cr.
Minimum Craft Size: Medium

A powerful but short-ranged weapon that forms unstable nullification points and hurls them toward a mobile mass in order to cancel out the energy laden within the target's systems, the nullification cannon is primarily used as a disabling weapon. The Hand and their minions know the bargaining power of desperation and this weapon allows them to wield it often.

Hand Starship Weaponry

Name	Range	Offence	Qualities	Weapon Spaces
Burst Pulse Array	Long	28	Beam 1d6, Rapid Fire 2	2
Energic Bombard	Close	150	Ignores Armour	4
Focussed Void Projector	Long (Close)	25 (75)	Beam 1d4 (2d6)	2
Mine Cluster Launcher	Long	20	Beam 1	2
Nullification Cannon	Close	N/A	See Description	2

Any vessel struck successfully by the nullification cannon cannot call upon any special orders on the following turn. Due to the charging required by this weapon it may only be fired every other turn in combat and can be the only weapon system that fires that turn.

Hand Vessels

The following three vessels are the only known vessels to be made completely from Hand technology and are only rarely passed on to their minions:

Hand Void Shuttle

This is a small crystalline ring built around a small energy hold used to rapidly send two or three minions (and their captives) through space. These shuttles are not built for combat or for extremely long journeys but they are unbelievably tough and manoeuvrable.

Void Shuttle

Small Spacecraft

Defence Value: 20 (+2 size, +8 Handling); **Armour:** 28; **Handling:** +8, **Sensors:** +10; **Stealth:** 31; **Stress:** 8; **Features:** Energic Hold, Hull Lattice, Jump Point, Self-Repairing, Signature Targeting System, Void Engine
Crew: Hand Minion Line (+3 BAB, +8 Training); 2 Pilot/Officers, up to 5 Passengers

Structural Spaces: 12 (Cargo 2, Control 2, Crew 1, Engine 5, Weapons 2)

Turreted Weapons

- 5 Burst Pulse Array (Long, Offence 28, Beam 1d6, Rapid Fire 2, 2 weapon spaces)

Hand Void War Cruiser

The primary vessel of offence for the Hand and its minions, the war cruiser is a hulking mass of shifting crystals and fluctuating energies. These cruisers slide effortlessly through space, bringing powerful weaponry to bear against their foes if conflict cannot be avoided – or if it is the purpose of the mission. Their blue hulls are dazzling to behold and can withstand a tremendous amount of damage before collapsing. If their energic hold is breached, they can be dealt with extremely quickly, but such damage must typically be inflicted from the inside of the ship to bypass the energy mass.

Void War Cruiser

Huge Spacecraft

Defence Value: 14 (-4 size, +8 Handling); **Armour:** 34; **Handling:** +8, **Sensors:** +12; **Stealth:** 25; **Stress:** 3; **Features:** Energic Hold, Hull Lattice, Jump Point, Self-Repairing, Signature Targeting System, Void Engine
Crew: Hand Minion Veteran



(+5 BAB, +11 Training); 4 Pilot/Officers, up to 45 Passengers

Structural Spaces: 65 (Cargo 20, Control 8, Crew 5, Engine 12, Hangar 4, Weapons 16)

Fore Arc Weapons

- 5 Focussed Void Projector (Long (Close), Offence 25 (75), Beam 1d4 (2d6), 2 weapon spaces)
- 5 Nullification Cannon (Close, Offence N/A, See Description, 2 weapon spaces)
- 5 Energic Bombard (Close, Offence 150, Ignores Armour, 4 weapon spaces)

Turreted Weapons

- 5 Mine Cluster Launcher (Long, Offence 20, Beam 1, Special Rules, 2 weapon spaces)
- 5 Burst Pulse Array (Long, Offence 28, Beam 1d6, Rapid Fire 2, 2 weapon spaces)
- 5 Burst Pulse Array (Long, Offence 28, Beam 1d6, Rapid Fire 2, 2 weapon spaces)
- 5 Burst Pulse Array (Long, Offence 28, Beam 1d6, Rapid Fire 2, 2 weapon spaces)

Craft (1): 1 Void Shuttle

Hand Void Destroyer

Only one of these massive destroyers was ever reported to have been produced by the Krish-Mitoc. Built from the highest levels of Hand technology, the destroyer was put together for one purpose and one purpose alone – to deal with the arrival of the Victory-class destroyer. After the showing of the ship's power in 2266 against the Drakh, many Hand minions warned their masters about the new and powerful ship. The Hand answered with a destroyer of their own design and planned to build a small fleet of them to eliminate the shipyards

The Energetic Hold

Hand vessels use a shielded energy mass wrapped around the main command bay of their vessels to store the collected energy and matter their void engines constantly siphon off. This makes the Control and Engine spaces of a Hand vessel essentially immune to damage inflicted by weapons systems from the outside of the energy mass. Should this mass be breached somehow, the ship's stored energy will react violently and the ship will automatically explode from within.

building the Victories. Only one of these vessels made it out of Krish-Mitoc space before the *Liandra* came in 2267 and destroyed the minions' facility.

Void Destroyer

Gargantuan Spacecraft

Defence Value: 14 (-8 size, +6 Handling); **Armour:** 36; **Handling:** +6, **Sensors:** +10; **Stealth:** 20; **Stress:** 1;

Features: Energetic Hold, Hull Lattice, Jump Point, Self-Repairing, Signature Targeting System, Void Engine

Crew: Hand Minion Veteran (+5 BAB, +11 Training); 6 Pilot/Officers, up to 75 Passengers

Structural Spaces: 108 (Cargo 30, Control 10, Crew 10, Engine 21, Hangar 5, Weapons 32)

Fore Arc Weapons

- 5 Twin-Linked Focussed Void Projectors (Long (Close), Offence 37 (112), Beam 1d4 (2d6), 3 weapon spaces)
- 5 Nullification Cannon (Close, Offence N/A, See Description, 2 weapon spaces)
- 5 Energetic Bombard (Close, Offence 150, Ignores Armour, 4 weapon spaces)
- 5 Energetic Bombard (Close, Offence 150, Ignores Armour, 4 weapon spaces)

Aft Arc Weapons

- 5 Twin-Linked Focussed Void Projectors (Long (Close), Offence 37 (112), Beam 1d4 (2d6), 3 weapon spaces)
- 5 Nullification Cannon (Close, Offence N/A, See Description, 2 weapon spaces)

Turreted Weapons

- 5 Mine Cluster Launcher (Long, Offence 20, Beam 1, Special Rules, 2 weapon spaces)

- 5 Burst Pulse Array (Long, Offence 28, Beam 1d6, Rapid Fire 2, 2 weapon spaces)
- 5 Burst Pulse Array (Long, Offence 28, Beam 1d6, Rapid Fire 2, 2 weapon spaces)
- 5 Burst Pulse Array (Long, Offence 28, Beam 1d6, Rapid Fire 2, 2 weapon spaces)
- 5 Burst Pulse Array (Long, Offence 28, Beam 1d6, Rapid Fire 2, 2 weapon spaces)
- 5 Burst Pulse Array (Long, Offence 28, Beam 1d6, Rapid Fire 2, 2 weapon spaces)
- 5 Burst Pulse Array (Long, Offence 28, Beam 1d6, Rapid Fire 2, 2 weapon spaces)

Craft (6): Six Void Shuttles

THE HAND AS A PLOT HOOK

The Hand and its many minions can make for very interesting and mysterious plot devices. Here are just a few of our ideas concerning these wayward First Ones and their enigmatic servants who draw them ever closer to the galaxy.

5 A recent raider attack against a remarkable ship on the fringe has placed a number of artefacts and strange items in the possession of the cell, who are looking to find the closest black market to unload them. The ship is a Hand minion's void shuttle and the items are all Hand equipment. The characters might get a lead on the artefacts and want to get their hands on them or they might simply want to make sure the raiders do not keep them long enough to find out what they can do. At the same time however, the Hand minion's allies are drawing closer to the lost ship and will do anything to ensure the Alliance does not learn of it.

5 A group of Hand minions has recently suffered terrible losses in a conflict with the *Liandra's* crew on a backwater installation and are now on the run from David Martell and his Rangers. They have a great deal of powerful technology at their disposal and are more than willing to disperse some of it to a group of freelance crew who will take them to safety. When the Player Characters are offered weapons and components for their ship, how can they turn these strange aliens down? When the Anla'Shok comes looking for them, which side will they back – and how?

5 A suicidal pawn of the Hand has been given the direction to try and smuggle a void deployment shell onto Babylon 5 in order to destroy the source of the Alliance's diplomatic powers. A close ally of the pawn knows of his plan and decides that he cannot allow such a massive tragedy and loss of life, even if it means turning against his dark masters. He contacts an old acquaintance (a Player Character) and begs him to help stop the pawn before he kills everyone on the station – but without involving the Alliance, for his sake and the sake of his friend.

ANLA'SHOK ASSETS

We are forced to use the tools that we have.

- David Martell

Then I hope we find some better thrackin' tools soon.

- Na'Feel

From the inception of the Anla'Shok, the order has had access to new and interesting resources. From the Rangers' earliest days the Minbari supplied them with weapons, ship designs and contacts throughout the Federation and Protectorate. Later the Sech members began secret missions to involve Humans until Jeffrey Sinclair controversially did so openly, bringing even more technology and avenues of access to the Anla'Shok. At the dawn of the Interstellar Alliance Delenn drew Rangers from all over the galaxy from a dozen different species and the order swelled with new ideas and powerful new tools. By the year 2265, the Rangers were not the same order as they had been a decade earlier.

This chapter reflects those changes, showing all of the interesting new resources and assets the Anla'Shok of 2265 (and beyond) have at their disposal. The following pages should give Games Masters and Ranger Players of this time period ample tools to perform their duties to the fullest for the Alliance.

NEW SKILL USES

Rangers are trained in several different ways to better serve their positions in the Alliance and this gives them an edge when utilising these talents against those without the proper training. The traditional skills of the old Anla'Shok are tried and true (and are represented by the abilities in the Ranger base class) but the new age of the Rangers has also produced some new tricks.

The skill uses included here are designed to show the Rangers' overall adaptability and their constant evolution in the face of adversity.

Medical (Triage) (Int)

A Ranger knows that he must be ready to push his body and the bodies of those around him to the limit if the mission requires it. Sometimes the smallest of wounds can be detrimental to the need to move on or fight harder. Healers are useful in battle situations but are sometimes too scarce to help everyone. A Ranger learns how to quickly administer

first aid to himself or his allies in a tense situation, perhaps preserving a life long enough to continue the fight.

This use of the Medical skill is a rough-and-ready version of the First Aid use of the standard skill as presented in the *Babylon 5 Roleplaying Game: 2nd Edition*. The Ranger does not need a first aid kit; he can perform the roll with the simplest of materials. However, the most Hit Points a Medical (Triage) roll can heal per use is +2. Any higher result is simply wasted.

Try Again: No. Triage is a fast style of battlefield medicine used to keep soldiers in fighting shape and if it cannot help someone the first time it is tried it likely never will. The recipient of triage will need a proper care facility before receiving any further treatment.

Special: A character cannot Take 10 or 20 when making this version of a Medical check, as it relies on fast and loose techniques that would make most doctors wince unless they have seen battlefield medicine before.

Sense Motive (Danger Sense) (Wis)

Rangers are frequently placed directly in dangerous situations with an assortment of undesirable types that might try at any time to harm them. Rangers are taught to read the smallest twitch or nervousness as a sign of





aggression, making it easier for them to avoid or expect combat. If a Ranger must deal with a hostile individual he can at least be ready for it.

Whenever he is in a crowd or other social situation, a Ranger may use his Sense Motive skill to oppose Stealth rolls made with the object of doing him harm. This use of the Sense Motive skill incurs a -4 penalty, and does not work on targets the Ranger could not possibly be aware of (such as sniper assassins, for example).

Try Again: Yes, as per the rules for Notice checks on page 78 of the *Babylon 5 Roleplaying Game: 2nd Edition*.

Special: A character cannot Take 10 or 20 when making this version of a Sense Motive check. Either the Ranger senses danger or he does not.

NEW ANLA'SHOK EQUIPMENT

Not much of the Rangers' equipment has changed since the earliest days of the order. The robes remain, the denn'bok is the same and the Minbari holdout laser graces the hips of many of the Anla'Shok. These things will likely always remain true.

This section is dedicated to new pieces of equipment that the new breed of Ranger has at his disposal. Unless specifically noted, all of these items require the Interstellar Alliance or Anla'Shok Influence to obtain outside of the black market.

Denn'baka (Practice Denn'bok): Even though Minbari Rangers tend to lean toward the tradition of using regular denn'boks in their training exercises, several of the other species of Ranger are happier running their katas and practicing with these lighter versions cast from durable resin and plastics. Although not as awesome a weapon as its metallic brethren, a denn'baka could still be wielded against a foe if need be. The denn'baka requires the Exotic Weapon Proficiency (denn'bok) to use without penalty.

Minah Voice Module: Human designed and Minbari perfected, the minah voice module is a thin strip of electrically-sensitive receptors that is placed on the throat. The strip is transparent and nearly impossible to detect without special equipment but can be programmed to vibrate the wearer's vocal chords to produce the same tone and timbre as a previously recorded voice. Programmable and changeable using a small thumb-sized remote, the minah voice module adds +3 to the wearer's Intrigue rolls to vocally impersonate a recorded subject.

Anla'Shok Personal Weaponry

Weapon	Cost	R / I	Damage	Critical	Ammo	Range Inc.	Size	Weight	Damage Type	Features
Denn'baka	300 cr.	R	1d4/1d4	x2	—	—	Large	1 lb.	Impact	Dual Weapon



Holo-Suit Projection System: This device is almost solely used by the Ranger Infiltrators and those who specialise in covert operations. It is comprised of twenty-two miniscule and transparent receiver/transmitters worn throughout the body and a wrist mounted command console. It uses electronic surveillance records to create a three-dimensional image of gravitational fields around the wearer to make the perfect disguise, which, when used in concert with the minah voice module, is nearly infallible. Anyone wearing the holo-suit system with access to visual records of a subject can add +5 to his Intrigue rolls to impersonate the subject.

Ranger Medical Wand-Kit: Ranger medics and healers have no idea what sort of alien species they might need to administer aid to while in the field. A common first-aid kit is good for a quick patch job on anyone, but if a healer is better equipped he can actually begin long term care practically anywhere. This small medical wand is a compact version of the kind used in most Medbays but comes in a handy and durable (hardness 20) hip case that includes the software and special attachments for every alien race in the Alliance. A quick Knowledge (medical) DC 15 check to configure the wand properly will give the user a +3 bonus to his Medical skill checks for that target and also adds +1 to the number of Hit Points healed by the first skill check.

Anla'Shok Personal Equipment

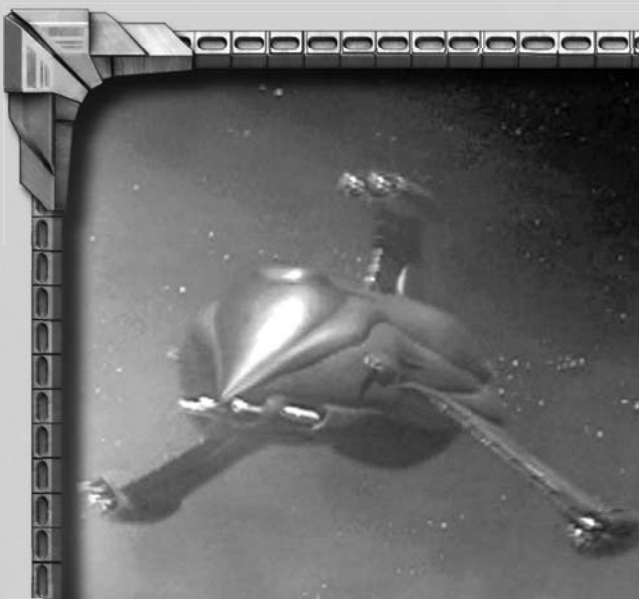
Item	Cost	I/R	Weight
Holo-Suit Projection System	10,250 cr.	I	2 lb.
Minah Voice Module	6,500 cr.	I	—
Ranger Medical Wand-kit	3,200 cr.	R	1 lb.

NEW STARSHIPS

The following section describes the new spacecraft used by the Anla'Shok and the components used within them that could be used on other Interstellar Alliance vessels.

Shoquran-class Cruiser

More akin to the larger breeds of new White Stars in size and function than older vessels, the Shoquran-class cruiser is an advanced cruiser primarily used as a patrol vehicle for important routes targeted frequently by raiders. Its firepower is spread out over several arcs in case of a lack of fighter support but it still has a weak aft that can be exploited. Its dark and intimidating hull was the idea of the Minbari warrior caste, who wanted it to look more like their menacing warships than the regular tone of the White Stars. Its dark hull does nothing to its ability to perform as a surprisingly fast and agile ship with more than adequate firepower to deal with most common threats that a Ranger might need to face. The *Enfali* is a Shoquran-class cruiser.



Shoquran Cruiser

Huge Spacecraft

Defence Value: 14 (-4 size, +8 Handling); **Armour:** 26; **Handling:** +8; **Sensors:** + 6; **Stealth:** 32; **Stress:** 5; **Features:** Gravitic Engine, Jump Point, Minbari Flight Computer, Minbari Jamming Suite, Targeting Computer (+5)

Crew: Anla'Shok Line (+5 BAB, +9 Training); 6 Officers, 12 Pilots, 8 Sensor Operatives, 65 Crewmen

Construction Spaces: 84 (Cargo 20, Control 5, Crew 10, Engine 31, Hangar 2, Weapons 16)

Fore Arc Weapons

- 5 Twin-Linked Neutron Laser Cannon (Long, Offence 75, Beam 2d8, 4 weapon spaces)
- 5 Twin-linked Fusion Cannon (Close, Offence 30, 2 weapon spaces)
- 5 Twin-linked Fusion Cannon (Close, Offence 30, 2 weapon spaces)

Port Arc Weapons

- 5 Twin-linked Fusion Cannon (Close, Offence 30, 2 weapon spaces)
- 5 Twin-linked Fusion Cannon (Close, Offence 30, 2 weapon spaces)

Starboard Arc Weapons

- 5 Twin-linked Fusion Cannon (Close, Offence 30, 2 weapon spaces)
- 5 Twin-linked Fusion Cannon (Close, Offence 30, 2 weapon spaces)

Craft (5): Three Tishat Medium Fighters, two Flyers

Mura'Drok-class War Frigate

Slightly smaller than the common White Star, the Mura'Drok was a direct result of Sheridan's influence on the Anla'Shok in the 2270s. Loosely translated as the 'Terror of the Drakh,' this frigate is a gunboat designed for one reason – to overcome the defensive measures of Drakh ships and tear them to scrap. Not as agile as a White Star, the Mura'Drok is best used as a hidden asset. Conventional ships or White Stars attract the enemy's attention while the smaller vessel opens up with its surprising bank of neutrino blasters. Although only fifty of these ships were produced before the end of the Drakh War, they made up for a great deal of the technological advantages of the Shadow minions' ships.

Mura'drok War Frigate

Large Spacecraft

Defence Value: 14 (-2 size, +6 Handling); **Armour:** 24; **Handling:** +6; **Sensors:** + 8; **Stealth:** 16; **Stress:** 7; **Features:** Atmospheric Capable, EM Shield, Gravitic Engine, Jump Point, Minbari Flight Computer, Targeting Computer (+5)

Crew: Anla'Shok Line (+5 BAB, +9 Training); 2 Officers, 2 Pilots, 2 Sensor Operatives, 20 Crewmen

Construction Spaces: 36 (Cargo 1, Control 5, Crew 4, Engine 15, Hangar 1, Weapons 10)

Fore Arc Weapons

- 5 Neutron Laser Cannon (Long, Offence 50, Beam 1d8, 2 weapon spaces)
- 5 Advanced Neutrino Blaster (Long, Offence 50, 4 weapon spaces)
- 5 Advanced Neutrino Blaster (Long, Offence 50, 4 weapon spaces)

Craft (2): Two Flyers

Anla'Shok Assets



The Valen and the Liandra

The pair of ships that first battled and defeated the Hand in 2265, the *Liandra* and the *Valen* are two of the most mismatched brethren there ever have been. One, the *Valen*, was the only one of its kind. It was a prototype destroyer that sacrificed itself on its first mission. The second, the *Liandra*, was a relic two decades old. The ship and its haunted crew managed to defeat the minions of the Hand and go on to become the leading vessel in the Rangers' arsenal against the Rim-banished Ancients.

Valen-class Assault Cruiser

Huge Spacecraft

Defence Value: 14 (-4 size, +8 Handling); **Armour:** 28; **Handling:** +8; **Sensors:** +6; **Stealth:** 12; **Stress:** 5; **Features:** Gravitic Engine, Jump Point, Minbari Flight Computer, Targeting Computer (+5)

Crew: Anla'Shok Line (+5 BAB, +9 Training); 6 Officers, 8 Pilots, 8 Sensor Operatives, 75 Crewmen, 50 Marines

Construction Spaces: 94 (Cargo 10, Control 5, Crew 20, Engine 31, Hangar 2, Weapons 26)

Fore Arc Weapons

- 5 Twin-Linked Neutron Laser Cannon (Long, Offence 75, Beam 2d8, 4 weapon spaces)
- 5 Twin-Linked Neutron Laser Cannon (Long, Offence 75, Beam 2d8, 4 weapon spaces)
- 5 Heavy Fusion Cannon (Long, Offence 30, 2 weapon spaces)
- 5 Heavy Fusion Cannon (Long, Offence 30, 2 weapon spaces)
- 5 Tri-linked Fusion Cannon (Close, Offence 40, 3 weapon spaces)
- 5 Tri-linked Fusion Cannon (Close, Offence 40, 3 weapon spaces)

Port Arc Weapons

- 5 Twin-linked Fusion Cannon (Close, Offence 30, 2 weapon spaces)
- 5 Twin-linked Fusion Cannon (Close, Offence 30, 2 weapon spaces)

Starboard Arc Weapons

- 5 Twin-linked Fusion Cannon (Close, Offence 30, 2 weapon spaces)
- 5 Twin-linked Fusion Cannon (Close, Offence 30, 2 weapon spaces)

Craft (4): Four Flyers

Liandra Battle Frigate

Large Spacecraft

Defence Value: 12 (-2 size, +4 Handling); **Armour:** 22; **Handling:** +4; **Sensors:** +6; **Stealth:** 16; **Stress:** 7; **Features:** Atmospheric Capable, Gravitic Engine, Jump Point, Minbari Flight Computer, Virtual Reality Targeting, Targeting Computer (+5)

Crew: Anla'Shok Elite (+6 BAB, +10 Training); 2 Officers, 2 Pilots, 2 Sensor Operatives, 30 Crewmen

Construction Spaces: 48 (Cargo 5, Control 6, Crew 6, Engine 13, Hangar 4, Weapons 14)

Fore Arc Weapons

- 5 Heavy Laser Cannon (Long, Offence 30, Beam 1d6, 2 weapon spaces)
- 5 Twin-linked Fusion Cannon (Close, Offence 30, 2 weapon spaces)
- 5 Twin-linked Fusion Cannon (Close, Offence 30, 2 weapon spaces)

Turret Weapons

- 5 Advanced Neutrino Blaster (Long, Offence 50, 4 weapon spaces)
- 5 Advanced Neutrino Blaster (Long, Offence 50, 4 weapon spaces)

Craft (3): Three Flyers



New Anla'Shok Ship Components

The following are new components used in some Anla'Shok vessels but could theoretically find their way into the hands of those outside the order.

Advanced Neutrino Blaster

Cost: 600,000 cr.

Minimum Craft Size: Medium

Influence Required: Anla'Shok (DC 20), Minbari Federation (military) (DC 25), any Alliance military (DC 35)

This weapon unsurprisingly stems from the neutrino cannon, the original predecessor of the neutron lasers in current use on many Minbari ships. Once thought useless, the neutrino cannon was augmented and re-tested by Anla'Shok technicians until it became the current neutrino 'blaster' used in some Ranger hulls. The weapon takes a string of neutrino particles and hurls them with gravitational force into a target, punching through armour like an atomic-level awl. It is a remarkably powerful but physically large weapon system.

Countermeasure Collection and Jettison Array

Cost: 100,000 cr.

Minimum Craft Size: Small

Influence Required: Anla'Shok (DC 12), Minbari Federation (military) (DC 18), any Alliance military (DC 20)

Some Ranger ships are equipped with the ability to produce particle-based countermeasures to intercept incoming attacks. The array

New Space Combat Order – *Launch Countermeasures!*

Type: Tactical

Skill Check: Operations (systems) DC 14

Success: The countermeasure array launches its defensive core at the next attack targeting the vessel, hopefully absorbing the majority of the weapon's payload.

When this order is given and the check is successful, the next weapon system to target the vessel will have its Offence value *halved*, whether or not the attack hits the ship.

itself is a twin-system, radiation particle scoop that picks up microscopic particles from space and condenses them into a solid magnetic core. When necessary the array launches these cores in the way of enemy fire. A ship with this component has the *Countermeasure* ship feature, giving it access to the *Launch Countermeasures!* space combat order.

Each time the Launch Countermeasures! order is used with this system there is a cumulative 10% chance that the countermeasure array will have just fired its last collected core – taking away

Anla'Shok Assets

Anla'Shok Starship Weaponry

Name	Range	Offence	Qualities	Weapon Spaces
Advanced Neutrino Blaster	Long	50	N/A	4
Heavy Fusion Cannon	Long	30	N/A	3

its ability to use this order for 2d6 days while the collector re-arms the array.

Heavy Fusion Cannon

Cost: 90,000 cr.

Minimum Craft Size: Medium

Influence Required: Anla'Shok (DC 18), Minbari Federation (military) (DC 22), any Alliance military (DC 32)

As the name of the weapon system implies, this is a much larger and more powerful version of the standard fusion cannon and is capable of tremendously increased ranges. Due to the radiation levels of the power conduits these cannons require, additional shielding is required. This additional shielding is what keeps the weapon from being used on most Minbari ships, leaving them to the more advanced Anla'Shok vessels instead.

Virtual Reality Targeting Matrix Pod

Cost: 750,000 cr.

Minimum Craft Size: Small

Influence Required: Anla'Shok (DC 20), Minbari Federation (military) (DC 30)



Designed in the 2250s and installed on several second-line Ranger vessels, the VR targeting matrix was supposed to bring the directing and coordinating abilities of the Minbari holographic command sphere to smaller ships. It was intended for a single gunner to enter the pod and use the subtle movements and gestures of a seasoned Minbari warrior to fire all of a ship's weaponry from one area. In actual practice, the matrix gave many gunnery officers vertigo and anxiety attacks, leaving the system unused for many years. Some ships, like the *Liandra*, still use the VR matrix.

The Virtual Reality Targeting Matrix Pod allows the specific crewman who is placed in command of the weapon systems to use his base attack bonus as the Targeting Computer bonus instead of that listed after the ship's normal trait. The Weapon Focus (unarmed) or Martial Arts feats will grant a miscellaneous +1 bonus to hit.

NEW INFLUENCE — ANLA'SHOK

Depending on the date of the campaign, characters that have the Ranger or Interstellar Alliance Influences might also have some direct contact with the upper echelons of the Anla'Shok. As the galaxy became more and more aware of the Rangers as an independent presence instead of simply the arm of the Alliance, they developed their own contacts and, eventually, their own Influence.

Rangers or any non-Ranger character with at least 10 points in either the Ranger or Interstellar Alliance Influences can purchase the Anla'Shok Influence.

Description: The Anla'Shok has become its own entity within the ISA. They have their own resources, their own contacts and even their own internal hierarchy. Those who can make friends with the various Shok'Na or Sechs of the order may be able to get them to do specific favours or pass on prized information. As long as these actions do not harm the Alliance or go against their traditions, the Anla'Shok can help in a variety of ways.

Obtained By: Helping Rangers, becoming well known in the ISA, being a model Ranger

Pressures: any Minbari; Interstellar Alliance; most Political

Anla'Shok Influence

Resources	DC
Obtain interstellar information through Ranger gossip	10
Access to Anla'Shok technology or equipment; send a Ranger as secret courier	12
Knowledge of Ranger activities; visit Ranger training facilities	15
Arrange to meet with the Shok'Na of a Ranger starship; assign Ranger Patrol Fleet	20
Summon specific Rangers to Anla'Shok facilities; arrange transport on White Star or similar Anla'Shok vessel	25
Assign Alliance Defence Fleet to specific area; access to advanced Anla'Shok vessel (WSC-2, WSG and so on); arrange to meet with the Sechs of the Anla'Shok	30
Access to Victory-class destroyer; assign Alliance Offensive Fleet; arrange to meet with the Entil'Zha	40

NEW FEATS

The following are new feats designed for use by Anla'Shok characters, but Games Masters may allow any other character who qualifies to use them simply enough.

Destiny

You are somehow tied in to a greater fate or destiny, even if you do not know or believe it. This destiny draws you in specific directions, perhaps where you do not wish to go and leads you down a path toward your fated moment in history.

Prerequisite: Must be taken at 1st level.

Benefit: Once per gaming session you can add +5 to the outcome of any die rolled. This bonus is above and beyond any other bonuses and is the sign of the character's destiny shining through his actions.

Heart's Calling (Minbari)

You know the calling of your heart to be true and when you are set to its course nothing can sway you from it. Most Minbari claim to know the calling of their heart to be true but you can show the galaxy exactly *how* strong that calling is.

Prerequisite: Minbari only; 3rd level or higher

Special Prerequisite: The character must have had some kind of revelation concerning their role in the galaxy.

Benefit: You must choose two skills that are somehow related, tying them to your character's 'heart's calling.' These

skills gain a +2 miscellaneous bonus and can be re-rolled once each per game session (taking the better of the two rolls). Once this feat is chosen you cannot alter your Heart's Calling without losing this feat immediately.

Meta-Sensitive

Your connection to the mental energies of others occasionally allows you to see or hear mental energies of the deceased. Their messages are rarely clear and you might be ridiculed for speaking of them but what they tell you is always the truth – no matter how bad that might be.

Prerequisite: Must have a P-Rating.

Benefit: Once per game session you can roll a Notice skill check at DC 20 in order to listen to the messages of spirits around you. If successful you can ask the Games Master up to three yes or no questions about your current situation, which the Games Master must answer truthfully. For each question asked, the character immediately suffers 2d6 nonlethal damage from the shock of dealing with the dead.

As a note, some places that are rife with restless energies might force the character to take the test and ask all three questions – at the Games Master's discretion!



Strength of Will

You have a wellspring of sheer determination that can push you to amazing lengths when needed. This drive might come from faith, tradition or perhaps even old fashioned pride. No matter where it stems from, for you failure is simply *not* an option.

Prerequisite: Wisdom 16+

Anla'Shok Assets

Benefit: Once per day you can add a bonus to any saving throw or skill roll equal to your base Will save. The stress and frustration involved with tapping into this willpower reservoir causes you to suffer 1d6 nonlethal damage when the roll is finished. As a note, this can effectively *double* your base Will save for one roll, should you choose to use it as such.

ANLA'SHOK PRESTIGE CLASSES

The following section covers a handful of the elite roles within the Anla'Shok, paths which Ranger characters can choose to walk if they want to be more specialised in the order. These prestige classes are designed specifically for characters with levels in the Ranger base class and require a character to be in good standing and an active member of the Anla'Shok to progress in them.

The Rangers Revisited

The three initial prestige classes below first appeared in the first edition *The Rangers* sourcebook. With the heavy alterations to the Ranger base class and its overall structure in the second edition, it was necessary to also perform those alterations to these prestige classes. Games Masters and players who have used the previous versions of these prestige classes should take a close look at the new editions, as several things have changed in minor ways to better accommodate the style and feel of second edition.

The Anla'Shok Officer

The Anla'Shok order progressed from a reclusive band of spies and couriers that slipped through the stars unnoticed into crews of veteran spacefarers manning the most advanced ships in the galaxy. These crews could not always follow the words of the Entil'Zha and over the years it became apparent that some Rangers would have to take commanding roles. The officers amongst the order are true leaders from the front, happy to take the lead White Star into battle in order to further the mission and spearhead the effort.

Anla'Shok officers comprise the middle rungs on the ladder of Ranger ranking, filling many of the Shok'Na and Shok'Nali positions on ships throughout the Alliance fleet. They receive the mission parameters from their superiors and make it their duty to pass that on to their squads, teams or crews. Their fellow Rangers follow their decisions as if they came from Ranger One, making any crew or team led by an Anla'Shok officer that much stronger in the face of adversity.

In the late 2260s Anla'Shok officers were numerous and sometimes taken for granted in the greater scheme of Ranger politics. Traditionalists still bowed when they

entered a room or took expressed note of their ideas and goals, where some younger Rangers saw them as similar to the way a rookie security agent might see his commander or chief. The officers led by example and they often proved their worth to doubters in the first moments of their first conflict.

Additional Hit Points: 2

Requirements

To qualify to become an Anla'Shok Officer, a character must fulfil all the following criteria.

Skills: Diplomacy 6 ranks, Sense Motive 5 ranks

Influence: Anla'Shok 5 or Ranger/Interstellar Alliance 8

Class Feature: Must have the *Die for the One* class feature from the Ranger base class.

Special Requirement: A Ranger may not take this prestige class unless he has been assigned to a vessel or Ranger team as a member of its command staff. This can happen simultaneously with taking the 1st level of this prestige class.

Class Skills

The Anla'Shok Officer's class skills (and the key ability for each skill) are Bluff (Cha), Computer Use (Int), Concentration (Con), Diplomacy (Cha), Drive (Dex), Intimidate (Cha), Linguistics (Int), Medical (Int), Notice (Wis), Operations (driving) (Int), Operations (piloting) (Int), Pilot (Dex), Sense Motive (Wis) and Technical (any) (Int).

Skill Points At Each Level: 4 + Int modifier

Additional Influence: An Anla'Shok Officer's Anla'Shok and Ranger/Interstellar Alliance Influence increase by +2 each level. He may also choose two other Influences to increase by +1.

Class Features

All of the following are class features of the Anla'Shok Officer prestige class.

Weapon Proficiency: An Anla'Shok Officer will already be proficient with all close combat, grenade and pistol weapons from the Ranger base class. Additionally, he will also already possess the Exotic Weapon Proficiency (denn'bok) and Martial Arts feats. This prestige class does not grant any additional proficiency.

Commanding Presence: An Anla'Shok Officer must always try to lead by example, showing his Rangers that he is not afraid of getting involved in the same actions he wants them to perform. He must exude an aura of palpable confidence and sureness, otherwise the Rangers put under



The Anla'Shok Officer

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Defence Bonus	Class Features
1 st	+0	+0	+1	+1	+1	Commanding Presence
2 nd	+1	+1	+1	+1	+2	Will You Follow Me Into Fire?
3 rd	+2	+1	+2	+2	+2	Into Darkness?
4 th	+3	+1	+2	+2	+3	Into Death?
5 th	+3	+1	+3	+3	+4	And Beyond?

his charge might falter or fail. He must be the lynchpin in the Rangers' morale and effort, providing a boost to their efficiency. At 1st level, an Anla'Shok Officer grants a +1 bonus to Will saves to all sentient allies within 30 feet. Allies must be able to see the Anla'Shok Officer in order to receive these bonuses and it is up to the Games Master to decide who constitutes a valid ally.

Will You Follow Me Into Fire?: Rangers know that they may be asked to throw themselves into situations that are no less than suicidal and Anla'Shok Officers that have reached 2nd level know that they will likely be chosen to lead these missions. They must steel their allies in order to push them

on through the mission – even if they have no chance of survival. Anla'Shok Officers can, with an inspiring speech or statement, remove any fear effects or morale penalties from allies explicitly under their command. Additionally, any ship under the command of at least one Anla'Shok Officer who has used this class feature can add +1 to its Defence Value and attack rolls (only one bonus, no matter how many Officers present) for 3d6 × the Officer's Charisma modifier rounds.

Into Darkness?: The types of missions that 3rd level Anla'Shok Officers receive can be dangerous or downright deadly for them and their Rangers. Experienced Officers know that they must be the beacon of hope for their units and crews,

Anla'Shok Assets

pushing them on no matter the circumstance or peril. So long as the Officer is conscious and able to be seen by his squad, team, flight group or ship crew (a ship the Officer commands counts as the Officer for the purposes of this ability) their allies double the benefits from the Officer's *Commanding Presence* class feature while gaining the ability to re-roll one failed saving throw, skill check or attack roll every round.

Into Death?: Some Anla'Shok Officers become so important that their subordinates will push themselves to do their best, even if it means clinging to life for a few precious moments to try and fulfil their orders. He is an inspiration to them and they will do anything and everything to make him proud. Should an ally be brought to zero or fewer Hit Points or the Officer's ship be brought to the point of non-functional, the ally or ship will be able to immediately take one last action to strike back against whatever inflicted the damage (or do something suitably dramatic that takes about the same amount of time) before applying the effects of the incapacitating blow.

And Beyond?: So great is the leadership of some Officers that their Rangers will push well beyond the limits of their bodies in order to complete their missions. At 5th level the Anla'Shok Officer knows that when he gives a direct order to a member of the Anla'Shok, that order will be fulfilled so long as the Ranger still lives. The Officer can give a direct order to any member of the Anla'Shok order with fewer character levels in Ranger-related classes and prestige classes and this order *will* be carried out if possible. While doing so, the Ranger ordered in this way gains the following bonuses:

- Natural DR of 1 due to sheer force of will.
- Automatically stays conscious from 0 to – 9 Hit Points, but still dies at – 10 (and then benefits from *Into Death?*).
- +1 to all skill rolls so long as it relates to furthering the mission or command.

The Denn'Bok Master

From the earliest days of Valen's tutelage to the Rangers, there have always been those in the Anla'Shok who excel at the use of the Minbari fighting pike – the denn'bok. They bring such grace and power to the styles and katas of the weapon that those who witness it have come to call them masters. Only these Denn'Bok Masters make the weapon dance and sing and to a select few they have passed on their secrets.

Taking on only the most promising of students with the permission of the Sechs, the training of a future master takes him away from their more rounded studies. The result is a deadly weapon of the Anla'Shok capable of remarkable feats of skill and proficiency with the fighting pike. Once accepted under the teaching of Valen's line of

mastery, the Denn'Bok Master becomes a focussed warrior of the Anla'Shok.

Denn'Bok Masters frequently join teams of other Rangers to put their skills to the test in situations that others might balk from. Having been taught just as much humility and tradition as he has been fighting prowess, the Master enjoys putting his skills in the path of danger to save his brethren. It is for this reason that many Masters go on to become members of the higher echelon of the order or volunteer to serve as honour guards for them. The Masters are the primary reason the fighting pike is such a refined and respected school of martial arts amongst the Anla'Shok.

Additional Hit Points: 3

Requirements

To qualify to become a Denn'Bok Master, a character must fulfil all the following criteria:

Skills: Acrobatics 8 ranks, Intimidate 5 ranks.

Influence: Anla'Shok 5

Feats: Exotic Weapon Proficiency (denn'bok), Weapon Focus (denn'bok), Weapon Specialisation (denn'bok).

Special Note: Non-Ranger characters with the appropriate Feats and Influences could theoretically learn from an existing Denn'Bok Master in order to take levels of this prestige class. This exception would be difficult to explain for most characters but it is up to the Games Master to make the final decision.

Class Skills

The Denn'Bok Master's class skills (and the key ability for each skill) are Acrobatics (Dex), Athletics (Str), Bluff (Cha), Concentration (Con), Intimidate (Cha), Notice (Wis), Profession (Performer) (Cha), Sense Motive (Wis), Subterfuge (Dex) and Technical (any) (Int).

Skill Points At Each Level: 4 + Int modifier

Additional Influence: A Denn'Bok Master's Anla'Shok and Ranger/Interstellar Alliance Influence increase by +2 each level. He may also choose one other Influence to increase by +2.

Class Features

All of the following are class features of the Denn'Bok Master prestige class:

Weapon Proficiency: Most Denn'Bok Masters will already be proficient with all close combat, grenade and pistol weapons from the Ranger base class. Additionally, they will also already possess the Exotic Weapon Proficiency (denn'bok) as the prerequisite for this prestige class. This prestige class does not grant any additional proficiency.



The Denn'Bok Master

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Defence Bonus	Class Features
1 st	+1	+0	+2	+0	+1	One with the Pike
2 nd	+2	+0	+3	+0	+2	Denn'Bok Mastery
3 rd	+3	+1	+3	+1	+2	Spinning Strike
4 th	+4	+1	+4	+1	+3	The Comet's Tail
5 th	+5	+1	+4	+1	+4	Grace of Valen

One with the Pike: The first lesson a Denn'Bok Master learns at 1st level is that the fighting pike is not just a weapon; it is an extension of the wielder. It must be treated as an additional limb or partner in a smoothly-run dance and the result is a warrior capable of attacking and defending with blinding speed and accuracy. The Denn'Bok Master gains a +1 equipment bonus to all of his to hit rolls and Defence while carrying an extended fighting pike. This stacks with any and all other bonuses.

It should be noted that the hit bonus can only be applied to attacks with the denn'bok or a martial arts unarmed strike.

Denn'Bok Mastery: Advanced training techniques and practice katas allow the Denn'Bok Master to concentrate surprising power and precision into his pike attacks. At 2nd level the Denn'Bok Master increases the damage commonly inflicted by any fighting pike in his hands by one die type. This means that d4s become d6s, d6s become d8s, d8s to d10s and finally d10s to d12s. As a note, this increase is not just power but talent-based and would even apply to someone using a denn'baka (see page 53).

Spinning Strike: A Denn'Bok Master often wades into combat with multiple foes, enjoying the reach and versatility of his pike against a ring of targets all at once. At 3rd

level the character cannot be flanked by close combat combatants as long as he has an extended pike in his hands. Additionally, at the cost of a full round's worth of actions and movement, the Denn'Bok Master can make a single pike attack against every enemy within five feet of his position. This manoeuvre requires all of his attention and skill, meaning that he cannot move or otherwise take additional actions during the round in which he uses a spinning strike.

The Comet's Tail: Originally used by Valen and his Anla'Shok guards, this particular manoeuvre is taught to skilled Masters at 4th level. Simply by sliding both hands to one end of an extended pike and swinging the weapon like a swift club instead of a stave the wielder adds significant power and reach to his attack. Against one target in a given combat round the Denn'Bok Master can use this class feature to extend the weapon's reach to 10 feet and consider it a two-handed weapon for damage bonuses. If this class feature is used in tandem with Spinning Strike, only the first attack in the round is considered to be using the Comet's Tail.

Grace of Valen: It is said that Valen could wield a pike better than his best students even when asleep. At 5th level, the Denn'Bok Master has achieved a similar familiarity with the weapon, making its use more of a dance or meditative kata than just a fighting style. A true master of the fighting pike, the character now cannot lose his Dexterity bonus to his Defence Value as long as he has an extended pike in his hands. Also, at the beginning of any combat round (including a surprise round), before any other actions are taken, a Denn'Bok Master may make a single basic denn'bok attack (no Spinning Strike or Comet's Tail) against a single target within reach of the weapon. This attack does not count against the Master's normal number of attacks and can be done in the same moment that a denn'bok is extended.

The Ranger Infiltrator

The Anla'Shok has been home to spies and secret couriers for centuries but only the best of them can count themselves as specialised Infiltrators. These select few are masters of covert activity. They go where they are needed, where the Sechs tell them to go and where their missions take them. No door is truly locked to a Ranger Infiltrator and any hardship or hiccup in a plan is just an obstacle to be avoided or removed.

When the Anla'Shok need something discovered, found or sabotaged they send in a Ranger Infiltrator. They have access to the highest technology in stealth and disguise, are given free reign to perform their missions as they see fit and are trained by the finest Ranger spies and agents the order can arrange for. While there are many traditionalist Rangers that are not happy with the amount of freedom an Infiltrator has in his decisions, the Sechs know all too well what the Infiltrators accomplish.

Each Ranger Infiltrator is trained by a senior member of the order who has spent time as an Infiltrator, making sure that the tricks of the trade are taught only to those who have the backbone to use them. Some of these talents are far more underhanded than some might think a Ranger capable of but the Anla'Shok exists to protect and to serve – and sometimes that means stooping to the level of those they are protecting others from.

Additional Hit Points: 2

Requirements

To qualify to become a Ranger Infiltrator, a character must fulfil all the following criteria:

Skills: Bluff 5 ranks, Intrigue 6 ranks, Stealth 6 ranks.

Influence: Anla'Shok 5

Feats: Skill Focus (Stealth) or (Intrigue)

Class Feature: Must have the *Die for the One* class feature from the Ranger base class

Class Skills

The Ranger Infiltrator's class skills (and the key ability for each skill) are Acrobatics (Dex), Athletics (Str), Bluff (Cha), Computer Use (Int), Concentration (Con), Drive (Dex), Intimidate (Cha), Intrigue (Cha), Investigate (Wis), Linguistics (Int), Medical (Int), Notice (Wis), Operations (driving), Operations (piloting), Pilot (Dex), Profession (Performer) (Cha), Sense Motive (Wis), Stealth (Dex), Subterfuge (Dex) and Technical (any) (Int).

Skill Points At Each Level: 6 + Int modifier

Additional Influence: A Ranger Infiltrator's Anla'Shok and Ranger/Interstellar Alliance Influence increase by +2 each level. He may also choose three other Influences he has already to increase by +1.

Class Features

All of the following are class features of the Ranger Infiltrator prestige class.

Weapon Proficiency: Ranger Infiltrators will already be proficient with all close combat, grenade and pistol weapons from the Ranger base class. They will also already possess the Exotic Weapon Proficiency (denn'bok) and the Martial Arts feat. Additionally, upon gaining the 1st level of this prestige class the character becomes proficient with all rifle weapons.

Concealment Mastery: Placing terrain or obstructions in the path of vision between the Infiltrator and onlookers is an important tactic for Infiltrators to retain their stealth. At 1st level the character learns how to best position himself in deep shadows and cover to maximise the benefits of being hidden. He automatically adds a bonus to all Stealth



The Ranger Infiltrator

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Defence Bonus	Class Features
1 st	+0	+0	+1	+1	+1	Concealment Mastery, Security Systems, Opportunism
2 nd	+1	+0	+1	+1	+2	Personal Craft, Sure Hands
3 rd	+2	+1	+2	+2	+2	Opportunism, Walker of the Ways
4 th	+3	+1	+2	+2	+3	No Trace
5 th	+3	+1	+3	+3	+4	In Plain Sight, Opportunism

checks equal to his level in this prestige class when behind or within at least 50% cover or concealment.

Security Systems: A hidden camera or sensor can be the end of an Infiltrator's mission – or his life. At 1st level he can quickly scan a room for surveillance devices as if he was not looking at all. Using the Investigate skill at a common DC 15 the Infiltrator can determine how many surveillance devices a single room contains. If the skill check rolled is a 25 or more the Ranger actually knows *where* the devices are as well. This allows him to better avoid them, granting him a +4 bonus to Stealth against the devices in that room.

Opportunism: Much like the underhanded tactics of the commonplace Agent, Ranger Infiltrators must

occasionally do whatever it takes to get the job done. At 1st, 3rd and 5th levels the Infiltrator can choose one of the special 'Opportunism' special abilities listed on page 37 of the *Babylon 5 Roleplaying Game: 2nd Edition* rulebook. This does not differ from the class feature used by the Agent base character class and stacks normally with any of the character's earlier Opportunism choices, if any.

Personal Craft: Once a Ranger Infiltrator has made enough of a name amongst the Sechs to be placed on solo missions, he is granted access to a small space vessel outfitted with Minbari special technologies in order to make it as stealthy and unnoticeable as possible. Once the Infiltrator reaches 2nd level, roll once on the table below to determine what kind of craft the Sechs choose for the character and add the Minbari Jamming Suite component and feature to whatever is rolled (if it does not

already have it). All of these vessels can be found in the *Ships of the Galaxy* sourcebook. If that book is not available to the player, the Games Master can simply choose a ship he does have rules for.

2d6 Personal Craft

2	Minbari Combat Flyer
3-5	Va'Nial Fast Fighter
6-8	Fan'Ir-class Ranger Flyer
9-11	WSC-L White Star Superheavy Fighter
12	Blue Star Personnel Cruiser

Sure Hands: Sabotage and quick-thinking are often used by Infiltrators in order to finish missions and get out alive. At 2nd level, the Infiltrator knows that time is always of the essence and that every second counts when he is elbow-deep in an electronics console. This surety of purpose makes him extremely deft with his technical skills and swift with his hands. Any uses of the Technical or Operations skills require only half the normal time and one use of these skills every day can be re-rolled.

Walker of the Ways: Rare amongst the Anla'Shok, skilled Infiltrators are a commodity used for missions all over the galaxy. The Sechs can count on them to get in and out of a mission without trouble and offer them the best equipment to get the job done. At 3rd level an Infiltrator is assumed to score a minimum of 15 on any Acrobatics or Subterfuge skill checks regardless of what he actually rolled. For his service to the order, the character also receives a holo-suit and minah voice module (see above) for free.

No Trace: Infiltrators often have to escape a situation without anyone ever knowing they were ever there. Should the Anla'Shok be blamed for the activities of an Infiltrator the Alliance would likely suffer and no Ranger can let that happen. At 4th level the Infiltrator has learned how best to prepare himself and his gear to make sure he does not leave anything behind. So long as the character has thirty minutes to prepare himself and his clothing, there is a +10 penalty to the DC of any Investigate skill checks to locate clues of the Infiltrator's passing.

In Plain Sight: Occasionally an Infiltrator is stumbled upon. Rookies might get caught but master Infiltrators know how to use the blink of an eye to vanish from view, using their surroundings to make good their escapes. At 5th level the Infiltrator has truly mastered this ability and can choose to make a Stealth skill check with a -5 penalty in order to hide himself as a full round action. This class feature can only be called upon if there is a feasible way to be hidden within one round's standard movement of the Infiltrator, but can be done while he is being watched. If there is no possible way to hide, he cannot attempt to do so.

The Ranger Chaplain

The Anla'Shok started as an order caught between the religious and warrior castes, warriors steeped in faith and tradition serving the word of Valen. Over the centuries these traditions took a secondary role to others in favour of political or personal goals or even just the goals of the Entil'Zha or the Alliance. Although the traditions were not forgotten, they were no longer anyone's primary reason for serving as a Ranger.

The Ranger Chaplain is a member of the Anla'Shok order that has not forgotten the old ways. In fact, he brings it with him into everything he does. Chaplains shining reminders that the faith in the Anla'Shok is not dead, nor will it ever be. With a few bits of ancient teachings repeated to their fellows and a polished denn'bok in their hands Ranger Chaplains charge the enemies at the forefront of their brothers. Ranger Chaplains are warrior priests of a sort – the type of Ranger that Valen himself had in mind when the order was young.

These faithful warriors perform the tasks and missions handed down to them as ordered but they bring a heavy sense of tradition and sacredness to them. Most other Rangers that hear about the Chaplains might scoff at their old ways but any Ranger that is given the opportunity to fight alongside one will never doubt the power of his faith again. Belief is the strongest weapon a person can wield, after all and the Ranger Chaplains have it in vast supply.

Additional Hit Points: 2

Requirements

To qualify to become a Ranger Chaplain, a character must fulfil all the following criteria:

Skills: Knowledge (religion) 6 ranks, Concentration 4 ranks.

Influence: Anla'Shok 8

Class Feature: Must have the *Die for the One* class feature from the Ranger base class.

Class Skills

The Ranger Chaplain's class skills (and the key ability for each skill) are Acrobatics (Dex), Athletics (Str), Bluff (Cha), Computer Use (Int), Concentration (Con), Diplomacy (Cha), Intimidate (Cha), Investigate (Int), Knowledge (any) (Int), Linguistics (Int), Medical (Int), Notice (Wis), Sense Motive (Wis), Stealth (Dex) and Technical (any) (Int).

Skill Points At Each Level: 6 + Int modifier

Additional Influence: A Ranger Chaplain's Anla'Shok Influence increases by +3 each level, and Ranger/Interstellar



The Ranger Chaplain

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Defence Bonus	Class Features
1 st	+0	+1	+0	+1	+1	Blessed of Valen, Words of Wisdom
2 nd	+1	+1	+0	+1	+2	Smiting Blow
3 rd	+2	+2	+1	+2	+2	Strength of Tradition
4 th	+3	+2	+1	+2	+3	Never Give Up
5 th	+3	+3	+1	+3	+4	In Valen's Name

Alliance Influence increases by +2 each level. He may also choose one other Influence to increase by +1.

Class Features

All of the following are class features of the Ranger Chaplain prestige class:

Weapon Proficiency: A Ranger Chaplain will already be proficient with all close combat, grenade and pistol weapons from the Ranger base class. Additionally, he will also already possess the Exotic Weapon Proficiency (denn'bok) and Martial Arts feats. This prestige class does not grant any additional proficiency.

Blessed of Valen: A Ranger Chaplain believes in himself and his abilities because he truthfully feels that the

Rangers are the blessed warriors of Valen. At 1st level, the Chaplain is bolstered by his belief that he is doing the right thing for the best of reasons. The character gains +2 on all Will saving throws.

Words of Wisdom: There are thousands of passages in the texts of the Anla'Shok, passed down from the age of Valen, in which Chaplains often find powerful meanings to help in nearly any circumstance. When chosen carefully for the situation at hand, these passages can be exactly what allies need to hear to emblazon them with courage and self-confidence. At 1st level the Chaplain can spend a full round quoting Valen's words, which requires a Knowledge (religion) skill check at DC 15 to choose the proper passage. If successful, all (including the Chaplain himself) allied Rangers or Minbari within 30 feet of the Chaplain gain a +1 to all hit rolls and skill checks for 2d6 rounds. This class feature can only benefit someone

once per scene but could be used multiple times in order to affect multiple groups of allies.

Smiting Blow: Valen was a powerful warrior when wielding the denn'bok and Ranger Chaplains do their best to walk in his shadow and emulate his prowess. By funnelling his faith and belief into a single stroke, the Chaplain is capable of crushing armour and breaking stone with his weapon. At 2nd level the Chaplain can use the Minbari fighting pike to deliver extremely destructive blows. It takes a full round action to deliver a smiting blow, which is always a two-handed strike. This attack is made at a -2 to hit penalty, ignores an amount of DR or hardness of the target equal to twice the Chaplain's level in the Ranger Chaplain prestige class.

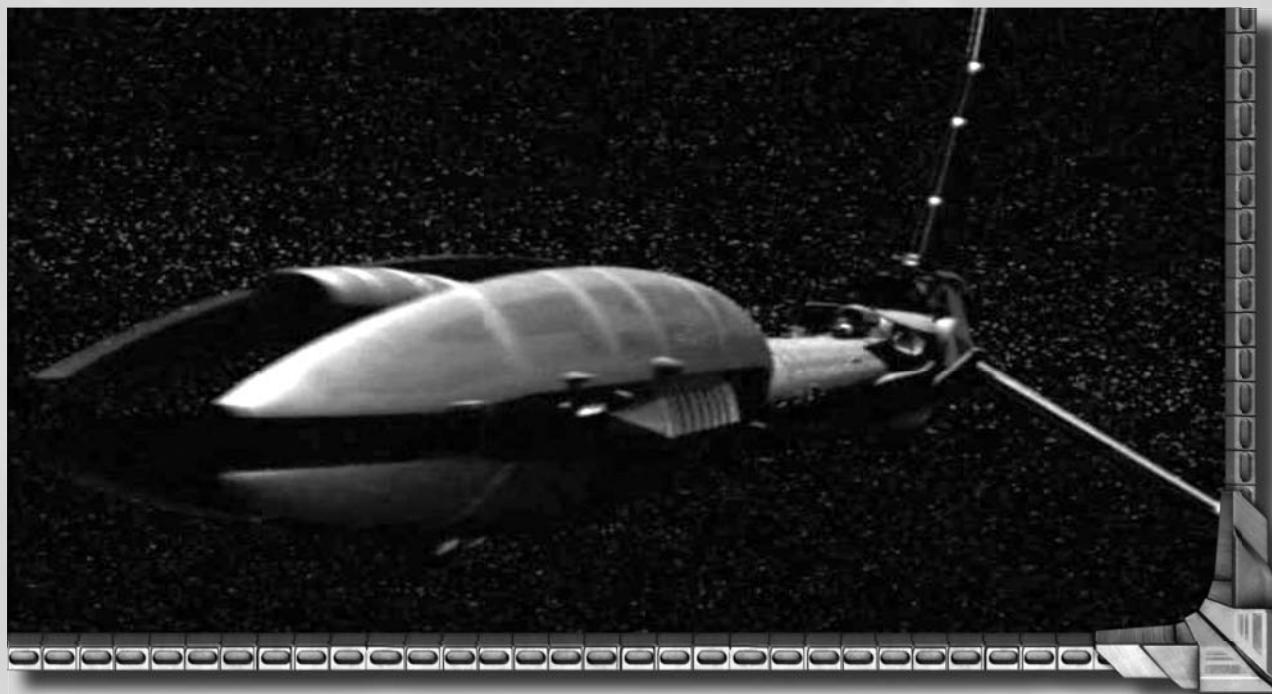
Strength of Tradition: The Ranger Chaplain is a warrior driven by his belief in the ancient ways of Valen and of the teachings that were passed down through the generations. Occasionally his willpower or endurance is tested, but with a few whispered words from an old proverb he can prevail. At 3rd level the Ranger Chaplain can substitute his Knowledge (religion) skill ranks for his Will or Fortitude saving throw class modifier but he must be aware of the reason the saving throw is called for.

For example, Renniar the 7th level Ranger/Ranger Chaplain was just shot with a needler at the same time that an enemy telepath tried to scan him in the confusion. For the Fortitude save from the needler poison Renniar can bolster his saving throw with Strength of Tradition, finding a proverb about never faltering from duty. The

scan must be saved against normally, because Renniar has no idea it is taking place.

Never Give Up: Rangers are expected to never sway from their duties but experienced Ranger Chaplains take this stalwart tenacity to new heights. At 4th level the Ranger Chaplain can push himself past any outside stimuli in order to continue acting according to his duty. Should the character be knocked unconscious (0 to -9 Hit Points), sedated, telepathically robbed of action (Pain, Daze and so on) or otherwise forced to forfeit actions he may prevent the effects for one round by making a Will save at DC 20. Each subsequent round, the Chaplain can continue to resist the effect by making a Will save 1 point more difficult than the one before. Once one of these saves is failed the full effects of the situation catch up with the Chaplain and he succumbs to them at that time.

In Valen's Name: Mastering the teachings of Valen is the true pinnacle of a Ranger Chaplain's path. The Chaplain knows every word of every writing or story about Valen and finds symbols and prophecies in nearly everything he witnesses. Through these signs the character believes he understands the Universe better than he once did and knows how to work within its plan. At 5th level the Ranger Chaplain can perform one action each day 'in Valen's name,' knowing that it is the right thing to do at the right time. This action is considered to automatically roll a natural 20, meaning that it will score as high as possible - even possibly resulting in a Critical Threat if the action is an attack.



COMMAND CREW OF THE LIANDRA

Your name. Your place. Your truth. - The Naming of Names Ceremony

The following statistic profile entries are for the nine members of the command crew of the *Liandra* as of their benchmark 2265 mission. Following each entry are plot hooks that Games Masters could use to have the Player Characters in their games interact with them on an individual level, perhaps even before they were assigned to the *Liandra*.

Captain David Martell, Shok'Na of the Liandra



'I'm looking for something.'

**2nd Level Human Lurker / 4th Level Ranger /
1st Level Anla'Shok Officer**

Hit Points: 18

Initiative: +5 (+1 Dex, +4 Improved Initiative)

Speed: 30 ft

DV: 16 (+5 class, +1 Dex)

Attacks: +7 melee or +6 ranged

Special Qualities: Between the Darkness
and the Light, Commanding
Presence, Denn'Bok 1d8/1d8,

Die for the One, Discipline of the Ranger, Fearless,
Garb of Honour, Lurker's Knowledge, Places Unseen,
Survivor's Luck 1/day, The Application of Terror

Saves: Fort +4, Ref +4, Will +10

Abilities: Str 14, Dex 13, Con 15, Int 14, Wis 14, Cha 15
Skills: Acrobatics +9, Appraise +6, Athletics +3, Bluff
+8, Computer Use +4, Concentration +3, Diplomacy +8,
Intimidate +6, Intrigue +9, Investigate +5, Knowledge
(legends) +6, Knowledge (tactics) +5, Knowledge
(astrophysics) +3, Medical +3, Notice +13, Operations
(piloting) +8, Pilot +3, Profession (white collar –
facilitator) +5, Sense Motive +9, Stealth +11, Technical
(electronics) +6, Technical (engineering) +3

Feats: Alertness, Exotic Weapon Proficiency (denn'bok),
Fluency (Minbari: Adrenato, Human), Improved
Initiative, Iron Will, Martial Arts, Spacecraft Proficiency,
Strength of Will, Weapon Proficiency (close combat,
grenades, pistols)

Influences: Minbar +5, Anla'Shok +7, ISA +3, Narn
Regime +3

Standard Equipment: Ranger robes, denn'bok (+7/+7,
1d8+2/1d8+2 damage, double weapon)

David Martell is a free-thinking Ranger who does not like to talk about his past. His parents died in a tube accident very early in David's life, leaving him at the mercy of the Earth Alliance foster care system. He ended up living on a dozen different worlds before he was twenty and much of that time was spent in local libraries and reliquaries learning about history and legendry. When he discovered the legends surrounding Valen and the Rangers, he knew that he had to join up. Luckily for him, his wants fell in perfect timing with President Sheridan's need for more Rangers in 2262.

He rose quickly in the ranks but was always placed in lower end crews and simple patrolling missions. Although he wanted nothing more than to captain his own starship, he had to be outwardly complacent on the *Enfali*. He made some lifelong friends on board the ship and when the decision fell into his lap to fly them to suicide – he chose discretion over posthumous valour.

David's life would never be the same after his choice on board the *Enfali* and it would place a very unique ship in his command and carve his name in Ranger legends to come. Although it came in a way that he never saw

Command Crew of the Liandra



coming, David Martell found the destiny he was always looking for in the *Liandra* and its uphill battle against the Hand.

Roleplaying with David Martell

David is a friendly person with a deep cynical and sarcastic side to him, especially when it comes to what he sees as strict regulations concerning what ought to be a fluid and malleable world. He enjoys talking about history and his views on it but gets quiet and sullen when talking about his own past. There is a good ally and a strong friend to be found in David Martell if someone takes the chance to get to know him.

Plot Hooks

5 David Martell spends a great deal of time researching history and legends in search of facts that might help him in his quest to stop the Hand. Player Characters that are somehow knowledgeable on such matters might end up on David's list of 'specialists' and he could seek them out – openly or undercover – in order to find out what they know and *why* they know it.

5 There are many times in the *Liandra's* career that David has had to split up his crew and search cities for possible Hand minions or information about them. It is a dangerous position to be placed in but David knows that hiring a group of locals (the Player Characters) is probably the best way to search safely. Of course, when the Hand minions discover the Player Characters' complicity in the matter, things will get that much harder for them, too.

Dulann, Shok'Nali of the Liandra 'My life for the Shok'Na.'

5th Level Minbari (worker caste) Ranger

Hit Points: 15

Initiative: +3 (+1 Dex, +2 racial)

Speed: 30 ft

DV: 15 (+4 class, +1 Dex)

Attacks: +7 melee or +6 ranged

Special Qualities: Between the Darkness and the Light, Denn'Bok 1d8/1d8, Die for the One, Discipline of the Ranger, Fearless, Garb of Honour, Places Unseen, Standing on the Bridge 1/day, The Application of Terror

Abilities: Str 15, Dex 12, Con 11, Int 14, Wis 14, Cha 10

Saves: Fort +5, Ref +4, Will +5

Skills: Acrobatics +8, Athletics +8, Bluff +3, Diplomacy +6, Computer Use +8, Concentration +5, Intrigue +2, Intimidate +4, Knowledge (astrophysics) +6, Knowledge (history) +6, Medical +4, Notice +8, Operations (piloting) +8, Pilot +3, Sense Motive +8, Subterfuge +3, Technical (electronics) +8

Feats: Exotic Weapon Proficiency (denn'bok), Great Fortitude, Latent Telepath, Martial Arts, Meta-Sensitive, Spacecraft Proficiency

Influences: Anla'Shok +7, Grey Council +4, Worker Caste Clans +4, ISA +3

Standard Equipment: Ranger robes, denn'bok (+7/+7, 1d8+2/1d8+2 damage, double weapon), Minbari holdout laser (+6, 3d6 damage, 18-20/x2 critical, 30 ft, AP 3, light, shoots once every three rounds)



Dulann, named after a bloodline of great Minbari heroes, was cursed/gifted with the lightest touch of telepathic ability. Growing up amongst his fellow worker caste members was difficult, as his mind sometimes wandered from his appointed tasks and his projects took longer and longer to complete. When finally confronted about why this happened, he admitted he could hear the echoes of others' thoughts – and that he could see the spirits of the restless dead.

Emissaries from the Grey Council came to Dulann and pointed him toward joining the Anla'Shok due to his special insight into the world of the dead. Although telepaths were not often welcomed into the order due to the constraints their talents placed on their training, Dulann was not powerful enough to worry about it. His ability to perceive the spirit world was a rare talent and one that the Anla'Shok admired and wanted.

Even though his gift brought him to the order, his skills and resolute ability to serve his commanding officers caused him to soar through training. His first few missions flew by and he soon made a close friend out of a fellow Ranger, David Martell. The two became inseparable and where one was assigned the other would request to go



along. They would go on to greatness with the *Liandra*, with Dulann as the mouth of the haunting crewmen still lurking on board.

Roleplaying with Dulann

Dulann is a light-hearted Minbari that understands the necessity for a good laugh now and again, most often at the expense of David Martell. He is the embodiment of camaraderie and would follow his friends or superiors into death if asked. Amongst new people he tends to come off as stoic or shy but once social situations open up slightly Dulann is at peace knowing that life is not *always* hardship.

Plot Hooks

5 Dulann's closest family members are loyal members of the various worker caste clans and he frequently visits them whenever he can. While passing by Babylon 5 he talked David into letting him see some cousins on board the station while the *Liandra* is under repair. Dulann and his cousin are brutally attacked by anti-alien extremists; his cousin is murdered and Dulann is bedridden in Medbay. Turning to friends of his cousin (the Player Characters), Dulann asks that the perpetrators be brought to justice.

5 Unknown to the Player Characters, they are being haunted. When an upset and obviously dishevelled Dulann comes to them from out of nowhere to tell them how to help set free the spirit clinging to them, how will they react? Do they believe him? Do they think he has spent too much time in space? Or does one of them know *exactly* why a ghost would be haunting him?

Sarah Cantrell

**'I live to serve.
I serve to live.'**

**1st Level Human Lurker / 3rd Level Ranger /
1st Level Officer (fleet)**

Hit Points: 17

Initiative: +3 (+3 Dex)

Speed: 30 ft

DV: 16 (+3 class, +3 Dex)

Attacks: +6 melee or +7 ranged

Special Qualities: Between the Darkness and the Light, Branch Specialisation, Discipline of the Ranger, Fearless, Garb of Honour, Lurker's Knowledge, Places Unseen, The Application of Terror

Saves: Fort +2, Ref +5, Will +4

Command Crew of the Liandra

Abilities: Str 14, Dex 17, Con 15, Int 13, Wis 11, Cha 9

Skills: Acrobatics +8, Athletics +8, Bluff +2, Computer Use +3, Concentration +9, Intimidate +4, Investigate +4, Knowledge (tactics) +5, Knowledge (Mars) +4, Knowledge (law) +2, Notice +4, Operations (gunnery) +6, Pilot +4, Stealth +10, Subterfuge +6, Technical (electronics) +11

Feats: Brawler, Exotic Weapon Proficiency (denn'bok), Fire Control, Fluency (Minbari: Adrenato, Human, Centauri), Martial Arts, Skill Focus (Technical (electronics)), Spacecraft Proficiency, Toughness, Weapon Focus (starship weapons)

Influences: ISA +5, Mars Governmental +3, Mars Corporate +3, Mars Mafia +3, Anla'Shok +2

Standard Equipment: Ranger robes, Minbari holdout laser (+7, 3d6 damage, 18-20/x2 critical, 30 ft, AP 3, light, shoots once every three rounds)

Sarah Cantrell grew up in the thick of the Mars Resistance against Morgan Clark's regime and as a result is hot-headed, bitter about her past and more than a little excitable. Being an adolescent when food riots were common and organised crime ruled the streets made her tough and always ready for a fight. When she was arrested for 'malicious behaviour' toward a member of Edgars Industries board of directors, she gained the attentions of one Michael Garibaldi. Seeing a great deal of himself in the fiery young lass, Garibaldi offered her an alternative to jail time – go to Tuzanor and find a better path as a Ranger.

Having little real choice, Sarah joined the Rangers and honestly found a new lease on life. Never knowing anything but greed and simple survival growing up, it came to her like a breath of fresh air to find an entire order of people serving the needs of the masses instead of themselves. She always enjoyed the idea of being on a starship, so she focussed as much of her training as she could on them until she was placed on the *Enfali* as a weapons technician.

Serving on the *Enfali* would put her in the same crew as David Martell, who reminded her of her oldest and closest friends back on Mars. They became very close over the time they served together and many believe there could have been a romance building between them. Perhaps this would have been so if it were not for the Anla'Shok regulations against it. Then again, neither Sarah nor David had a long history of following all the rules.

Roleplaying with Sarah Cantrell

Sarah has seen the worst part of Human nature and it left a bit of bitterness inside of her. She cannot help but be rather defeatist at times but manically excited at others; her life has been a veritable rollercoaster. She lives her life in extremes and this comes out strongly in her mannerisms. When she has an opinion to give, hell or high water, she will give it – and damn all the consequences.

Plot Hooks

5 Although Sarah left Mars behind years ago, she has many friends and some family that she still keeps in secret contact with. She often hires unrelated couriers to bring messages to those friends of hers that the Anla'Shok might be inclined to act against if they knew she had them. During a short leave to Babylon 5 Sarah attracts the attention of the Player Characters in order to have them deliver a message to an individual on Mars. What they do not know is that the individual is actually a made man in the Martian Mafia!

5 Sarah's over-exuberance in most of her activities has led her oftentimes to hasty actions that require the *Liandra's* other crew to come after her. When one of her closest friends is brutally attacked in the alleys of Mars, Sarah disappears from the current mission and heads to Mars to avenge her. While on Mars she will need help and the kind of help she is going to need might fall perfectly in the laps of the Player Characters.

Malcolm Bridges

'In my dreams, I never see my face.'

1st Level Human Agent / 4th Level Ranger /

2nd Level Ranger Infiltrator

Hit Points: 16

Initiative: +1 (+1 Dex)

Speed: 30 ft

DV: 16 (+5 class, +1 Dex)

Attacks: +5 melee or +6 ranged

Special Qualities: Between the Darkness and the Light, Concealment Mastery, Denn'Bok 1d8/1d8, Die for the One, Discipline of the Ranger, Fearless, Garb of Honour, Master of the Craft (Intrigue), Personal Craft (Fan'Ir-class Ranger Flyer), Places Unseen, Security Systems, Sneak Attack +1d6, Sure Hands, The Application of Terror

Abilities: Str 11, Dex 12, Con 10, Int 13, Wis 10, Cha 17

Saves: Fort +2, Ref +6, Will +3

Skills: Acrobatics +6, Athletics +3, Bluff +9, Computer Use +3, Intimidate +4, Intrigue +13, Investigate +6, Knowledge (galactic lore) +4, Knowledge (tactics) +3, Linguistics +6, Notice +7, Pilot +5, Sense Motive +5, Subterfuge +9, Stealth +12, Technical (electronics) +11

Feats: Exotic Weapon Proficiency (denn'bok), Fluency (Minbari: Adrenato, Human), Iron Will, Martial Arts, Resist Scan, Skill Focus (Technical (electronics)), Skill Focus (Stealth).

Influences: Anla'Shok +6, ISA +5, Thieves Guild +2, Spacer's Guild +2, Freedom Station Raiders +3

Standard Equipment: Ranger robes, denn'bok (+5/+5, 1d8/1d8 damage, double weapon), holo-suit projector, Minah voice module, half a dozen fake identicards



Malcolm Bridges grew up as a common conman in Beta Colony dodging the authorities and his marks while trying to earn enough money to finally get out of the colony and see the galaxy. Space travel is expensive and he knew he would need a massive amount of credits before he decided to leave. His schemes and games earned him the attentions of the local thieves' guild and soon he had to explain himself in front of their boss.

Knowing he was in serious danger, Malcolm tried to spin the situation to his advantage. Talking the guild into throwing him off world as fast as they could, he got his wish and was soon soaring through space on an assortment of transport vessels. One of these vessels was attacked by raiders and a Ranger team came to the rescue. Wanting to know more about these Human-Minbari team ups, Malcolm smuggled himself onto the *White Star* and stowed away to Minbar. It was on Minbar that he was discovered by his personal Infiltrator mentor, Thennon, who gave him two options – join as his student or be tried for trespassing. Malcolm chose the former.

Since his inception into the Rangers he has learned many of his most prized 'covert' skills from Thennon but enjoys his normal role as a crewman with David Martell. The two Humans and their friend Sarah become a trio of troublemakers that are only partially toned down by Dulann and his constant supervision. Malcolm never had real friends before, and he knows that these friendships are the best things to ever come out of his chequered life.

Roleplaying with Malcolm Bridges

Malcolm is a fun-loving and jovial man who does his best to always keep a pleasant-yet-not-happy demeanour about

him. He is such a devoted infiltrator that many times he gives off exactly the right attitude or emotion needed to steer conversations or topics and he has a sharp ear for details. As far as he is concerned there is no reason to have any more friends than he does but feels also that there is no reason for anyone to know it.

Plot Hooks

5 As a covert specialist and infiltrator David frequently requests Malcolm to perform solo missions. Many of these missions cannot utilise normal channels and Malcolm has been trained to find local help to get them accomplished. Not to mention that this gives Malcolm someone to lay the blame on if he gets caught. The Player Characters are perfect for the mission he is on at the moment, whether they know it or not.

5 Malcolm's holo-suit malfunctions at the worst possible moment during a mission and now he is in custody of a group of sinister Hand minion gangsters. David knows that he cannot send Rangers in to save him or the situation could get worse so he contacts the Player Characters to go and intervene as interested third parties. What the crew of the *Liandra* has to offer as payment however, is another matter altogether.

Tafeek

'I come to the stars by a difficult road.'

5th Level Minbari (worker caste) Ranger /
2nd Level Diplomat

Hit Points: 17

Initiative: +3 (+1 Dex, +2 racial)

Speed: 30ft

DV: 16 (+5 class, +1 Dex)

Attacks: +5/+0 Melee or +7/+2 Ranged

Special Qualities: Between the Darkness and the Light, Denn'Bok 1d8/1d8, Die for the One, Discipline of the Ranger, Fearless, Garb of Honour, Improved Diplomacy, Places Unseen, Standing on the Bridge, The Application of Terror

Abilities: Str 9, Dex 13, Con 12, Int 11, Wis 13, Cha 16
Saves: Fort +6, Ref +7, Will +6

Skills: Athletics +4, Bluff +8, Computer Use +9, Diplomacy +13, Intrigue +8, Investigate +7, Knowledge (galactic lore) +8, Knowledge (law) +6, Linguistics +10, Medical +5, Notice +8, Profession (architect) +13, Sense Motive +6, Subterfuge +5, Technical (mechanical) +10

Feats: Destiny, Exotic Weapon Proficiency (denn'bok), Fluency (Minbari: Adrenato, Human, Narn), Great Fortitude, Iron Will, Martial Arts, Skill Focus (Diplomacy)



Influences: Anla'Shok +8, ISA +7, Worker Caste Clans +6, Narn Regime (Kha'Ri) +6

Standard Equipment: Ranger robes, denn'bok (+5/+5/+0, 1d8-1/1d8-1 damage, double weapon), technician's multi-tool

Tafeek has had a very hard life to get where he is. Raised directly into the Anla'Shok nearly twenty years ago, he helped build many of the White Stars that saw battle during the Shadow War and can attribute his assistance to no fewer than a hundred projects that were commissioned by Sheridan himself. Although his heart's calling always told him to help from his workshop on Minbar, he could not help but feel as though he had a higher purpose that was being wasted.

When small groups of Rangers were sent to the Narn homeworld during the Narn-Centauri War in order to minimise casualties and help refugees escape where possible, Tafeek applied under the pretence that he was going as a member of a ship's repair crew. As fate would have it, his ship was still on the ground when the horrible mass driver attacks came raining down on the Narn. Only surviving thanks to his ability to quickly build sturdy shelter, Tafeek was left stranded and without a ship for nearly a year.

Eventually his hidden shelter full of Narn refugees was discovered by Kha'Ri loyalists but thankfully *after* the war was over and the Centauri had left. Tafeek was returned to the Anla'Shok with commendations for his actions but the horror of what happened to the Narn right before his

eyes kept him from applying to combat teams. He trained as a diplomat and negotiator, choosing a 'desk job' over anything that might place him in conflict again. It was not until a young Human Ranger named David Martell asked for Tafeek specifically that he came into an active role – something inside told him that David and the *Liandra* would need him someday and that he could not miss fate's call a second time.

Roleplaying with Tafeek

Tafeek is not a typical Minbari. Even though he is trained to be a warrior, he prefers to deal with alien situations and diffusing tempers instead. He tries to walk away from conflicts and often tries to keep his voice low. Cordial and neutral in almost all things, he cannot help but follow his instincts when specific hunches strike him. Many find Tafeek to be scatterbrained or flighty but in truth he still suffers from the traumatic stress of being on a planet when it was bombed with mass drivers.

Plot Hooks

5 Tafeek is commonly sent into public areas first in order to make arrangements with the local authorities for the rest of the *Liandra's* crew. While setting up quarters and docking leases he is attacked by employees of a local anti-Alliance criminal group, right in front of the Player Characters! He is a capable combatant when forced to be but he much prefers to stay on the defensive. If the Player

Characters help him they will make allies of the *Liandra* but they will also become a target of the criminals... who have much bigger masters than one might think!

5 The *Liandra* is forced to leave Babylon 5 early to chase after a Hand vessel in a neighbouring system, leaving TafEEK to finish the inquiries as to whether the ship was coming to B5 to pick up or drop off supplies or minions. For some reason the Player Characters are on the list of possible suspects and will soon be questioned by the timid Ranger. Hopefully they have nothing to hide or the Alliance might be interested in them for other reasons after this is all over.

Kitaro Sasaki



‘I’m... just really glad to be here. Sir.’

1st Level Human Worker (blue collar) / 3rd Level Ranger / 1st Level Officer (fleet)

Hit Points: 13

Initiative: +2 (+2 Dex)

Speed: 30 ft

DV: 16 (+3 class, +3 Dex)

Attacks: +4 melee or +6 ranged

Special Qualities: Between the Darkness and the Light, Branch Specialisation, Discipline of the Ranger, Fearless, Garb of Honour, Places Unseen, The Application of Terror, Vocation Bonus, Worker Type: Blue Collar

Saves: Fort +4, Ref +2, Will +4

Abilities: Str 10, Dex 14, Con 13, Int 14, Wis 12, Cha 11

Skills: Acrobatics +5, Athletics +6, Bluff +3, Computer Use +13, Concentration +6, Diplomacy +10, Intrigue +5, Investigate +4, Knowledge (astrophysics) +10, Knowledge (law) +3, Linguistics +8, Notice +7, Operation (piloting) +12, Operations (systems) +8, Pilot +5, Sense Motive +4, Subterfuge +5, Technical (electronics) +8

Feats: Exotic Weapon Proficiency (denn’bok), Fluency (Minbari: Adrenato, Human), Martial Arts, Skill Focus (Computer Use), Skill Focus (Operations (piloting)), Spacecraft Proficiency, Veteran Spacehand

Influences: ISA +6, Anla’Shok +4, Earth Alliance (economic) +4

Standard Equipment: Ranger robes, Minbari holdout laser (+6, 3d6 damage, 18-20/x2 critical, 30 ft, AP 3, light, shoots once every three rounds)

Kitaro, or Kit as his friends call him, enjoyed his life as a dock transport pilot. He was allowed to fly several different classes of vessel while meeting a variety of different races and peoples, learning the parts of their languages that would be useful on a dockside, which was mostly slang and profanity. He always loved meeting aliens and flying spaceships; it was his dream to maybe someday join EarthForce and be a cruiser pilot. When President Clark began to place blockades and regulations on supply embargoes, Kit’s dream was put on hold and he was reassigned to a munitions factory where he had to forklift ammunition and supplies into vessels headed to war with whatever ‘alien menace’ came next.

When Sheridan came to Earth to free it from Clark’s reign, Kitaro chose to do something more than just stand by and watch. He took action. Organizing several of his local dockworker friends and co-workers into a picket line, Kitaro and his friends kept a full squadron of fighter craft from leaving their hangars.

Later, when the ISA was formed and the Rangers began to openly recruit, Kitaro was amongst the first hundred applicants. He joined in order to try and make a difference in the years to come and although it took him much longer to get combat certified than many other Rangers, he was bright-eyed and ready when the call came that a special mission needed a navigations officer. It would be his first mission of many and the *Liandra* would fulfil many of his dreams of seeing the galaxy.

Roleplaying with Kitaro Sasaki

Kit is always ready to lend a laugh to the conversation. He is a bit of a prankster and far too talkative for the liking of many stoic Minbari Rangers but when things get rough he sets the light heartedness aside and does his job to the best of his ability. He loves aliens and their odd mannerisms but enjoys being in space more than anything else. So long as the Anla’Shok do not need his skills at the moment, Kitaro can be counted on for fun and warmth, if only through his youthful enthusiasm.

Plot Hooks

5 Kitaro has a lot of friends from Earth that ventured out into the stars when Clark’s reign ended, most of whom were dockworkers and spacers. It is possible that a Player Character



could have been one of those friends or co-workers and when he randomly crosses paths later in life to find Kitaro as a Ranger, it might become a warm reunion – or a startling surprise. Having a friend in the Rangers is a opportunity that some characters might want to take some form of advantage of.

5 Curiosity killed the cat, so they say and it might end up killing Kit too. When a new race of sentient beings are discovered on a nearby planet and the *Liandra* is sent to see if they have any connection to the Hand, Kitaro volunteers to be part of the initial contact team. His interest in meeting new races might get the team in a vast amount of trouble, especially when the race turns out to be a Hand trap! Contacting the closest allies the Rangers have in the area to help them, the Player Characters are asked to rescue Kit and the others before it is too late.

Firell

‘My heart speaks quietly, and infrequently.’

3rd Level Minbari (religious caste) Ranger / 2nd Level Scientist

Hit Points: 13

Initiative: +3 (+1 Dex, +2 racial)

Speed: 30ft

DV: 15 (+3 class, +1 Dex)

Attacks: +5 melee or +5 ranged

Special Qualities: Between the Darkness and the Light, Discipline of the Ranger, Fearless, Garb of Honour, Mental Agility, Peripheral Studies (Knowledge(history)), Places Unseen, Primary Area of Study (Medical), The

Application of Terror

Abilities: Str 12, Dex 13, Con 14, Int 16, Wis 14, Cha 11

Saves: Fort +6, Ref +3, Will +7

Skills: Athletics +4, Diplomacy +10, Computer Use +10, Concentration +6, Intrigue +3, Investigate +5, Knowledge (biology) +10, Knowledge (history) +10, Knowledge (religion) +8, Medical +15, Notice +6, Operations (systems) +6, Sense Motive +8, Subterfuge +5, Technical (electronics) +8

Feats: Alien Anatomy, Exotic Weapon Proficiency (denn'bok), Great Fortitude, Heart's Calling, Martial Arts, Skill Focus (Medical)

Influences: Anla'Shok +6, ISA +6, Minbari Religious Clans +4

Standard Equipment: Ranger robes, first-aid kit, Ranger medical wand-kit

The quiet and shy Firell has always been in the presence of great wonders since before she joined the Anla'Shok in 2260. She was on the crew that oversaw several Vorlon ambassadorial quarters being built on Minbar. She served under Delenn as a ship's medic on the vessel that blockaded Clark's forces at Babylon 5. She even had the pleasure of giving Jeffrey Sinclair a medical check up before his disappearance on the Babylon 4 station. Firell has never seen a reason to brag or gloat of these things and knows that everything happens for a reason – even if she does not know what it is.

From her assignments as a medic at Ranger training facilities on Tuzanor and Minbar, Firell became a sort of apparition that would come and go from place to place with her medical crews. Few knew who she was or anything else about her but they were thankful to have her handy when someone was hurt. Always quiet and always on the sidelines, she was like a guardian angel for the recruits.



When she received the request for her presence on the *Liandra*, she almost believed it was a joke. None of the Shok'Na knew who she was by name but yet this David Martell wanted her anyway. Answering the call to see that the Human captain was one of her patients a year or so earlier, she understood that her work had brought her here. With that scandalous and crazed human at the head of a cursed ship – she would soon be patching up the crew to be sure.

Roleplaying with Firell

Firell is quiet and introverted. She rarely speaks without a reason to do so and she answers direct questions with short and precise responses. Although not unpleasant in any way, her shyness can occasionally come off as Minbari elitism, even though she would never wish for that to happen.

Plot Hooks

5 Firell is a very skilled medical scientist with dozens of alien races' biology nearly memorised in her reams of mental notes. If an Alliance world or colony requires medical expertise and the *Liandra* is the closest vessel to answer the call, Firell will sometimes be sent in to patch things up. When the Player Characters' colony sends out a fake request for medical aid in order to gain supplies, Firell winds up in the middle of a raider-conflict over the goods she brings, relying on the Player Characters to get her to safety.

5 The *Liandra* runs into a massive flotilla filled with raiders, and takes some very heavy fire from their battlewagons. Firell is badly injured. With their medical specialist wounded and perhaps even dying, the Rangers are pushed to find the closest population centre and gain the services of a doctor. It just so happens that the Player Characters are also there and one of them is mistaken for a physician of sorts...

Na'Feel

'I, uh... understand no one else would have me.'

3rd Level Narn Worker (blue collar) /

3rd Level Ranger

Hit Points: 13

Initiative: +1 (+1 Dex)

Speed: 30 ft

DV: 14 (+3 class, +1 Dex)

Attacks: +6 melee or +5 ranged

Special Qualities: Between the Darkness and the Light, Discipline of the Ranger, Fearless, Garb of Honour, Low-Light Vision, Places Unseen, The Application of

Terror, Vocation Bonus, Worker Type: Blue Collar

Saves: Fort +8, Ref +4, Will +3

Abilities: Str 14, Dex 12, Con 16, Int 13, Wis 11, Cha 10

Skills: Acrobatics +6, Athletics +8, Bluff +5, Computer Use +9, Concentration +8, Intimidate +6, Intrigue +6, Knowledge (astrophysics) +7, Knowledge (tactics) +6, Notice +6, Operations (systems) +10, Sense Motive +6, Subterfuge +6, Stealth +5, Technical (electronics) +8, Technical (mechanical) +13

Feats: Blood Rage, Exotic Weapon Proficiency (denn'bok), Fluency (Minbari: Adrenato, Human, Narn, Centauri), Martial Arts, Skill Focus (Technical (mechanical)), Spacecraft Proficiency, Toughness

Influences: Narn Regime (military) +6, ISA +4, Anla'Shok +4

Standard Equipment: Ranger robes, combat knife (+6, 1d4 damage, 19-20/x2 critical, light), Auricon PPG pistol (+5, 2d8 damage, 19-20/x2 critical, 60 ft, AP 1, automatic, light, 12 shots), technician's kit

Born and raised on the Narn Homeworld, Na'Feel spent her whole life as a vehicle maintenance worker in the capital city. She was very handy with any kind of engine and it was through her excellent work on a Kha'Ri member's hovertrak that she earned a trip to the shipyards outside of Quadrant 7 to learn more about fusion engines. Na'Feel had never before left her world but the draw of starship engine training was enough to get her to board the shuttle. Luckily for her the trip took her away just before her world was sadistically bombed with asteroids from orbit. The Centauri re-enslaved her people and the capital city was rubble.

This tragedy caused Na'Feel to join the resistance against the Centauri, doing what she knew best in order to keep





Narn ships working and their guns firing. It was a hard time to be a Narn and Na'Feel felt the sting of a lash a few times between her own vengeful battles. The Narn were eventually given their independence and people like Na'Feel bottled up their anger and set to rebuild their world. During this long rebuilding process the former Kha'Ri member and near-prophet G'Kar asked on behalf of President Sheridan for able bodies to become Rangers. Na'Feel had heard that the Rangers were a force with powerful ships with unbelievable technology and she wanted to get her hands on and in them.

After a rough and sometimes bloody training that nearly saw her kicked out a dozen times, Na'Feel graduated to being team-ready. Her reputation for hot-headedness and blunt ideology caused Shok'Na after Shok'Na to pass her up and it was not until an ill-reputed young captain named Martell brought her on board that she ever graced a crew with her unique presence. She was not pleased that her assignment was not on a White Star but at least the *Liandra* would pose a challenge to her skills.

Roleplaying with Na'Feel

Na'Feel can be compared to many artistes. She has a fiery temper and a mechanic's tongue but there are not many Rangers that have her way with engines and weapon relays – and she knows it. She prides herself on her skills and for good reason. She enjoys a good stiff drink from time to time or a barroom brawl if things are just too boring for her tastes. Some might say she is a loose cannon but when a task is set before her and the tools come out – she gets *really* mean and nasty!

Plot Hooks

5 Na'Feel needs very specific parts for what she wants to do to the *Liandra's* engines and she knows that she will need to go to a local raider-heavy black market to get them. Although she could probably count on Malcolm or Sarah to give her a hand, she wants to drag a few locals around to make her seem less like a Ranger and more like a common spacer. She hires the Player Characters to go shopping with her but when an old Centauri war criminal surfaces in the local pub the Player Characters will become embroiled in a situation that might not make the extra credits seem worth it!

5 A commercial transport liner is being ripped into by local raiders when the *Liandra* comes and chases them off. The liner suffers massive engine and life support damage and asks the Rangers for whatever help they can muster before the damaged liner runs out of air or drift into a nearby asteroid field. David sends Na'Feel and a number of technicians over to perform the repairs but when the raiders' allies turn up on board the liner to hijack it from within Na'Feel recruits the Player Characters to give her a hand teaching them a lesson.

Tirk



'I carry very large things.'

2nd Level Drazi Soldier / 2nd Level Ranger

Hit Points: 13

Initiative: +2 (+2 racial)

Speed: 30 ft

DV: 14 (+4 class)

Attacks: +9 melee or +4 ranged

Special Qualities: Co-ordinated Unit +1, Discipline of the Ranger, Fearless, Garb of Honour, Natural DR 2, Places Unseen, Short Fuse

Saves: Fort +7, Ref +0, Will +0

Abilities: Str 21, Dex 10, Con 16, Int 6, Wis 11, Cha 10

Skills: Athletics +12, Concentration +10, Intimidate +7, Investigate +4, Notice +3, Operations (driving) +5, Sense Motive +2, Technical (mechanical) +2

Feats: Brawler, Dense Scales, Exotic Weapon Proficiency (denn'bok), Fluency (Minbari: Adrenato, Drazi, Human), Martial Arts, Weapon Focus (unarmed)

Influences: Drazi Freehold (military) +6, Anla'Shok +4, ISA +2

Standard Equipment: Ranger robes

Tirk is a simple Drazi who has led a rather simple life – as far as he knows. Much larger than his hatch brothers and sisters, he could have easily had the best of everything his fathers and mothers could have provided through physical domination. He could have forced his family to do what he wanted but he did not. Instead he chose a quiet life of helping where he could and fighting

whenever he had to – rather than using his massive size and strength to bully others.

Once enrolled in his mandatory armed forces stint he discovered that although he did not get the enjoyment out of it like others of his race, he was very good at physical combat. His barracks-mates would occasionally start room-wide brawls and Tirk would always come out without a scratch on his greyish scales. Often quiet and reserved, he lived his two years in the military and came home to find that his hatch's patriarch had already signed him up for something new. In an effort to gain bragging rights with his buddies, he had signed Tirk up for the Rangers.

Anla'Shok training was hard for Tirk and he spent much longer in the basic courses than most of his peers. The only thing he seemed to consistently excel at was hand-to-hand combat and he barely scraped by on some of the harder logistics tests. Even after he completed training, Tirk was never really chosen for any Ranger teams due to his low scoring and racial stereotype. When David Martell saw his file and chose him for the *Liandra*, Tirk had been working in the Minbar cargo yards for six months. Over the following years, Tirk would later save each member of the ship's crew without heed for his own scales, becoming famed for his selflessness amongst Anla'Shok everywhere.

Roleplaying with Tirk

Most Drazi have an edge to them that makes them belligerent and difficult to get along with but Tirk is different. Although he is limited by a less-than-average intellect, he holds any friendship he has made very dear. He is still Drazi and his temper can be stoked into a blaze if someone who has been nice to him is in danger. Considering he can bend steel with his bare hands, it is sometimes a little off-putting to find out that he is really just a gigantic, scaly, green softie.

Plot Hooks

5 Tirk treasures any friendships he has made and should someone who was nice to him or showed him compassion find himself in danger he would do what he could to help that person. The *Liandra's* crew is stretching their legs on a small space station in search of a Hand artefact. The Player Characters have an opportunity to meet up with Tirk, who seems like a lonely Drazi in a dingy pub. He is thoroughly frustrated that he cannot find even the smallest lead but he is open to suggestion. If they make his acquaintance and make a friend of him, they might just become embroiled in a situation involving the Rangers and a very unhappy Hand minion on board.

5 The contest for Drazi leadership has surfaced again and the green and purple sashes are popping up wherever there are Drazi to wear them. When he realises what date it is Tirk produces his two sashes and randomly picks the purple one, as is their custom. When the *Liandra* next sets down at a colony, they are surprised to see Tirk dive into fisticuffs with twenty 'Greens,' pounding several of them unconscious before getting himself arrested. As Alliance representatives they cannot break him out but David is not above hiring local help (the Player Characters) to give them a hand. Of course, the Greens are trying to get to him too – but for far more sinister reasons.

COMMON CREW MEMBERS OF THE LIANDRA

There are roughly thirty Rangers selected as part of the *Liandra* crew at any given time. These Rangers are always chosen from newer recruits, as David Martell likes to think that new ideas and fresh members of the Anla'Shok are better for his style of leadership. Most of these recruits are Minbari and Human due to the high percentage of them in the order but there have been several Brakiri and Abbai Rangers as part of the crew from mission to mission.

These common crewmen are not likely to play large roles in most overall story arcs but could still become involved with the Player Characters. For some Games Masters who want to use the *Liandra* and its missions in their games without having to use the command crew, these crewmen could be the perfect solution.

The following statistic block should be used for a common Human crewmember, which could be adjusted to any other alien race rather easily:

2nd Level Human Ranger; hp 9; Init +6; Spd 30 ft.; DV 14; Atk: +3 melee or +4 ranged; SQ Discipline of the Ranger, Fearless, Garb of Honour, Places Unseen; Fort +3, Ref +3, Will +2; Str 12, Dex 15, Con 14, Int 12, Wis 12, Cha 10

Notable Skills: Acrobatics +5, Athletics +5, Bluff +5, Intimidate +4, Intrigue +5, Notice +7, Sense Motive +4, Stealth +5, Subterfuge +5

Feats: Alertness, Exotic Weapon Proficiency (denn'bok), Fluency (Minbari: Adrenato, English), Improved Initiative, Martial Arts, Weapon Proficiency (close combat, grenade and pistol)

Standard Equipment: Knife (+3, 1d4+1 damage, 19–20/x2 critical, light)

SLIPPING BETWEEN THE FINGERS

The Hand will open to hold the galaxy. The Hand shall close to become the crushing fist. All will tremble and perish, and only their servants will slip between their fingers. Such is the power of the Hand.

- hieroglyphs from the city under Beta Durani VII

This chapter contains a small mini-scenario dedicated to the introduction of the Hand and their minions as antagonists to a normal Babylon 5 roleplaying session. It is designed for four to six players of levels 4-6, but could easily be scaled up or down for different groups.

Even though the Anla'Shok are a very large part of the fight against the Hand, this scenario takes into consideration that the Player Characters are probably *not* Rangers – even though they could be. *Slipping Between the Fingers* is a detailed doorway to further adventures, and Games Masters will find it easy to insert into an existing campaign or use as a starting point for a new one.

PLOT SYNOPSIS

It is early 2265 and much of the galaxy is still reeling from the chaos surrounding the humans' Telepath Crisis. The Interstellar Alliance is doing what it can to try and alleviate the pains of the Earth Alliance, but they cannot focus too much of their attention for fear of accusations of favouritism from the other member worlds.

In an effort to aid the EA without attracting too much attention, President Sheridan has sent a pair of Alliance dignitaries to Earth on board the commercial transport *Anubis*. They are carrying sensitive information which was at first believed to be rogue telepath communications, but has since been determined to originate outside the galaxy. The dignitaries have a single personal guard and are not supposed to be flaunting their office.

However, en route the ship responds to a distress call and picks up a floating shuttle. The survivors inside are not what they seem, and it becomes quickly evident that they serve a higher – and darker – power. The *Anubis* becomes a dangerous maze of paranoid passengers and the Player Characters are caught between the minions of the Hand and two very frightened Alliance diplomats.

The Anubis

The scenario begins with the Player Characters on board the transport *Anubis*. It is up to the Games Master to decide exactly why or for what they are travelling on a prestigious commercial liner, but it has many attractions that could bring them on board in most circumstances. Here are a few ideas, just in case.

5 **Rangers** – Although the scenario is not written from an Anla'Shok standpoint, it is possible that the characters are Rangers that have been placed on the *Anubis* to watch the diplomats from afar, making sure that nothing happens to them.

5 **Prize Winners** – The *Anubis* is a transport that bears a massive Egyptian-themed casino on its promenade. Every season the company that owns the ship offers free room and board for one week's travel on the *Anubis* to a lucky group of people. This could be the Player Characters.

5 **Alternate Mission** – The *Anubis* can be leaving from any given transfer point or space station, and whatever the Player Characters are supposed to be doing can be directly tied to it. The item or person they are following could get on, it could be heading toward the next place they need to go, and so on. Tickets to ride on the *Anubis* cost 1,500 credits, meaning that this method will probably only work for wealthy, well connected or stowaway characters.

The *Anubis* itself is a Hera-class commercial liner that has been modified into a massive touring casino attraction. Everything on board the public areas of the ship has been designed in a faux-Egyptian style, with plastic statues and mock-gold gilding. It is over the top and far from believable, but it sells the casino *feel* well.

In case that Games Masters want to use the ship in further scenarios the following statistics should be used for the *Anubis*.



***Anubis* - Hera-class Space Liner**

Huge Spacecraft

Defence Value: 6 (-4 size); **Armour:** 28; **Handling:** +0; **Sensors:** +2; **Stealth:** 4; **Stress:** 12; **Features:** Artificial Gravity, Fusion Engine, Jump Point, Targeting Computer (+1) **Crew:** Civilian Line (+1 BAB, +4 Training); 2 Officers, 4 Pilots, 3 Sensor Operatives, 40 Crewmen, 400 Passengers **Construction Spaces:** 84 (Cargo 60, Control 5, Crew 10, Engine 5, Hangar 2, Weapons 2)

Fore Arc Weapons

5 Particle Beam (Close, Offence 6, 1 weapon space)

Aft Arc Weapons

5 Particle Beam (Close, Offence 6, 1 weapon space)

Craft (1): 3 Shuttles

The Diplomats

The two Alliance diplomats and their bodyguards are using the *Anubis* as a covert way of delivering sensitive data crystals containing several coded transmissions discovered during the Telepath Crisis, but hailing from beyond the Rim. They are heading toward Earth, which will not be for several stops down the line. The diplomats, Gordon Wheeling and Resa Dowsden, are both human and serve as ambassadors to former League worlds.

Gordon Wheeling

Gordon is an unassuming man in his late forties with light hair and a neatly trimmed beard. He has spent the last two years in Llortian space, meaning that he has a tight grasp on his possessions at all times and tends to haggle for everything. He is a pleasant enough conversationalist, but his 'Exchange paranoia' can sometimes be seen as avarice.

2nd Level Human Diplomat; hp 6; Init +1; Spd 30 ft.; DV 12; Atk: +2 melee or +2 ranged; SQ Improved Diplomacy; Fort +0, Ref +1, Will +7; Str 12, Dex 13, Con 11, Int 13, Wis 14, Cha 12

Notable Skills: Bluff +5, Diplomacy +9, Intimidate +3, Intrigue +5, Notice +6, Sense Motive +4, Subterfuge +5

Feats: Fluency (Llortian, English), Iron Will, Skill Focus (Diplomacy), Weapon Proficiency (pistol)

Standard Equipment: Secured communications link

Resa Dowsden

Attractive almost enough to be unsettling, Resa has spent four years working with the Abbai Matriarchy. She has an even tan that matches her brunette hair, but has become rather muscular from years of swimming from place to place in their semi-aquatic cities. She has a charming laugh and uses it to defuse most situations, but also knows the usefulness of a good threat when necessary.

3rd Level Human Diplomat; hp 7; Init +1; Spd 30 ft.; DV 12; Atk: +3 melee or +2 ranged; SQ Improved Diplomacy, Strong Influence; Fort +3, Ref +2, Will +5; Str 14, Dex 12, Con 14, Int 12, Wis 14, Cha 17
Notable Skills: Athletics +8, Bluff +5, Diplomacy +7, Intimidate +5, Intrigue +4, Notice +5, Sense Motive +8
Feats: Alien Empathy, Brawler, Fluency (Abbath, English), Skill Focus (Athletics), Weapon Proficiency (pistol)
Standard Equipment: Secured communications link, Abbai tranq-needler (ranged attack delivers a poison: Fortitude DC 22, 1d6 Dex/2d6 Dex)

Val Mueller, Bodyguard



Val is a hired security agent on loan from Mars Dome One. He was offered a lucrative side contract to fly alongside Resa and Gordon, and is happily enjoying himself on the *Anubis*. He has seen a number of ugly confrontations in his business and is often viewed as being 'on edge', but he considers it mostly just being prepared. He is constantly looking for conspiracies and the like, even though they are rarely what he thinks them to be.

3rd Level Human Soldier; hp 14; Init +7; Spd 30 ft.; DV 16; Atk: +4 melee or +6 ranged; SQ Co-ordinated Unit +1; Fort +3, Ref +2, Will +5; Str 12, Dex 16, Con 15, Int 10, Wis 9, Cha 10
Notable Skills: Acrobatics +6, Athletics +5, Bluff +4, Intimidate +5, Notice +4
Feats: Armour Familiarity, Brawler, Dodge, Fluency (Drazi, English), Improved Initiative, Point Blank Shot, Weapon Proficiency (close combat, grenade, pistol and rifle)
Standard Equipment: Secured communications link, combat knife, Auricon EF-7 PPG pistol w/1 cap (+6, 2d8 damage, 19-20/x2 critical, 60 ft, AP 1, automatic, light, 12 shots)

THE INTRODU<TION...

The *Anubis* has just left its most recent layover, where the Player Characters have boarded. After being given a quick tour of the promenade casino and shown to their quarters, they are free to wander the public areas of the ship. It is also good to note here that any weapon that has an energy signature will be detected by the walk-through scanners built into each entrance, whereupon security will confiscate them. Non-powered melee weapons and firearms that have been completely dismantled will avoid detection, and if the bearer can produce a licence for his weapon it will be returned.

There are five main sections the Player Characters could visit: the Pharaoh Casino, the viewing lounge, the Ivory Scarab Buffet, executive housing and the Gift Bazaar. These places are the main stages for the events that will take place.

Pharaoh Casino

Should the Player Characters go to the casino, they will find it gaudy and tasteless, with an Egyptian motif. Slot machines that run on credit chips and an assortment of interest table games are noisily ringing and chiming away all around, and there are no fewer than two hundred people in it all day and night.

Viewing Lounge

A large transparent dome surrounds the lounge so that passengers can watch hyperspace or stars go by while they sip their 50 credit cocktails and eat their 100 credit snacks. There are occasional high-stakes private card games that take place in the lounge, but mostly it is for the affluent to mingle and drink.

Ivory Scarab Buffet

This is a huge hall with faux-stone walls and faux-wooden tables made to look like some sort of Egyptian/medieval crossbreed. Literally hundreds of different types of food are sold here. Long serving tables allow for patrons to get whatever and however much food they want for a measly 25 credits. The food is of adequate quality, but the price is right. The hall is almost always alive with a hundred or more people of numerous races.

Executive Housing

Only considered a public area because crew will not stop someone from wandering the halls, the executive wing of the hotel portion of the *Anubis* is posh and quiet. The rooms fetch upwards of 10,000 credits per week, per person, but come standard with a wet bar, laundry service, and private StellarCom unit. It should come as no surprise that the Alliance diplomats are staying in rooms here.

Gift Bazaar

Filled with cliché goods that sport the *Anubis*' 'smiling jackal' insignia, the Bazaar is home to nearly any sort of tourism-based product. The whole area is made up to look like a busy city street filled with stands and tents, but the electronic surveillance monitors and credit exchange boxes every twenty feet give it away as a commercial haven for souvenirs.

THE FIRST SIGN OF STRANGENESS

Sometime during the first few evenings on board the ship, Val Mueller will decide that the Player Characters look like trouble in some fashion. If they don't have the look of miscreants or troublemakers, and aren't packing hidden weaponry that he can glimpse, Mueller has plenty of paranoid conspiracy theories that the Player Characters can trigger. Eventually he will try to corner one of the Player Characters, or a smaller group if he has to, and try and buy them a drink. Should they accept, he will turn the conversation quickly into a subtle interrogation, asking several of the following questions:

'What are you doing here?'
'Where did you get on board?'
'You here to gamble?'
'What were your names again?'
'Have I seen you before?'
'Have you seen anyone odd or out of place here?'

Val will nod knowingly at any answer the Player Characters give, no matter what it is. Unless the Player Characters try to Bluff or deal with him angrily, Val will decide that they do not know what is going on. Eventually he will get a call on his link that will make him excuse himself abruptly, and then drop a hundred credits on the table and head towards the access hallway without saying anything else.

If the Player Characters decide to let him go without following him, they can simply move on to *Mission of Mercy*. If, instead, they

choose to follow this strange inquisitor, they can instead continue with the next section.

Authority and Responsibility

If the Player Characters follow Val out into the hallways of the *Anubis*, they might need to make opposed Stealth checks if they are not careful to stay out of direct view. Eventually Val will meet up with Resa, Gordon and the captain of the ship in a side hallway, just outside the lift to the command section of the ship. All of them seem a bit agitated.

With a DC 12 Notice check the Player Characters can overhear the conversation going on without stepping into view:

'It's Alliance regulations,' the captain barks at the two patrons, 'I have to swing by and pick it up.'

'We cannot allow you to break the current hyperspace route,' the woman says, shaking her head. 'As official Alliance political envoys we have the authority to go over your head on this.'

'It's a distress signal. You can have my wings when it's over, but I won't leave anyone out there to die. I'm sorry,' the captain says. 'You'll just have to watch from the lounge and take it up with my superiors when we drop you off on Earth.'

'Fine, whatever,' the bulky man who questioned you earlier says, 'but I'm going to the hangar with you.'

After the conversation ends Val and the captain enter the lift and vanish behind sliding metal doors, heading down to the hangar. Resa and Gordon are still quite distressed. They exchange a few worried looks before doing what the captain said and moving up into the viewing lounge.

It is not very feasible for the Player Characters to follow the captain and Val without a DC 30 Computer Use skill check to fool the lift card-reader, not to mention the half a dozen security guards waiting in the hangar. If they somehow manage this feat, the Games Master should have them escorted to a public area as soon as they are discovered. Both shipboard security and Val Mueller will keep a close eye on them from then on.

If they follow the diplomats to the Lounge, move on to *Mission of Mercy*, below.

If they do not follow either group of people and go to another area of the ship instead, they should be within hearing range of two ship crewmen talking loudly about a weird-looking derelict shuttle the captain is going to pick up. The crewmen will make suitably rude comments about

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whom or what they hope to be inside the shuttle, but they will express that scans show that there is *life* on board of it. They will also remark about how the passengers up in the lounge will get a show when they scoop it up.

If the Player Characters pointedly ignore all of the hints directing them towards Mission of Mercy, the events described below still take place, but the Player Characters may well have no idea what is going on when all hell breaks loose.

Mission of Mercy

The *Anubis* has moved slightly off its hyperspace course to pick up a Hand void shuttle that has its weapons and energetic mass powered down. Should the Player Characters choose to follow the diplomats or the gossip chain up to the viewing lounge, they will get a chance to see it before it comes on board and the real trouble begins.

If the Player Characters look out into hyperspace through the dome, read the following to them:

The orange and crimson swirl of hyperspace gives the entire lounge a reddish hue, with many of the patrons sipping from phosphorescent liquors that glow brightly in the strange light. The glasslike dome that separates you and your twenty some odd fellow onlookers from the emptiness of the void is clear and polished.

*As you look out into the dimensional tides, a vaguely circular shape looms closer. It is a ship of some kind, but it is made of sharp, angular crystals surrounding a single smooth orb. The *Anubis* shifts to one side and begins to move over the small alien ship, and soon after it disappears under the horizon of the viewing dome you can hear the heavy thud of the hangar doors sealing behind it.*

*Whatever it is, it is now on board the *Anubis*.*

There will be a period of gossip and rumour-mongering throughout the socialites in the lounge, with many people wondering what it could be. No matter what races are present, none seem to have any idea as to what sort of vessel it was – or what race could create such a thing. If the Player Characters are concerned specifically what the Alliance diplomats are up to, they will notice immediately that the two humans are nervous, but a DC 18 Notice check will show them clutching a small security case as if it were in danger.

After the Player Characters are asked if they know anything about the crystal ship a dozen different ways by half a dozen different people, the captain will appear on every vid-screen on the *Anubis*.

He is obviously paler than usual, and his collar is wet with sweat. After clearing his throat twice, he begins his address to the ship:

'Attention all crew and guests,' the captain says with a bit of a waver in his voice, 'I need for any and all personnel employed by the Interstellar Alliance to... to...' he pauses, and a tear rolls down his cheek. His jaw clenches and his eyes steel before he suddenly continues.

'No!' the captain shouts, his hands shooting forward to grab the camera and hold it in front of him, 'The distress call was a fake! They are coming for you! Go! Hide! I will—,' there is a brilliant flash of light and the captain's face disappears in an instant, the camera falling to the floor to auto-focus on his twitching fingers.

'As of right now,' a deep and gravely voice says as the camera is picked up and brought to bear on a strange alien wrapped in a dark cloak, 'this ship belongs to us. Alliance couriers, you know who you are, we only want you. Come forward and spare this ship our wrath. For the rest of you, feel free to bring the couriers to our attention... it will expedite things nicely.'

'Don't believe th—,' a man's voice cries out from somewhere behind the camera, but is cut short by the discharge of an energy weapon.

The image drops again, and becomes static.

The room will stay silent for only a moment before the panicking begins.

THE SHIP IN PANIC

After the cloaked man's ultimatum the crew and passengers quickly churn into a paranoid panic throughout the ship. The crew are trying to seek shelter or arm themselves against these dark shrouded hijackers, while the passengers are either trying to blockade themselves in their staterooms or seeking safety in numbers.

Resa and Gordon do not want to give away their role in this in fear that a self-serving passenger will turn them in, so they are trying to stay in populated areas. They move along with any group of people three or more strong, but a quick Sense Motive check (DC 18) shows that they are actually looking out for someone (Val). They will eventually head to their quarters (or at least try).

The Player Characters have several options in front of them. They might approach the diplomats if they saw the conversation with the captain, they could try to find the Hand minions and deal with them directly, or they could go to any of the aforementioned public areas.

What Happened in the Hangar?

Just for the sake of completeness or in the extremely rare instance that someone could be in the hangar when the Hand void shuttle is brought on board, these are the events that take place in the hangar:

- 5 Val, the captain and six security agents wait with first aid kits to help those on board the shuttle. When the shuttle opens and a nullification-point grenade spins out, Val and the captain leap for cover but the agents are instantly killed by the blast. Five cloaked aliens with void pistols storm out of the shuttle and take the two survivors prisoner.
- 5 The Hand minions force the captain to make the announcement at gunpoint, but are actually shocked to find him wilful enough to change it as he does – and shoot him dead.
- 5 The Hand minion gives his version of the announcement. Val struggles in the background, and is shot for it. Wounded, Val gets to the knife in his boot and manages to fight his way into the service tunnels between the levels. He unfortunately drops his secured communications link – which will become important later.
- 5 The Hand minions decide to ignore the wounded soldier, and begin their room by room, deck by deck sweep for the Alliance couriers.

RESA AND GORDON

Should the Player Characters directly approach Resa and Gordon they will do their best to avoid conversation. If the topic of the Alliance diplomats comes up they will react as if they knew nothing about the subject, even going so far as to imply that they would love to ‘hand them over’ themselves. It is an act, and even if the Player Characters did not see the conversation between them and the captain, a Sense Motive check opposed by the diplomats’ Bluff checks will reveal that the two humans are not being truthful.

Should the Player Characters imply or outright state that Resa or Gordon are the couriers that the hijackers are looking for, they will respond:

‘Shh!’ the woman says as she pulls you closer to the nearest wall and away from passers by, ‘Keep your voice down! You aren’t going to turn us in, are you?’

So long as the Player Characters respond that they are not (even if they are debating it), she will continue.

‘My name is Resa Dowsden, this is Gordon Wheeling. We need help. Can you help us?’

If the Player Characters refuse, the diplomats will shake their heads and rush off toward their quarters. If they agree to help, or at least want to know how they can help, Gordon will pick up where Resa left off.

‘We don’t know who these guys are,’ Gordon says in a sigh, ‘but that was our bodyguard’s voice on the vid, and we can assume he’s dead now. That means we are going to need someone to watch our asses while those scumbags are looking for us. You up to it?’

The Player Characters can ask a number of questions of them at this time, and the diplomats’ answers might sway the players to choose to help or not. If not, the diplomats will hear distant energy weapon fire down the hall and make a hasty retreat toward their quarters. Some possible questions (and their respective answers) are as follows:

Q: What is in it for us?

A: Val was getting 500 credits a day, so we’ll double that and you can split it between you... payable when we get to Earth. How’s that?

Q: What do these guys want from you?

A: This. (Points to security attaché.) The contents are classified.

Q: How can we protect you if the hijackers are searching the ship?

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A: We'll just have to stay one step ahead of them, or we might have to deal with them in a less civilised manner, if you get my drift.

Q: What if we get caught?

A: They will surely kill us all and take our case by force. No pressure.

If the Player Characters decide to go ahead and help the diplomats, Resa and Gordon will try to persuade the group to go the Executive Quarters where they can hide, but will go along if the Player Characters want to go elsewhere first. Once the deal is made, Resa will hand a secure link to the party member who seems to be the most responsible.

'Here,' Resa says as she hands one of you a link, 'this is programmed only to us and Val. Use it just in case we get separated.'

VIEWING LOUNGE - PANICKED DRUNKS

If the Player Characters stay in the viewing lounge they will be treated to several hundred panicking high-class socialites with too much alcohol in their systems. Whether

or not the diplomats are still in the room, the patrons that have remained here are beginning to get belligerent and are saying things they might not mean sober.

'If those Alliance so and so's were here,' a corpulent Brakiri spits, 'I'd wrap them in a bow and send these louts on their way!'

'Hells,' a young human man with fiery red hair comments, 'I won so much this morning that I'd pay twenty-thousand to anyone who gives them to me!' He laughs, 'if only to get these thugs out of my vacation!'

'Yeah!'

'What about you?' someone points a cocktail fork at you and leers, 'What would you give to have those Alliance folk handed over to the hijackers?'

Even though this question is probably meant to be rhetorical, the Player Characters' responses could betray the true diplomats if they are not careful. Should they make any contrary comments whatsoever they will need to make a Bluff check versus the drunken group's collective Sense Motive of +4. If they pass the check the group laughs and scoffs, continuing to drink and leaving the Player Characters alone again.



If the drunkards beat any of the Player Characters in this check, it means that player who rolled the lowest made some kind of motion or gesture accidentally that might imply they know who/are the Alliance diplomats.

'Hey! You know who they are, don't you!' the large Brakiri says, dropping his glass to the floor, 'You can make them go away! You have to!'

It is possible that the Player Characters could Intimidate or Bluff their way out of the situation, but any sort of indecision or hesitation on their behalf will cause the drunkards to try and actually fight the Player Characters. They are not looking to harm them, using only their fists, and if any of them suffer any lethal damage they will retreat into the hallway.

⑥ Socialite Drunks

2nd Level Trader; hp 7; Init +0; Spd 30 ft.; DV 11; Atk: +1 close combat or +1 ranged; SQ Investment, Trader's Knowledge; Fort +1, Ref +0, Will +3; Str 10, Dex 11, Con 12, Int 13, Wis 12, Cha 15

Notable Skills: Appraise +6, Bluff +9, Diplomacy +4, Intrigue +6 (+7 when gathering information), Knowledge (law) +4, Knowledge (commerce) +5, Profession (market trader) +7, Sense Motive +4

Feats: Fluency (*Alien Language*, Human), Independently Wealthy, Skill Focus (Bluff, Profession (trader)), Weapon Proficiency (close combat and pistol)

Equipment: 2d6 × 1,000 credits (large chip denominations), identicard, *Anubis* room keycard

Note: This statistic block is for a human socialite. Alien races should add their racial benefits and drawbacks accordingly, but for the purposes of this fight it is unlikely that they will be important.

PHARAOH CASINO

The Player Characters might want to try and see what is happening in the casino, which is unsurprisingly filled with patrons trying to steal as many chips as they can in the chaos. What they, and the Player Characters, are not aware of is that one of the Hand minions will arrive in minutes to look for the couriers.

As the characters arrive, read the following:

The Pharaoh Casino looks like a media photo of the Mars food riots. Men and women of varying ages and races are scrambling about, stuffing wayward chips and tokens in their pockets along with vouchers, coupons and anything else that is not bolted down. An elderly human is elbowed out of his chair by a youthful Drazi, and two Sh'lassans play tug-of-war with a dropped designer handbag. The panic has turned the passengers into a looting mob in here.

The Player Characters can just sit back and watch, try and help the less fortunate, or get in on the looting. If they choose to just sit back and watch they will have to occasionally fend off a looting passenger (use the statistics for the Socialite Drunkards in the Viewing Lounge entry above). The passengers are looking for cash, credit chips, and casino vouchers more than anything, but if a Player Character has a bag or external jewellery, they might be targeted.

If the Player Characters choose to help the less fortunate, they will surely need to fight off 1d4 rioting passengers in order to get to an unconscious passenger. Once the passenger is moved to safety the Player Characters can attempt to save another. There should be time to save 1d3 passengers before the Hand minion arrives (see below).

If the Player Characters choose to try and loot, they will have 2d6 minutes to do so before the Hand minion arrives. Each minute the character is looting they must pass either an Athletics, Intimidate or Subterfuge skill check (their choice). The result of the skill check is then compared to the table below to determine what the character managed to grab.

The Hijacker Arrives

After the Player Characters have a chance to take some actions in the midst of the riotous casino, one of the Hand minions arrives to try and quell the chaos as well – with his void pistol. When the Games Master is ready, read the following aloud:

Athletics Result	Intimidate Result	Subterfuge Result	Character...
1 – 5	1 – 10	1 – 3	...attracts 1d3 angry passengers and must fight them. ¹
6 – 8	11 – 15	4 – 6	...attracts an angry passenger and must fight. ¹
9 – 10	16 – 18	7 – 10	...grabs nothing of worth.
11 – 15	19 – 20	11 – 15	...grabs 1d6 × 10 credits' worth of credit chips.
16 – 20	21 – 25	16 – 18	...grabs 2d6 × 10 credits' worth of casino vouchers.
21+	26+	19+	...grabs 3d6 × 10 credits' worth of varied cash denominations.

¹ Use the statistics for Socialite Drunks, above.

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In the chaos that surrounds you there is suddenly a scream, then another, and another – all of which are silenced in a heartbeat when a bright sparking flash draws your attention to the main entrance. A rag-doll body, smoking from a massive hole in its chest, is rolling down the entrance stairs.

'No one leaves!' a dark-cloaked hijacker roars as he aims a strange-looking PPG at the crowd, 'Down on the ground!'

This hijacker is Amal, the most hot-headed and gun-happy of the Hand minions on board. He wants everyone to stay still and quiet, and will shoot without hesitation at anyone who tries to defy his orders. He is carrying one of the reprogrammed links made on Val's secured communications frequency, and is repeatedly clicking it in order to hopefully hear the links on the Alliance couriers. This means that he will need to make Notice checks at DC 15 to hear the response tone from any *other* secured frequency links tuned to Val's (like Resa's or Gordon's, or even the Player Characters' if they accepted one).

If the Player Characters choose to confront or ambush Amal, or if he hears the response tone of the links, he will demand once that the couriers be handed over – right before he starts to fire at them. The Hand have no intentions of letting the information about their signals get out, which means killing anyone who came in contact with the information or its handlers.

Amal, Hand Minion

5th Level Krish Soldier; hp 20; Init +7; Spd 30 ft.; DV 18; Atk: +5 melee or +8 ranged; SQ Krish-calls¹, Co-ordinated Unit +1; Fort +4, Ref +2, Will +0; Str 10, Dex 17, Con 14, Int 12, Wis 8, Cha 9

Notable Skills: Acrobatics +9, Athletics +8, Bluff +6, Intimidate +4, Investigate +3, Notice +7, Stealth +6, Subterfuge +6

Feats: Alertness, Armour Familiarity, Dodge, Fluency (Krish, Mitoc, English), Improved Initiative, Loyal to the Hand, Point Blank Shot, Weapon Focus (void pistol), Weapon Proficiency (close combat, grenade, pistol and rifle)

Standard Equipment: mock-secured link on Val's frequency, light crystalline underliner (DR 2), crystalweave cloak (DR 10 versus energy), void pistol (+8, 2d10 damage, 18-20/x2 critical, 50 ft, AP 5, automatic, light, 15 shots)

¹ Every Krish can emit a high-pitched keen through their beak, calling out to all other Krish within 100 metres and conveying a single emotion to them.

During the fight Amal's cloak will slip down off his face and the Player Characters can see that he is some kind of avian. In fact he is a Krish (relevant Knowledge checks at DC 20), one of the races thought to be nearly extinct due to the Dilgar War.

If Amal is critically wounded or obviously outmatched, he will try to retreat using a random ship passenger as a

hostage. If he can escape he will eventually end up as part of the encounter in the Hangar (See below). If the Player Characters subdue or capture him, he will not give any information other than 'the Hand will come for you all' unless tortured, during which he will explain that they are planting a bomb in the Hangar but will not arm it until the couriers have been located and dealt with.

If they kill Amal his equipment might come in handy in order to better deal with the other Hand minions, but it might also mark them to other passengers as possibly in league with the hijackers.

IVORY SCARAB BUFFET

The *Anubis*' eatery has not suffered much in the way of activity. A group of passengers and crew led by a pair of Narn retirees that survived the Centauri occupation have created a sort of barricade out of tables and chairs, keeping the hijackers out as best they can. They have also armed themselves with a multitude of kitchen implements and cutlery, ready to mob any hijacker that breaks through.

Should the Player Characters come to the buffet they will discover the way blocked:

Just inside the sliding glass doors leading to the buffet lay a massive stack of tables, chairs, plastic-stone chunks of the scenery and even a pair of food-prep micro-ovens. As you marvel at the speed and structural integrity that this barricade was built, a shower of metal forks, knives and serving spoons begin to rain on you from behind the construction.

'None of us are your couriers! Leave us alone!' a voice shouts from the source of the silverware barrage.

There is only a 10% chance per minute that each Player Character might suffer any damage from the hurled cutlery, and only 1d2 at that. It will take several Diplomacy



or Bluff skill checks to convince the Narn leading the group – L’Kard and Ta’Rek – that the Player Characters are not trying to harm them. Each check will require one minute, and the progression of what the Narn will allow is shown to the right.

Although it is unlikely that the Player Characters will want to hole up behind a barricade with a bunch of passengers, they might try to drop off any wounded characters or the Alliance diplomats for safety. Any Player Characters left here will be very well protected and actually cared for medically (one of the passengers is a doctor on holiday), but Resa and Gordon will not stay put for long before they leave and try to make their way to their quarters.

Should the Player Characters decide that they want to just bully their way into the barricade, it has an effective hardness of 8 and 50 hit points. Athletics tests to pull it apart or climb over it are at a DC 15, either requiring four checks in total to succeed. Obviously if the Player Characters try to force their way through or over, they will have to deal with the two Narn and the angry passengers. For the passengers use the same statistics used for Socialite Drunkards (but arm them with knives and clubs), but use the following statistics for L’Kard and Ta’Rek.

(2) Narn War Veterans



6th Level Narn Soldier; hp 27; Init +1; Spd 30 ft.; DV 16; Atk: +8/+2 melee or +7/+1 ranged; SQ Co-ordinated Unit +2; Fort +6, Ref +3, Will +6; Str 14, Dex 13, Con 16, Int 11, Wis 11, Cha 10

Notable Skills: Athletics +10, Bluff +7, Diplomacy +5, Intimidate +8, Notice +8, Sense Motive +6

Feats: Armour Familiarity, Brawler, Dodge, Fluency (Narn, Centauri, English), Martial Arts, Point Blank Shot, Toughness (x2), Weapon Focus (unarmed), Weapon Focus (knife), Weapon Proficiency (close combat, grenade, pistol and rifle)

Diplomacy Checks Made

DC	Result
1 st 12	Group stops throwing silverware; allows for 2 nd check.
2 nd 14	L’Kard and Ta’Rek introduce themselves as Centauri War veterans; allows for 3 rd check.
3 rd 16	Group explains they are lightly armed and ready to use it against the hijackers; allows for 4 th check.
4 th 18	L’Kard and Ta’Rek explain that the hijackers are Krish (they recognised their calls in the hallway), but that they have not been here yet; allows for 5 th check.
5 th 20	Group will open barricade for entry, if necessary.

GIFT BAZAAR

The open area of the Gift Bazaar was the site of more riotous looting as soon as panic broke out in the ship, but by the time the Player Characters have reached the area it has already subsided. Two of the Hand minions stormed the Bazaar minutes before, and are still searching bodies with clicks from Val’s secured communications link.

You turn the corner into the normally busy Gift Bazaar ‘streets’, but find it to be quite empty. There are several wounded or possibly even dead bodies lying in the faux-cobblestone halls, more than a handful of the sales stalls have been overturned or at least ransacked, and the lingering smell of ozone reaches your nostrils from the recent discharge of energy weapons.

The Player Characters could head into the bazaar with sticky fingers, picking up various tourist items or general equipment that has an *Anubis* ‘feel’ to it, but this will no doubt quickly attract the attentions of the two Hand minions still searching bodies at the other end of the bazaar. They could also try to help some of the wounded passengers with Medical skill checks to stabilise them as they find them, but the groaning and conversation (if any) could also attract the hijackers.

If the Player Characters are very careful and pass Stealth checks opposed by the Hand minions’ Notice (with a -2 penalty for their diverted attentions) they could easily get the drop on the two Krish minions, perhaps even eavesdrop on them for a few minutes (if they can speak Krish, of course). Should the Player Characters get to look at the minions without being noticed, read the following:

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Two cloaked aliens with a clicking and whistling language are hunched over two wounded passengers, looking for something on their persons. Occasionally one of them presses a button on a wrist link he is holding in one hand, shakes his head and then moves on to the next wounded passenger. In their opposite hands they hold slender PPGs that look like they have been modified in some way.

With the minions clicking away on Val's link frequency it is possible that the Player Characters or the diplomats (if they are here too) will have a link that responds to the frequency. If that is the case, the Hand minions get occasional Notice checks at DC 15 to hear the response and react accordingly. If they discover the Player Characters they will attempt to threaten with their void pistols at first, but will fire immediately if it looks as if the characters will give them any resistance (or if they are the source of the link-responses).

Whether the Player Characters or the minions initiate the combat, it will be bloody and fast. These two minions, Ravelle and Kritten, actually grew up from the same hatching and will die to protect or avenge the other. Should one be killed or taken captive, the other will fight to the death. They do not take well to threats, and will generally answer any intimidation with 'The Hand protects us now!' and void pistol fire.

Ravelle, Hand Minion

5th Level Krish Soldier; hp 20; Init +6; Spd 30 ft.; DV 17; Atk: +5 close combat or +7 ranged; SQ Krish-calls¹, Co-ordinated Unit +1; Fort +3, Ref +1, Will +1; Str 11, Dex 15, Con 12, Int 13, Wis 10, Cha 11

Notable Skills: Acrobatics +7, Athletics +8, Bluff +7, Intimidate +5, Investigate +8, Notice +6, Stealth +7, Subterfuge +5

Feats: Armour Familiarity, Brawler, Dodge, Fluency (Krish, Mitoc, English), Improved Initiative, Loyal to the Hand, Point Blank Shot, Skill Focus (investigate), Weapon Proficiency (close combat, grenade, pistol and rifle)

Standard Equipment: mock-secured link on Val's frequency, light crystalline underliner (DR 2), crystalweave cloak (DR 10 verses energy), void pistol (+7, 2d10 damage, 18-20/x2 critical, 50 ft, AP 5, automatic, light, 15 shots)

Kritten, Hand Minion

4th Level Krish Soldier; hp 17; Init +8; Spd 30 ft.; DV 18; Atk: +3 close combat or +8 ranged; SQ Krish-calls¹, Co-ordinated Unit +1; Fort +4, Ref +5, Will +1; Str 8, Dex 19, Con 11, Int 12, Wis 10, Cha 9

Notable Skills: Acrobatics +10, Athletics +5, Bluff +4, Intimidate +5, Investigate +6, Notice +6, Stealth +8, Subterfuge +10

Feats: Armour Familiarity, Dodge, Fluency (Krish, Mitoc, English), Improved Initiative, Loyal to the Hand, Point Blank Shot, Skill Focus (subterfuge), Toughness, Weapon

Proficiency (close combat, grenade, pistol and rifle)

Standard Equipment: mock-secured link on Val's frequency, light crystalline underliner (DR 2), crystalweave cloak (DR 10 verses energy), void pistol (+8, 2d10 damage, 18-20/x2 critical, 50 ft, AP 5, automatic, light, 15 shots)

¹ Every Krish can emit a high-pitched keen through their beak, calling out to all other Krish within 100 metres and conveying a single emotion to them.

The Hand minions will only give in to questioning if *both* are captured alive. If one is dead the other will simply shrill for the Player Characters to kill him too or he will get loose and do a number of profane and obscene things to them. If they do manage to get anything out of them, they have only two things to say: first, that the Hand is coming, and the Alliance is doomed; second, that no one will leave the ship alive.

EXECUTIVE HOUSING

Whether it is to bring the diplomats here for safety or to meet up with them after they got split up, the Player Characters will head to the posh hallways of the Executive Housing area. When they arrive they will find that there is already a Hand minion searching the rooms, and will meet up with a familiar face.

When they first arrive, read the following:

The soft carpeting of the Executive quarters area comforts your tired feet as you turn into the main hotel-like hallway, only to be nearly run down by a group of panicked passengers leaving the area.

'It's them! It's the hijackers!' one of them screams in your ear as he shoulders by.

Beyond the confusion you can see one of the cloaked alien figures stepping into the hallway from one of the rooms. It twists his concealed face toward you and a clicking laugh echoes out from behind the black fabric, bringing up a modified PPG in its hand.

'Do not move,' it cackles, 'or I will shoot.'

Tigrol, this Hand minion, has executed seven passengers in their staterooms so far because they did not know who or where the Alliance diplomats were. She will test-click the secured frequency link several times in order to see if the Player Characters (or the diplomats, if they are present) are her targets, and if they react to it in any way or if she hears the link-response she will begin firing.

If the Alliance diplomats had been separated from the Player Characters earlier in the scenario somehow, they will be present now – only just now reaching their destination

due to rioting passengers, hiding from Hand minions and similar delays. At the sound of gunfire Resa and Gordon will duck into their room for cover if possible, using the Player Characters as a distraction if they must. They are not soldiers in the slightest sense of the word, and they do not want to get blasted by the hijackers if they can help it!

Tigrol, Hand Minion

5th Level Krish Soldier; hp 20; Init +6; Spd 30 ft.; DV 17; Atk: +5 close combat or +7 ranged; SQ Krish-calls¹, Co-ordinated Unit +1; Fort +5, Ref +5, Will +4; Str 10, Dex 14, Con 13, Int 14, Wis 14, Cha 11

Notable Skills: Acrobatics +6, Athletics +8, Bluff +5, Intimidate +7, Investigate +5, Notice +5, Stealth +5, Subterfuge +4

Feats: Armour Familiarity, Combat Expertise, Dodge, Fluency (Krish, Mitoc, English), Improved Initiative, Iron Will, Loyal to the Hand, Point Blank Shot, Weapon Focus (void pistol), Weapon Proficiency (close combat, grenade, pistol and rifle)

Standard Equipment: mock-secured link on Val's frequency, Anubis master keycard (from captain), medium crystalline underliner (DR 4), crystalweave cloak (DR 10 verses energy), void pistol (+7, 2d10 damage, 18-20/x2 critical, 50 ft, AP 5, automatic, light, 15 shots)

Tigrol will not give her ground to anyone and she will not retreat. She has been highly rewarded for her service thus far to the Hand, and she has an almost religious view upon how they will 'bring the Krish-Mitoc back to the galaxy'. Her zeal makes her ready to die for the cause, but more importantly it makes her *very* wordy during combat. Every time she attacks she will say something from the following list of phrases, giving the Player Characters a lot of information if they are keen to pick up on it.

- 'The Hand will crush you when they arrive!'
- 'You know nothing of the true power of the Hand!'
- 'The Krish-Mitoc Allegiance will rise and exact our vengeance, thanks to the Hand!'
- 'We will die for the Hand! Sacrifices must be made!'
- 'My loyalty will be rewarded!'

Obviously this Hand minion will not go down without a fight, and she will not give anything but the above statements (and variations of the same attitude) if questioned.

When the fight is over, if the diplomats are safe they will show the Player Characters a note they found just inside their stateroom door. It is a wrinkled piece of plastipaper covered with a few bloody fingerprints and a scrawled message 'Meet me in hangar. Must take shuttle. Not safe here – V' on it. The diplomats believe that Val must have written it, and that he must still be alive. They will ask the Player Characters to go with them to the hangar to find Val and possibly escape the ship altogether.

If the Player Characters refuse to go to the hangar Val will turn up later somewhere with the same message he painfully delivers in the Hangar scene (below), but will explain that the bomb is in the hangar.

THE HANGAR – THE LAST CONFRONTATION

Val is lurking in the hangar amongst the service crates and boxes, having only escaped long enough to deliver the message found in the Executive Quarters event above. He knows that there are only a few Hand minions here (Fullic, plus any others that were not encountered or allowed to escape from earlier scenes), but he also knows that there is a strange bomb set in the hangar.

When the Player Characters arrive in the hangar, they should get the following description:

The spacious hangar of the Anubis is home to two standard civilian shuttles and one very strange-looking one separated from the others by layers of plexiplast. The odd one out gives off strange flickers of light from its crystalline hull, creating unusual shifting shadows throughout the massive room. The floor is littered with blast marks from high-yield energy weapons and several dead bodies wearing Anubis crew uniforms slump between them.

As you scan the room for threats, you see a bloody human hand waving at you from behind a stack of sheltered crates.

'Get down!' Val whispers loudly, 'Get over here!'

The flickering lights and shadows give all Stealth checks a +3 circumstantial bonus in this room, making it rather easy to get over from the door to the stack of crates without the Hand minion in the hangar noticing. Val has been shot twice in the midsection, and he is not long for this world (0 hit points, and will fall to -1 after giving his speech). He will wave off any first aid the Player Characters offer with a simple 'there isn't time for that', and will say that Resa and Gordon have to get off the ship as soon as possible.

Val continues to explain that these 'Hand' guys are just angry aliens serving some other high-tech power and that their pilots are still in the weird ship. Val overheard their plans and he knows that they are going to try and find the couriers only for as long as it takes to arm some kind of massive bomb – which Val will point out is sitting in the middle of the hangar! The bomb is actually a void deployment shell (see page 46), and it will easily destroy the entire ship when it is detonated.

The Player Characters could come up with a dozen different plans to take care of the situation, but there are a few facts that must be taken into consideration for



the Games Master to decide exactly what happens with the rest of the scene.

5 There are actually two more pilots *inside* the void shuttle, who will close the ramps and fire up the energetic mass (a very uncomfortable sensation for anyone nearby, but not lethal) in order to escape at the first sign of trouble on the hangar floor. They cannot allow a void shuttle to fall into Alliance hands, and will leave their friends behind in a heartbeat. This means that there will not be any major evidence left behind, should the Player Characters succeed.

5 The void deployment shell is on a five minute timer, but the countdown does not begin unless and until the Hand minion in the hangar is alerted to enemies nearby. This means that the characters will need to find a way to get rid of the device before it goes off; most likely by ejecting it into hyperspace.

5 The civilian shuttles are fully fuelled and extremely easy to start up and pilot away. Simple Computer Use and Operations skill checks (DC 12) should allow for the Player Characters to effectively steal an *Anubis* shuttle and get away before the bomb detonates – if need be.

5 Resa and Gordon do not want to abandon the rest of the people on the *Anubis*, and will demand that they come up with a better plan than just ‘escape’. They will if they are given no more time to do anything else, but they will not like sacrificing so many lives.

Fullic, Hand Minion

4th Level Krish Soldier; hp 17; Init +6; Spd 30 ft.; DV 16; Atk: +5 close combat or +6 ranged; SQ Krish-calls¹, Coordinated Unit +1; Fort +2, Ref +3, Will +1; Str 12, Dex 14, Con 10, Int 16, Wis 11, Cha 11

Notable Skills: Acrobatics +5, Athletics +6, Bluff +5, Intimidate +6, Investigate +5, Notice +7, Stealth +6, Subterfuge +6, Technical (demolitions) +10

Feats: Alertness, Armour Familiarity, Dodge, Fluency (Krish, Mitoc, English), Improved Initiative, Loyal to the Hand, Point Blank Shot, Skill Focus (technical (demolitions)), Weapon Proficiency (close combat, grenade, pistol and rifle)

Standard Equipment: Void deployment shell detonation key (activated as a standard action after combat begins, if given the chance), light crystalline underliner (DR 2), crystalweave cloak (DR 10 versus energy), void pistol (+6, 2d10 damage, 18-20/x2 critical, 50 ft, AP 5, automatic, light, 15 shots)

¹ Every Krish can emit a high-pitched keen through their beak, calling out to all other Krish within 100 metres and conveying a single emotion to them.

If Fullic is given even a single action to respond to any combat situation he will trigger the five minute countdown on the void bomb and signal the void shuttle to leave immediately. If taken captive he will laugh at the

Player Characters and say ‘boom’ a lot while pointing or gesturing to the void bomb. Knowing he is already dead when it goes off, he has given up hope and has become slightly hysterical. As a captive he will be worthless to the Player Characters.

THE CONCLUSION — WHERE TO GO AFTERWARDS...

The Player Characters might have managed to get rid of the bomb before it explodes, deal with the Hand minion(s) in the hangar, and possibly even stolen a civilian shuttle to get away from the *Anubis* before the miniature black hole opens and destroys the transport utterly.

If the Player Characters are going to get to see the void deployment shell detonate (whether from the viewport of a shuttle or from inside the hangar), the Games Master can read the following:

The red backdrop of hyperspace distorts suddenly, the gravitic eddies yanked down and inward like the sucking motion of a drain, into a black bubble of nothingness. The bubble draws hyperspace into itself for just a fraction of a moment before there is a white flash of light and a palpable wave of energy sweeps through your body...

...you awake several hours later to find that nothing remains where the bomb had exploded. Hyperspace swirls regularly again. It is as if the bomb had not gone off at all, but you saw it... you know what it did.

You will never forget it.

There are a number of different ways to actually end the scenario depending on whether or not the bomb detonated, whether or not the diplomats or Val survived, or even whether or not the Player Characters took a bunch of the Hand technology as spoils from the conflict they were hurled into.

If the *Anubis* survives the conflict it will immediately dock with the nearest station and report the terrorist activity. The diplomats (if they survived) will get off and immediately seek a new way to get to Earth, probably in a ship laden with Rangers to protect them. Val will go with if he made it, but he will make sure to give the Player Characters a way to contact him. They just saved his life, and he is not one to forget that sort of thing.

If the Player Characters annoyed or angered the diplomats, no payment will be forthcoming as they ‘have not escorted them to Earth, as agreed’. If, however, they managed to stay on the diplomats’ good side, the rate of 1000 credits per day will be honoured from the time the two groups decided to work together until the day the diplomats secure alternative transport.

The Alliance will step in and contact everyone involved, including the Player Characters, and try and get their opinions on what happened. They will want eyewitness events if they can get them, and they will seem *very* concerned about the ‘Hand’ that the Player Characters might mention. It seems that another mission just ran into the Hand, and these two events may not have been unrelated.

The company that owns the *Anubis* might blame the Alliance, or maybe even the Player Characters for what had happened and enemies could be made from an unlikely source in the corporate world. It was a multi-trillion credit ship that was either destroyed or severely damaged, and they know nothing of the Hand – so they will get their compensation somehow.

It is ultimately up to the Games Master to decide *exactly* what happens, but we encourage that the Alliance, perhaps even the Anla’Shok or the crew of the *Liandra* seek out the Player Characters for what they know about the Hand. We feel that the events that hurriedly take place in the scenario give Games Masters room to begin to involve their players with the greater story arc of the Anla’Shok and its secretive fight against the Hand, or perhaps even get the Player Characters in touch with the Hand and its minions. After all, the Hand respects those who can show strength and cleverness; perhaps they might seek out those who bested their minions to make minions of them instead? Perhaps they will toy with these prodigal individuals for mysterious and unknowable reasons of their own.

Whatever the course of action the Games Master chooses, we know that the chaos and murder that took place between the decks of the *Anubis* are ripe with possibilities, and we trust that our fans and readers will find ways to use them – and the rest of this sourcebook – to great ends in their own campaigns. The Hand is looming ever closer, after all, and someone will get in their way.

Even if they never know it until it is far too late.

Stories of the Anla'Shok

The following plot hooks and scenario devices are designed specifically for characters in or directly associated with the Anla'Shok during the 2265 time period. They may or may not have anything to do with the Liandra, the Hand, or the events described in *To Live and Die in Starlight*.

5 The Telepath Crisis has only been concluded for a few months, making things still very sensitive in the Earth Alliance concerning those with telepathic talents. In a gesture of peace and hospitality, the Minbari have offered to house any human telepaths for a year to avoid any hostilities. The Player Characters have been assigned to protect a group of former Psi Corps members on their way to a makeshift village on Tala II. Unfortunately for them, a combined anti-alien and anti-teep faction knows about the trip and is gearing up to hijack the ship.

5 A group of fake Rangers are terrorising the people of Downbelow. They number around twenty, dress in stolen Ranger robes, wield staves, and are mostly human and Hurr. Captain Lochley refuses to pass jurisdiction to the Anla'Shok on this matter, insisting it be handled by station security. Sheridan cannot stand idly by and watch as the Anla'Shok and the ISA are defamed, so he calls upon the Player Characters to deal with the impostors without being noticed.

5 One of the White Stars has failed to report for duty, and no attempts to hail the ship have succeeded. The ship was on a diplomatic escort to the new ISA planetary member in the Zafran system. The Player Characters have been directed to search space around the Zafran jump gate for any sign of the ship and to report back as soon as they find out what happened. The Player Characters will be shocked to find that the ship was cut to pieces by extremely powerful weaponry – possibly even that on the level of the First Ones! When new energy signatures start to fill their sensors will they stay and investigate the returning Void war cruisers, or will they run from the powerful Hand minions?

5 G'Kar needs transport from the Narn homeworld, where he was on political assignment, all the way to Minbar to meet with the hierarchy of the Anla'Shok. He apparently has been summoned by the Grey Council, and must make haste to see them personally due to important and possibly time-sensitive information. The Player Characters, in an effort to keep a low profile, are given a commercial escort frigate and a flight plan to pick up G'kar and bring him to Minbar. What they do not know is that not only does G'Kar have many enemies among the Drakh-controlled Centauri who are even now plotting his death, but that he is also taking opportunity of this trip to conduct some dangerous business of his own.

5 With the Enfali down for repairs and the Jericho system is still under assault by the Nightwatch raiders that permeate the area, the Anla'Shok must turn to a new ship to stop them. The Player Characters are given one of the older White Star vessels and instructions to search for alien trade convoys that could be targeted for financial or racial reasons by the raiders. In the weeks between the Enfali's run in with the Nightwatch aces and the Player Character's assignment however, the raiders have moved a makeshift base and a trio of hulking battlewagons into the area!

5 The Ipsha have long been co-operative, if quiet, allies of the Interstellar Alliance and, before them, the League of Non-Aligned Worlds. Content to keep themselves to themselves and isolated from the other races by both choice and biology, they have been a distinctly understated presence in the galaxy until now. Now, the Ipsha are agitated but are unable or unwilling to explain why. Fearing a repeat of the extinction of the Markab, the Entil'Zha orders the Player Characters to journey to Ipsha space and investigate. What is happening to this most alien of alien races? And where *did* they get their unusual technology from?

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