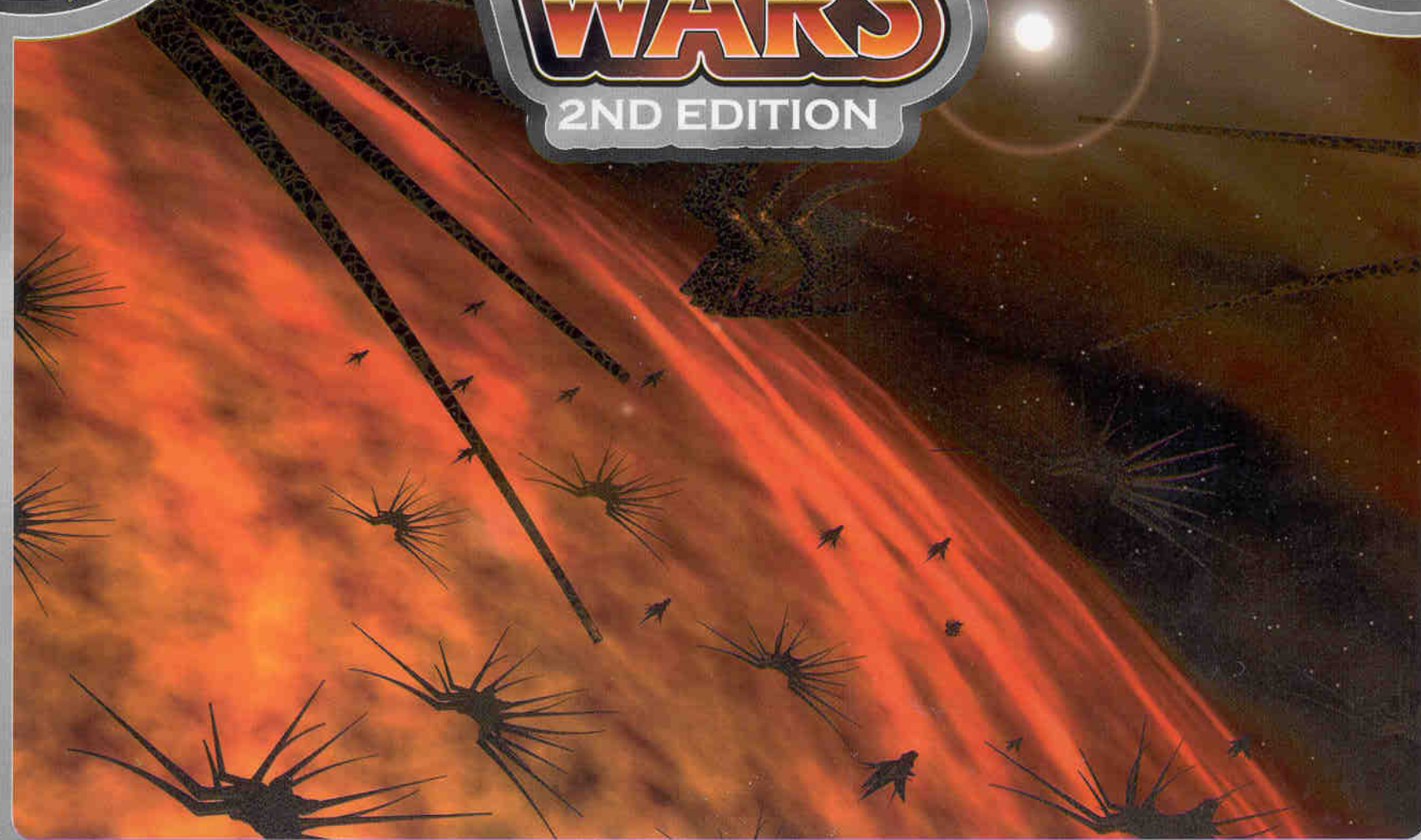


5 BABYLON WARS

2ND EDITION



COMING OF THE SHADOWS





CONTENTS



Introduction	2	Other Races	45
New Rules	9	The Earth Alliance	45
Advanced Armor	9	The Minbari Federation	47
Self-Repair Systems	9	The Centauri Republic	49
Advanced Sensors	10	The Narn Regime	50
Effect of Terrain	11	The League	51
The Vorlons	13	Babylon 5	51
Adaptive Armor	14	The Ancients	54
Advanced Jump Drives	15	The Ancient of Ancients: Lorien ..	56
Limited Autonomy	15	The Walkers of Sigma 957	56
Capacitors	16	The Kirishiac Lords	60
Vorlon Weapons	17	The Triad	63
Starships & Fighters	19	The Torvalus Spectators	66
The Shadows	26	The Mindriders	68
Ship Layout	28	The Shadow War in	
Ship Systems	29	Scenarios	72
Shadow Pilots	32	Scenario Group A	72
Telepaths vs. Shadows	33	Scenario Group B	79
Shadow Weapons	35	Scenario Group C	87
Starships & Fighters	39	Scenario Group D	96
		Credits & Copyrights	111



CONTENTS



INTRODUCTION

The Shadows Come

For a thousand years they have been hidden, dormant, waiting. In the darkest corners of the galaxy their ships hibernated, patiently biding their time. They are among the First Ones, the most ancient races in the universe, and they know the importance of patience. Now, after a millennium in which much of the galaxy has managed to forget them, they have returned. Once again their great citadel of Z'ha'dum shows signs of life. With them comes chaos, strife, greed, and a war that will tear across the galaxy and kill billions. Their true name can only be known by their own kind. The rest of the galaxy will know them simply as *the Shadows*.

Welcome to a whole new world of conflict! Babylon 5 Wars has thus far concentrated on battles between the younger races: Earth and Minbari, Centauri and Narn, and the League of Non-Aligned Worlds. Here, however, in the years of the great Shadow War, the ancient First Ones step into the fray. Within these pages you will find a full account of the last great Shadow War from its earliest skirmishes to the final massive fleet action at Corianus. Along with this come the statistics and record sheets for many new ships: Vorlons, Shadows, and other remaining Ancients. As the story of the Shadow War progresses, we give you a chance to replay many of the more significant conflicts of the war, with over twenty new scenarios to put these ships through their paces. Before we get to all of that, however, we will start with a brief history of the causes of the war and the disposition of its main combatants before the war began. Wars do not just spring up spontaneously (for the most part), and the Shadow War certainly had a long and interesting history to its origins. So, without further ado, let us begin...





The First Ones

The story of the final Shadow War begins millions upon millions of years ago, at the dawn of creation. It was at this time, when the galaxy was young, that the Universe gave birth to the First Ones. These early races were powerful beyond the dreams of modern life. They were, for all intents and purposes, gods: immortal beings with tremendous powers. Even in the beginning the First Ones existed in small numbers and birth rates were incredibly low by our standards. As time wore on they ceased to procreate at all. The Universe, it seemed, had changed its mind: our galaxy was not to be an eternal playground for immortals. With the turning of millennia the newer generations and species were born mortal, and gradually their powers diminished to those levels which prevail today.

Most of the First Ones, after a thousand lifetimes spent exploring and experiencing life in this galaxy, grew weary of it. They watched the younger races grow and die, and found they could not relate to them. Times had changed and this was no place for immortals. Thus, they left, passing on beyond the galactic rim to see what else the universe had to offer. A few, however, found their own place among the younger races. Some were content with their lives and sought secluded existence within this galaxy. Two races of the First Ones decided to take a more active role: the Vorlons and the race we would come to know as the Shadows.

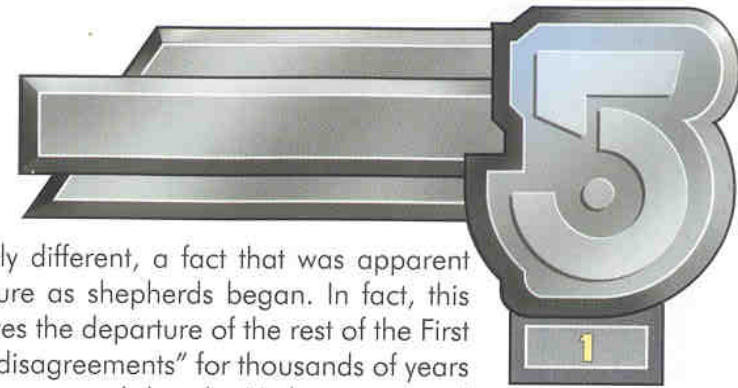
The Vorlons and Shadows took it upon themselves to become the protectors and teachers of the younger races. They would impart the wisdom of the ages onto these stripling sentients, guiding them along the path of evolution and development. Likewise they would presumably prevent them from making any catastrophic mistakes.

From the beginning there was a rivalry between the two ancient races. Vorlon and Shadow philosophies of "child-rearing"

turned out to be remarkably different, a fact that was apparent from the moment their tenure as shepherds began. In fact, this conflict of ideologies predates the departure of the rest of the First Ones, the two having had "disagreements" for thousands of years previous. Some have even suggested that the Vorlons remained only because the Shadows chose to stay (or vice versa).

The Vorlons believed that all good things come from order, tradition, and respect. They sought to instill this philosophy in the younger races, encouraging these tendencies at every level, from families, to governments, to religions. They spread the word of *success through organization* across the galaxy. Even as they did so, their rivals the Shadows spread a diametrically opposed philosophy of *evolution through chaos*. The Shadows felt that strength comes from overcoming obstacles, from facing great challenges and surviving them. The survivors would be stronger for the experience, the weak (and therefore undesirable) would perish. For most of history the two philosophies competed, but it was nothing more than that: a competition of ideas. Both sides had agreed from the beginning that they would not directly interfere in the affairs of the younger races.

Eventually, however, these rules of engagement began to break down. The Vorlons found that the Shadow propensity for conflict and competitive evolution was proving more popular than their own, more staid beliefs. Since the weight of their ideas alone was not carrying their message effectively, the Vorlons decided they would bend the rules. Always when the Vorlons would appear before the younger races they would engender certain feelings of awe. They decided that they would heighten this process and thus heighten the strength of their message. They began to actively manipulate the DNA and psychic make-up of many of the younger races. They instilled in these races an increased sense of awe in the presence of a Vorlon. When one of these manipulated races now beheld a Vorlon in all its glory they would see it as a powerful and revered figure from their own culture. The Vorlons meshed





their appearance with the local religions and traditions of the various races. They became gods to all who beheld them.

So subtle was the manipulation, so understated the effect, that for a long time the Shadows had no idea that their code of conflict had been broken. They simply assumed that the Vorlons were doing a better job of propagating their ideas. Order began to enforce itself on the galaxy. The Shadow-inspired wars became less and less popular over the millennia. Then Vorlon engineering was brought to another level. Having cast themselves in the roles of gods, they now began to enforce genetic and psychic biases against the Shadows themselves. They created from the Shadows a race of devils, strengthening the popularity of their own position in the process.

Although the Shadows eventually realized that the Vorlons were employing powerful propaganda against them, they did not know that the Vorlons were actually physically and psychically manipulating the younger races. Nor could they understand why their own efforts and besmirching the Vorlon image met with so little success. Eventually, however, the Shadows realized that they had all but lost the galaxy to the Vorlon way. In the face of final defeat they took a long hard look at what had brought them to this point.

In the course of their investigation, they uncovered the Vorlon perfidy and were naturally enraged. How could their rivals stoop to such levels? Now that the rules had been broken, the Shadows had no compunctions about breaking them as well. However, it would take thousands upon thousands of years to undo the changes wrought by the Vorlons on nearly every sentient race in the galaxy. The Shadows would have to find a different way. They decided that they too would become directly involved in the affairs of the younger races, albeit in a manner less subtle than the Vorlons. They would no longer simply promote the idea of conflict. They would now create conflict wherever they could.

Shadow ships came together from across the galaxy to plot and prepare for their new scheme. On a certain planet towards



the galactic rim there dwelt the very first of the First Ones, a being older and more powerful than any of the Shadows or Vorlons. The Shadows felt that by basing their new campaign from this being's home they would in some way legitimize their position. The Ancient One, for its part, ignored them entirely. On a planet that we know as Z'ha'dum they built their first great base of operations and began to prepare for the long dreamed-of age of conflict they would bring to the galaxy.

The Cycle Begins

The Shadows spent a long time on Z'ha'dum, gathering their forces and creating new weapons of war. As much as the Shadows hoped and prayed for war among others, they themselves had not had any first hand experience with warfare for a very, very long time. However, the technology was there for them and they created a fleet of ships more powerful than anything yet seen in the galaxy. These would be the tools by which chaos would spread. First, however, the way had to be made clear for the ships to be used, and used properly. After all, random attacks without purpose would only strengthen their Vorlon-inspired appearance as demons or devils to be hated and feared.

There were still a few of the younger races who believed in the Shadow philosophy, who had not fallen prey to Vorlon propaganda. These became agents of the Shadows, races who gave the Shadows their loyalty in return for advanced technology and temporal power. The Shadows sent these agents out among the Vorlon influenced worlds with the single question: "What do you want?"

The Shadows had empowered their agents to grant whatever someone wished for, as long as it would encourage conflict and strife among the younger races. The agents did just that. They found those individuals who chafed under Vorlon inspired hierarchies and traditions, beings who were willing to shake things up



for their own gain. The Shadow agents promised to help these key individuals realize their dreams of conquest.

Soon wars began to break out in the region of space near Z'ha'dum. The Vorlons at first showed little concern. Their philosophy dominated the galaxy, but wars had not been completely abolished by any means. The Vorlon paradigm simply meant that wars were often short-lived and futile, with the organized races joining together to quickly defeat the troublemaker. This time, however, the problem did not go away. This time the troublemakers were backed by Shadow vessels which turned any opposition to dust. The Shadow puppets were becoming a force to be reckoned with.

This first great war eventually drew the entire galaxy into the fighting. Of course the Vorlons realized what the Shadows were doing, but they would not at first stoop to the level of their ancient foes. They believed that they had the moral high ground in this conflict and they were not willing to give it up. Nevertheless, they did become personally involved when it came to organizing the resistance to the Shadow fleet. The Vorlons formed a coalition of races to fight the Shadows and even provided them with some technology to use against the Shadow vessels. In the end it can be said that neither side could claim a true victory. The Shadows were driven back and forced into hiding, while the Vorlon zeitgeist lived on. However, the Shadows had managed to create their great conflict, and many races were either destroyed or changed forever in the war.

This first conflict, thousands of years ago, began a cycle of violence that would continue up until this last great Shadow War where everything would change forever. Time and again the Shadows would come to Z'ha'dum, build up their forces, and lash out at the galaxy, sending it spinning into chaos for a brief moment—a moment which inevitably changed the face of the galaxy for the next thousand years. Sometimes the Shadows would win, and the whole galaxy would plunge into chaos and strife while the Vorlons

fought to restore order. Other times the Shadows would be all but destroyed and would go into hiding, scattering their remaining ships in secret caches around the galaxy. Always the loser was given a chance to recover. Always the war would come again.

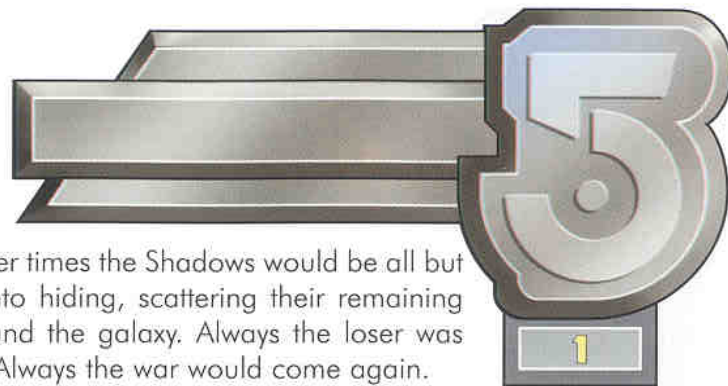
The Penultimate War

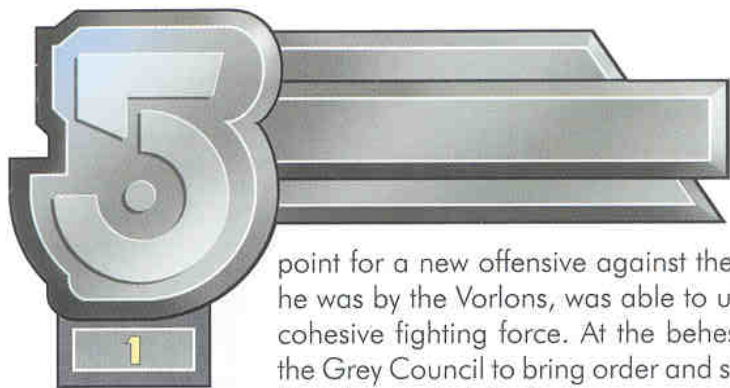
The last war was a thousand years ago. It came at a time when the conflict between the Vorlons and Shadows was pretty much evenly matched. Both sides had been having problems with the war, but it seemed that finally the Vorlons were going to get the upper hand.

The Vorlons at this time were operating through the young Minbari race. The Minbari showed a great deal of potential, but the Vorlons were having a hard time uniting them to properly defeat the Shadows. The Minbari were more than willing to fight for their own space, but did not have the drive to push the battle all the way to the Shadow bases. Still, the Minbari had taken well to Vorlon manipulation and they revered the Vorlons so much that they were beginning to come around.

The Vorlons had helped the Minbari to build a large space station from which they could base their assaults against Shadow-occupied territory. The station was an important supply nexus and the only conceivable staging ground for any significant offensive action against the Shadows. Unfortunately, before the combined Minbari fleet could gather there, the Shadows managed to destroy the station. This seemed the end of any hope of driving the Shadows out. At best the war would end in a stalemate, the Shadows holed up in their strongholds.

Then, miraculously, a new space station appeared out of nowhere. The station was none other than Babylon 4, which would, a thousand years later, mysteriously disappear shortly after its completion. When the Minbari boarded the deserted station they found on board a Minbari named Valen, accompanied by two Vorlons in all their glory. Valen and the station became the rallying





point for a new offensive against the Shadows. Valen, backed as he was by the Vorlons, was able to unify the Minbari into a single cohesive fighting force. At the behest of the Vorlons, he created the Grey Council to bring order and stability to the Minbari people. He also created the Rangers, a group of Minbari (and later other races) devoted to keeping the darkness (that is, the Shadows and their minions) at bay.

Led by Valen and the Vorlons, the Minbari and their allies launched their assaults on the Shadow strongholds. The ensuing war was truly one of the bloodiest and nastiest in the history of the galaxy, but eventually the Shadows were driven to ground once again. They were forced to abandon all of their principal bases, including Z'ha'dum, and withdrew into hiding. Across the galaxy they hid their remaining ships on uninhabited worlds, waiting for the time when the galaxy could again be caught unprepared.

The Time Between

Once again the galaxy settled into a condition of relative peace and continuity. There were still wars, but nothing that threatened to engulf the galaxy in its entirety. The newly empowered Minbari grew to prominence, the new caste structure created by Valen served them well, and all internal strife within Minbari society came to an end. A society that had once been plagued by civil war and strife now became a culture where no Minbari would even consider killing another of their own.

Elsewhere in space, other young races were coming out of their infancy. The Centauri Republic reached for the stars and sent its colonists and fleets to nearby star systems. Although the Vorlons were not pleased with this development, they made no move to directly inhibit the Centauri. In fact, they did not realize that their genetic and psychic manipulation had not been successful with the Centauri, who did not have the inborn respect and awe others felt for the Vorlons. Their empire grew to become one of the largest in known space (rivaled only by the Minbari).



Still, the Centauri were no fools, and when they found that their ships never returned from Vorlon space they decided to leave well enough alone and turn their attention elsewhere.

It was also during this time that the Vorlons began to prepare for the next war against the Shadows. The last battle had been too close for comfort, and the Vorlons did not relish the thought of their influence being eclipsed once again. They felt that the young races needed another weapon for use against the Shadows when the time came. To this end, they turned once again to their ancient tactic of genetic manipulation. They began to move about the galaxy, and through their agents they started adding a new genetic factor into the population. The Vorlons knew that the Shadow ships were highly sensitive to disruption from telepaths. Unfortunately, aside from the Vorlons themselves, there were very few telepaths in the galaxy powerful enough to pull the trick off. Thus the Vorlons introduced heightened telepathic abilities to many of the races in the few hundred years that preceded the final war. Thus, for example, on Earth we have the sudden appearance of telepathic powers just a couple of hundred years ago (shortly followed by the Psi Corps, an institution the Vorlons heartily approved of at the time).

Eventually, as the Vorlons predicted, the Centauri empire reached a critical mass and began to crumble. They began to lose control of their outer holdings as the center became corrupt and decadent. The old desires for conquest and excellence had faded, replaced by complacency and apathy. Even as the Centauri faded the humans were venturing out into space, creating their own galactic empire. When the Centauri lost the Narn homeworld, the Narns also stepped out into space, becoming a significant power in their own right. The Earth-Minbari War showed that the Minbari were no longer unbeatable (although why they lost remained a mystery).

From their hiding places the Shadows noticed this turn of events and began to take note. All but forgotten by everyone but the



Vorlons and Minbari, the Shadows began to awaken.

The Shadow vessels began to awaken from their hiding places and make their way back to Z'ha'dum. The process began slowly, the Shadows wanted to be careful not arouse any suspicions. Unfortunately, one of the ships was discovered before it had awakened. On Mars, archeologists came across a Shadow vessel buried deep under the Martian soil. It immediately sent out a signal alerting the other Shadows of its fate. The human scientists, under the direction of Psi Corps, removed part of the ship for future study and secretly placed a homing device on the vessel. Another Shadow ship came a few days later to rescue its trapped cousin. The two ships departed unmolested, unaware of the tracking device, heading straight for Z'ha'dum.

In 2256 the Earth survey ship *Icarus* arrived on Z'ha'dum where the Shadows were waiting for them. It was simple for the Shadows to disable the *Icarus* and capture their crew. The Shadows gave the humans a simple choice: serve or be forced to serve. Many refused to serve and they were transformed against their will into pilots for the Shadow ships. Those who were more willing (and agreed with Shadow doctrine) became agents of the Shadows. They revealed to the Shadows all they knew of Earth, including the existence and purpose of the Psi Corps. The Shadows immediately realized what the Vorlons had been up to and what kind of threat the Psi Corps represented. They took steps to remedy the situation as quickly as possible.

Shadow agents made the trip to Earth and made contact with the more ambitious members of the Earth Alliance government. The Shadows found in Earth a perfect breeding ground for their philosophy. There were those in EarthGov who were ambitious beyond the confines of normal politics. Both the Psi Corps and a secret cabal known as Bureau 13 were readily accepting of Shadow influence. In exchange for Shadow technology and support, these groups willingly allied with the Shadows. From the earliest moments of the coming war, the Shadows would have neutralized

any threat from Earth and its powerful, highly organized telepaths. They felt that they were already well along on the road to victory.

Even as the Shadows began reaching into the depths of EarthGov conspiracies, the Vorlons and Minbari became aware that the Shadows were active once again. The Minbari, and the Rangers, were well prepared for war, but the Vorlons knew that they would need more than the Minbari to defeat the Shadows this time. At this point, remembering the importance of Babylon 4 in winning the last war, the Vorlons took a special interest in Babylon 5. They knew that it could serve much the same purpose in this newest war: a rallying point for the forces opposed to the Shadows. Through an important Minbari named Delenn, the Vorlons hoped to exert significant influence over Babylon 5. Delenn, a member of the Grey Council, was not only widely respected among the Minbari, but she was also of the Religious Caste, that section of Minbari most susceptible to Vorlon influence.

As the time of the war grew closer, the Vorlons offered one final piece of aid to the Minbari religious caste. They gave the Minbari Vorlon technology to help in the creation of a new class of ships for use by the Rangers. The Rangers had remained active since the last war, but now the Vorlons deemed it necessary to increase their numbers and powers. The Minbari started recruiting Rangers from other races besides the Minbari, indoctrinating them with the Vorlon-inspired hatred of the Shadows. The new ships, the White Stars, contained the best of Minbari technology, heightened by Vorlon additions. Despite their small size, they were a match for much larger ships. Between the telepaths and the White Stars, the Vorlons felt confident that they would once again prevail over the Shadows as they so often had before.

In 2258 the stage was set for the coming war. It would start slowly, but eventually the Shadows and Vorlons would draw the entire galaxy into their swirling conflict. What follows are the rules, ships, and scenarios you need to recreate this world-shattering war in all its brutal glory.





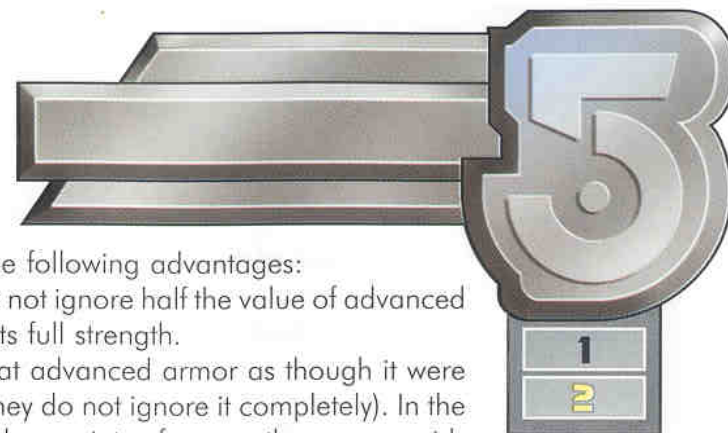
NEW RULES AND SYSTEMS

Many of the systems used by the First Ones are different from those employed by the Younger Races. For the most part, these are represented as closely as possible in familiar terms, using icons similar to those in the basic game rules. Although their actual form might be different, they carry out the same functions. For example, Vorlon engines are nothing like those used by the Earth Alliance or even the Minbari, but still exist to provide thrust, no matter how much larger or advanced they may be.

However, some systems are new, using highly advanced technologies for purposes as yet undreamed of by the Younger Races. Others are extremely enhanced versions of more familiar devices. These items, common to most or all of the First Ones, are listed in this chapter.

Advanced Armor

Advanced armor is a term used to describe the armor employed by Vorlons, Shadows, and other First Ones. This type of armor provides a number of special abilities as listed hereafter. Note, however, that these abilities work only against the weapons employed by Younger Races. Weapons fired by other First Ones ignore all of these advantages. Weapons on hybrid ships (such as the White Star or Shadow Omega) are treated as Younger Race technology for this purpose. Note that such hybrids do not themselves possess advanced armor unless the ship's rules or control sheet specifically indicates it is present (thus, the White Star would not benefit from this type of armor, while the Shadow Omega does). If a ship has advanced armor, this fact will be listed in the "Special Notes" box on the control sheet.



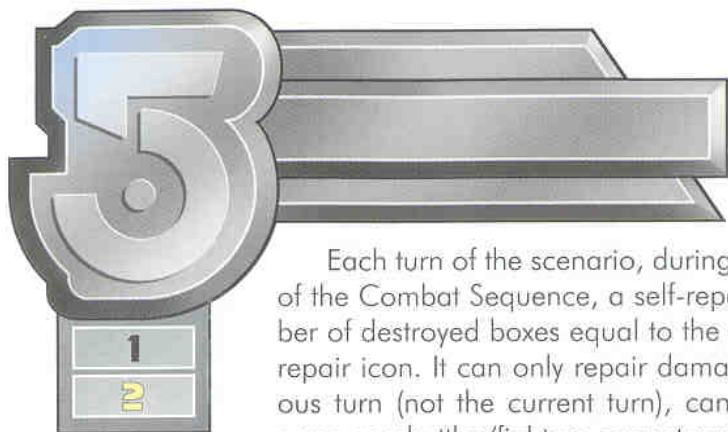
Advanced armor has the following advantages:

- Plasma weapons do not ignore half the value of advanced armor, but are affected by its full strength.
- Matter weapons treat advanced armor as though it were two points less than listed (they do not ignore it completely). In the case of systems with two or less points of armor, they are considered to have a zero value.
- Weapons which damage or destroy armor (e.g., molecular disruptors or plasma streams) do not use these abilities against advanced armor.
- Electromagnetic weapons which cause effects other than damage (e.g., reducing a ship's power, lowering sensors, reducing initiative, deactivating systems, or forcing drop-out) do not affect a ship or fighter protected by advanced armor. EM weapons which cause damage still score this damage normally, but if they are listed as ignoring armor, they ignore only half of advanced armor (round fractions up, so an EM weapon doing 10 damage to a system with 5 points of advanced armor would score 7 hits).
- Advanced armor can adjust and shift its surface's nature, preventing breaching pods and docking clamps from attaching. Tractor beams, gravitic shifters, and the like will still function normally.
- Advanced armor can anticipate ballistic weapons due to their slower rate of approach. Its value is considered 2 points higher versus any ballistic device (missile, torpedo, energy mine, etc.).

Self-Repair Systems

Most First Ones ships are equipped with self-repair systems capable of removing some amount of damage their ships have suffered during a scenario. Each such system is displayed on the control sheet in a hexagon-shaped icon.





Each turn of the scenario, during the Adjust Ship Systems step of the Combat Sequence, a self-repair system can repair a number of destroyed boxes equal to the repair rate shown in the self-repair icon. It can only repair damage that occurred on a previous turn (not the current turn), cannot repair self-repair boxes, armor, or shuttles/fighters, cannot replace structure on blocks which were completely destroyed (or anything attached to such blocks), and cannot recreate fighters or shuttles that have been lost. Vorlon ships can temporarily double their repair rate by deactivating all their ship's weapons and shields, but other races cannot do this.

Self-repair systems can work on as many different systems as they wish, limited only by damage and their repair rates. If there are two or more self-repair systems on the same ship, each does its work separately, and can combine their efforts if desired. The use of self-repair is never required or forced upon the player, but is always employed at his option.

Critical hits can be repaired with self-repair systems. These count as one "box" being repaired, except for C&C criticals, which count as four "boxes." Note that systems which have suffered multiple critical hits must repair each of them separately. A critical which tells you to apply the effects of two or more other criticals counts as multiple crits for this purpose, not a single one.

Self-repair systems can make repairs to a device that has been completely destroyed by damage (except an entire structure block or anything attached to such a block). However, that system will not be functional again until it has been totally repaired. If even one destroyed box remains on it, it will not work at all. Even if fully repaired and restored to functionality, it will retain any critical hits it had suffered before its destruction, unless those are also repaired.

Self-repair systems are limited to a maximum number of boxes' worth of repairs during a scenario. This limit is equal to ten times the number of undestroyed boxes on the self-repair system itself. Thus, a self-repair system with 15 boxes could repair at most 150



boxes (or their equivalent—critical hits count as one or more "boxes" as described above) during a scenario. If a box is destroyed, repaired, and destroyed again, repairing it a second time counts as a second repair against this limit.

If the self-repair system is damaged or destroyed, recalculate the maximum limit immediately, although any previously completed repairs are not lost. Repairs in progress which would push the self-repair system over the new limit will not be completed.

Critical Hits: On a critical hit roll of 19 or greater on a d20, the repair rate is cut in half.

Advanced Sensors

The First Ones operate sensors in the same way as ships of the younger races, but theirs are more advanced. A ship which uses advanced sensors will have this fact listed in the "special notes" box on its control sheet. Advanced sensors have the following advantages:



- They are immune to the effects of “masking” technology, including Minbari jammers, Centauri chameleon sensor suites, stealth technology, and similar items. Items with similar abilities operated by First Ones will still function.

- They ignore all defensive ELINT capabilities (blanket protection or single ship protection) and cannot be disrupted by ELINT. Enemy ELINT ships may still use their offensive aid function normally. ELINT ships operated by other First One ships ignore this rule and can use all their abilities normally.

- Advanced sensors cut through any non-First One protective systems which lower a ship’s defense rating with the exception of defensive weapons fire and defensive EW generated by the target. EA energy webs, for example, would not lower their ship’s defense rating against an advanced sensor, but the interceptor could still be used defensively. Similarly, Abbai particle impellers cannot use their EW abilities, but could still fire in defensive mode. As a final example, a gravitic or EM shield would not get its defense rating bonus against an advanced sensor, but would still lower the damage caused by incoming weapons in the usual way.

Note that advanced sensors are not immune to defensive EW, though they do ignore defensive ELINT functions.

Effect of Terrain

First Ones are adept at moving through various terrains and through hyperspace, as befits their great experience surviving within the Galaxy. This provides them with a number of benefits, as listed below.

- **Atmosphere:** First Ones ignore the first thickness point of atmosphere. For example, in a gas giant of thickness 2, they would treat this as a 1.

- **Gravity:** First Ones treat gravity sources as 1 point less than they actually are. Thus, for example, a source of strength 3 would be treated as a 2.

- **Asteroids:** First Ones subtract 2 from their speed when rolling for asteroid damage.

- **Dust:** First Ones reduce dust damage by 25%, applied before fractions are dropped. For example, a ship moving speed 11 would normally take 5.5 damage (5 points after dropping fractions). A First One would take 5.5 - 25% or 4.125 damage, or 4 points after dropping fractions.

- **Nebulae:** First Ones ignore the effects on thrusters and jinking, but all other items apply as listed.

- **Meteor Swarms:** First Ones subtract 2 from their die roll.

- **Electromagnetic Storms:** Subtract 1 from all effect rolls, except that First Ones do not temporarily lose power, and are immune to the “attacks” generated by the storm.

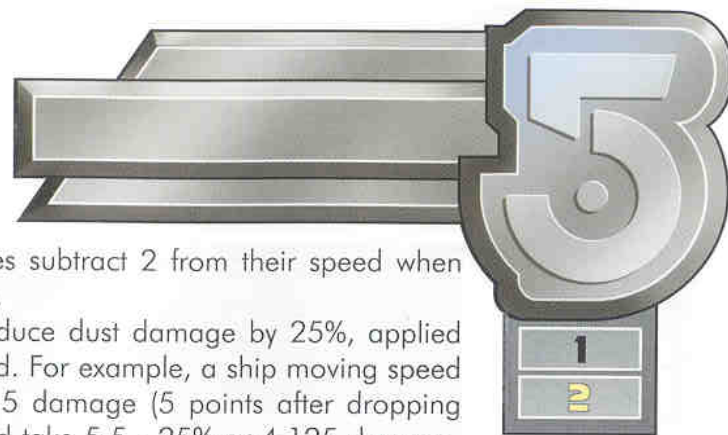
- **Dark Matter Clouds:** Ping range is doubled (e.g., 1 point of sensors reaches out 10 hexes) but only reveals the First One at the normal range (e.g., 1 point of sensors reveals the ship to units within 5 hexes). First Ones with jammer-like benefits do not cancel these bonuses if they issue a ping.

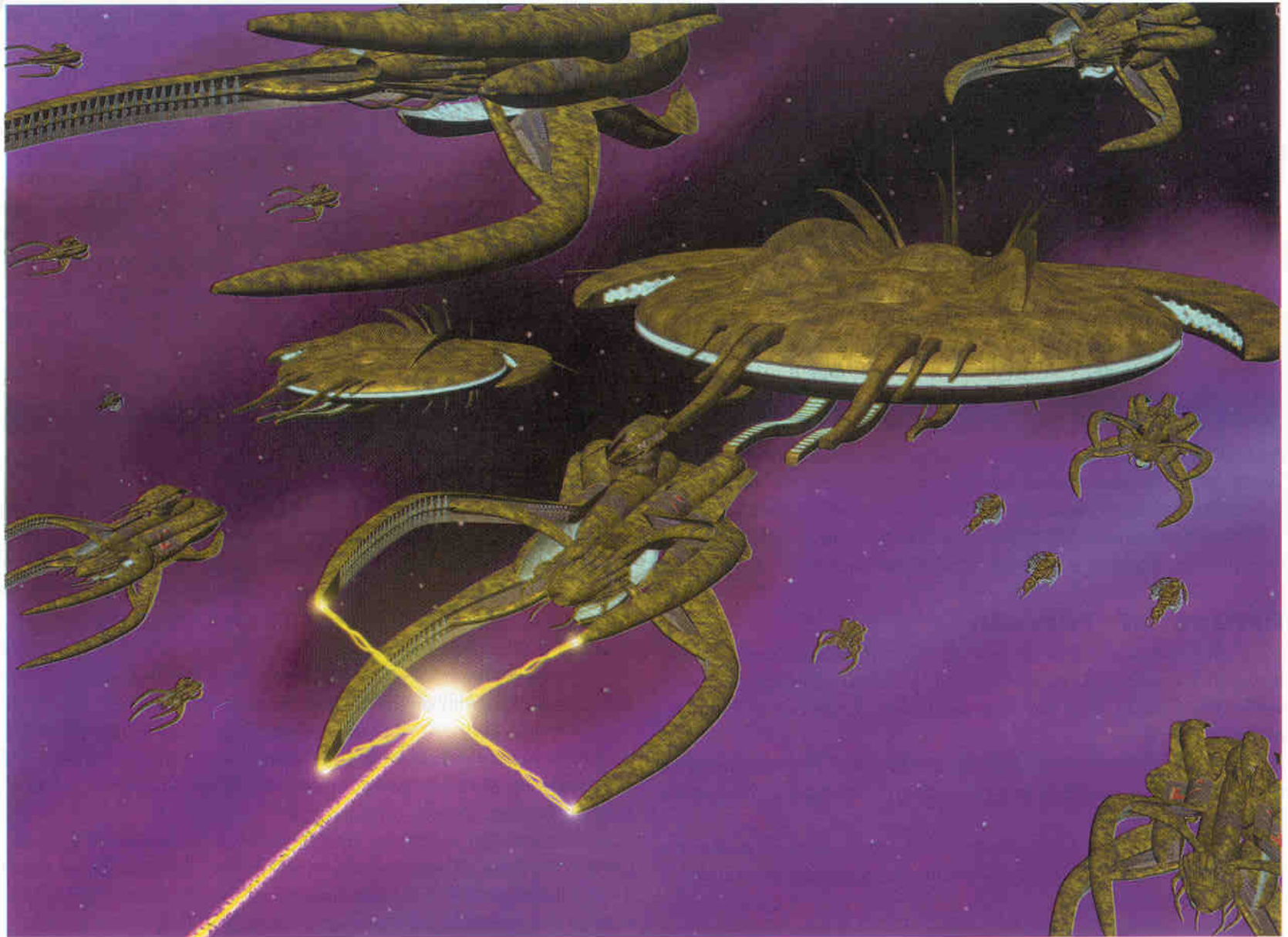
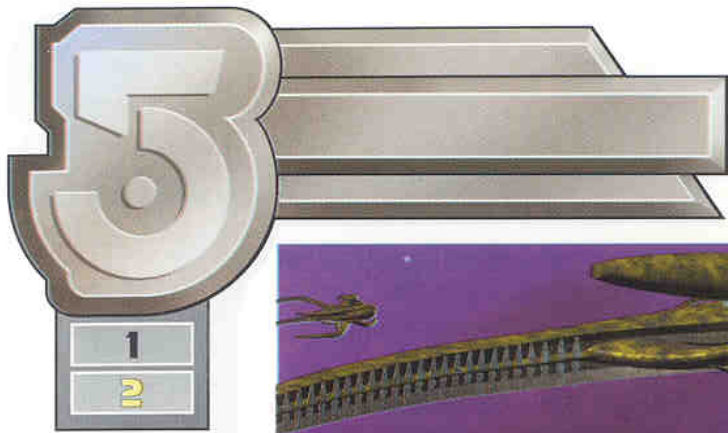
- **Hyperspace Travel:** First Ones ignore or avoid many of the effects on the Hyperspace Table in the Core Rules. Treat any roll of 14-15 as no effect. On a 16-17, First Ones ignore any roll of 6-10 or 16-20 on the subsequent shift check. On an 18-19, speeds are reduced by 10%, not 20%. On a 20, use both of the preceding effects as usual.

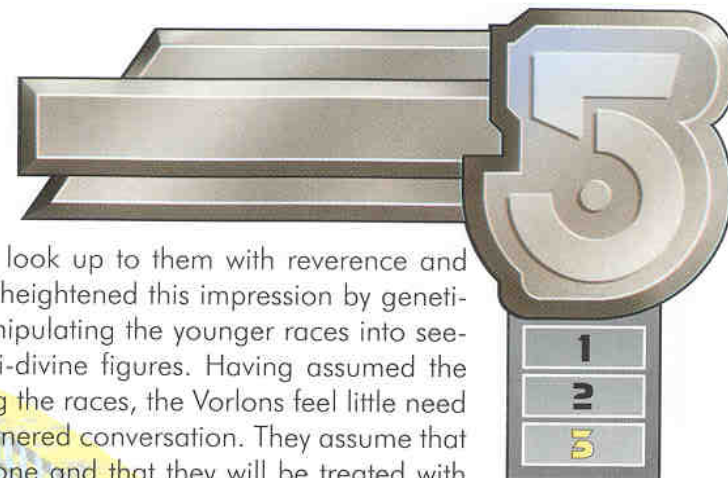
- **Hyperspace Whirlpools:** First Ones subtract 4 from the die, cumulative with any other bonuses.

- **Hyperspace Waveforms:** First Ones treat themselves as one size category smaller for calculating waveform damage (e.g., a capital ship would be considered a heavy combat vessel, while a light fighter would take no damage).

- **Hyperspace Rapids:** First Ones treat the rapids as 2 levels lower than listed. They can voluntarily forego this benefit (or treat it as 1 level lower) but must announce this decision before the start of the scenario and cannot change it during that scenario.







THE VORLONS

The Vorlons are the most established and most stable faction involved in the Great War. They have retained a region of space for themselves for hundreds of thousands of years, allowing no outsiders to cross their borders.

Despite this powerful base of operations, the Vorlons are a dying race. Like all First Ones, they no longer reproduce in appreciable numbers (if at all). This makes them loath to risk themselves in battle. They greatly prefer to work through intermediaries and loyal servants. The Vorlons prefer not to venture beyond the safety of their territory, but will do so when occasions demand. Thus, because of the perceived importance of Babylon 5 in the coming conflict, they sent Ambassador Kosh to the station.

Most of the time, however, the Vorlons choose to operate through agents. There are two basic kinds of beings working for the Vorlons: *servants* and *vessels*. Servants are those individuals who serve the Vorlons by performing missions, acting as emissaries, spies, ship crews, or even warriors. Vessels perform many of the same tasks servants do, but with an important addition: they are powerful telepaths capable of actually transporting a Vorlon inside their minds.

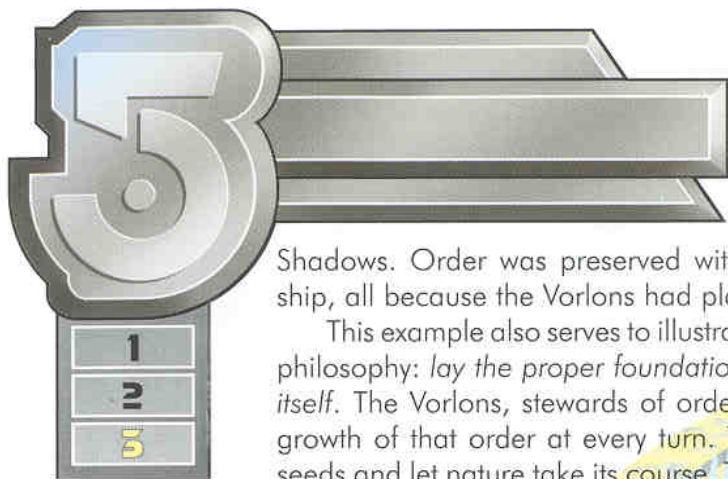
Vorlons have the ability to separate a part of themselves from the main form and hide that piece within another. Telepaths seem to make the best hosts, allowing the Vorlon to see and hear everything that the vessel experiences as well as communicating with and even controlling the vessel. By this means the Vorlons can travel around the galaxy in secret, revealing their true presence to no one. Naturally this is an ability the Vorlons have kept quite secret from all outsiders.

The Vorlons demand complete loyalty and obedience. Their position is that they are the height of evolution in the galaxy and

that all other races should look up to them with reverence and awe. Of course, they have heightened this impression by genetically and telepathically manipulating the younger races into seeing them as divine or semi-divine figures. Having assumed the mantle of leadership among the races, the Vorlons feel little need for pleasantries or well-mannered conversation. They assume that what they ask for will be done and that they will be treated with respect. Unfortunately for the younger races who deal with them, the Vorlons see no reason why they should give similar respect to others.

In general, the Vorlons do not like to directly interfere in the affairs of the younger races, a tendency that no doubt dates back to the time when neither the Shadows nor the Vorlons actually interfered with developing civilizations. Equally important is the fact that the Vorlons do not much care what the younger races do to each other as long as it does not endanger the Vorlon schemes for defeating the Shadows in the next war (there is always a next war to get ready for). When they do interfere, it is not often with actual ships or soldiers. Instead, they use more subtle means.

For example, at the end of the Earth-Minbari War, the Minbari discovered that Minbari souls were being reborn inside human bodies, in particular the future commander of Babylon 5, Jeffery Sinclair. In fact, Sinclair (in his future, but in the galaxy's past) would become the great Valen who united the Minbari against the Shadows, all under Vorlon influence. Thus, human souls started to join with Minbari a thousand years ago when Sinclair became a "Minbari not born of Minbari." The Vorlons knew that this connection between the two races would come out during the war, and even took steps to ensure that it did. When Delenn and the Grey Council made this discovery—under the all-too-subtle influence of Kosh—the war ended and both races came to an uneasy peace. Both the humans (with their powerful telepaths, created by Vorlons) and the Minbari (long-time Vorlon puppets) survived the encounter strong enough to be of use in the future battle with the



Shadows. Order was preserved without risking a single Vorlon ship, all because the Vorlons had planned ahead.

This example also serves to illustrate another principle of Vorlon philosophy: *lay the proper foundation, and the building will build itself*. The Vorlons, stewards of order, feel no need to direct the growth of that order at every turn. They prefer to lay a few key seeds and let nature take its course. They have been doing this for tens of thousands of years, and know just when to give a culture a nudge without ever showing their hand. They will use their vessels to secretly infiltrate a society only occasionally, sometimes even becoming important religious figures themselves in order to foster centuries of order thereafter. A Vorlon who spends a few years as a culture's messiah, performing "miracles" and so forth, has laid the foundation for a religion that could last two or three thousand years. Another visit, a "second coming," and the followers of that religion will be ready to join the fight against the Shadows.

This great skill of subtle manipulation is also the Vorlon's weak spot. As long as events proceeded along the usual courses, the Vorlon plans inevitably come to fruition. However, should something unexpected arise, the Vorlons are often slow to react. They will deliberate, plot, and plan because they are used to taking their time. When they do finally act, however, the action is seldom what the enemy would expect. Vorlons, the masters of subtlety, may strike back in the seemingly strangest ways. Only later, when it is too late, does the enemy realize what has been done to them: a crucial supply is unavailable, a long-time ally turns out to be an enemy, that one weakness in the foe's defenses is now its strongest point—and thus the war is lost. Sometimes, though, the reaction is too little, too late. The Vorlons have lost to the Shadows many times in the past. Likewise, they have had many a Pyrrhic victory: the Shadows driven off but much of the galaxy left in chaos. They are not by any means invincible.

Nor are they defenseless. Just because the Vorlons prefer not to get involved directly in the fighting (as the Shadows do) does

not mean they are incapable of combat. As you might expect, Vorlon weapons technology is far in advance of anyone else in the galaxy (with the possible exception of the Shadows themselves, and of course the few remaining Ancients).

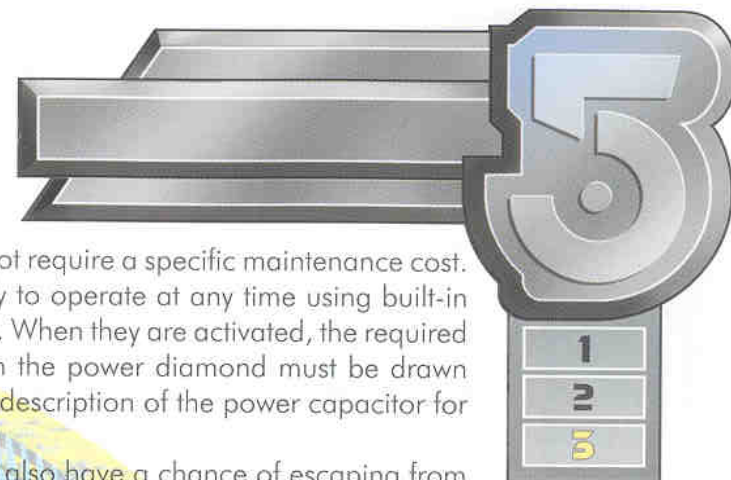
Technology

Vorlon ships are based on a kind of organic technology. The ships themselves are part machine, part living creature. They form a symbiotic relationship with the Vorlon who controls them. Pilot and ship have a telepathic bond, and thus the ship requires no controls of any kind. It simply obeys the will of its master. Normally a single ship has a single Vorlon to pilot it, although larger capital ships have full crews, usually made up of Vorlon agents. The ships are fully capable of repairing and maintaining themselves, just like any living organism, although critical damage may require extensive "healing time" at a base. All the Vorlon needs to do is provide a brain to give the craft direction.

The creature's skin or hull, like all Vorlon technology, adapts itself to the conditions it finds itself in. Thus, once it has been exposed to some enemy weapon (lasers, plasma, and so forth), it actually modifies its own structure and makeup to become more resilient to damage from that source. Depending on the situation, the ship can even alter its resiliency within the course of a single battle, customizing itself to the various foes it is facing. On the offensive side, the Vorlons employ a number of powerful electromagnetic weapons capable of ripping less powerful ships to shreds in short order.

Adaptive Armor

Vorlon ships also use the same adaptive armor found on the White Star (though usually more powerful). See the Core Rules for details on this system. The combination of adaptive and perma-



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ment segments are collectively treated as “advanced” (so, for example, you would not add 2 to both values versus ballistic weapons), and the lack of either does not reduce or eliminate advanced armor abilities.

Vorlon ships, with their vast experience over the ages, always have some memory of just about any weapon type they have ever encountered. For this reason, they can begin any scenario with some of their adaptive armor points pre-assigned. If they wish, they can wait to do this until they have learned the nature of their opponents (if the scenario calls for an unknown deployment of enemy units). The amount of pre-assigned points available is shown on the ship control sheet in the adaptive armor datacard.

Remember that weapons which ignore or damage armor would apply such effects only to/against the permanent segment of adaptive armor. The adaptive segment would operate normally and would not be affected by armor-damaging weapons. For example, this would mean that the adaptive segment of such armor is capable of fully blocking matter weapons and molecular slicer beams if set to defend against those weapon classes.

Electromagnetic Shields

The Vorlons use an electromagnetic shield system, or EM shield. This system is identical to that seen on the White Star, but is usually more powerful. See the Core Rules for details on shields.



Advanced Jump Drives

Vorlons use jump drives similar to those employed by the younger races, except theirs are more advanced. The jump costs and delay times are usually very low as a result. In addition, the jump point can be formed up to 12 hexes away from the ship (it is not limited to a mere 4 hexes), and can be held open indefinitely.

Vorlon jump drives do not require a specific maintenance cost. Instead, they are held ready to operate at any time using built-in bioelectrical energy sources. When they are activated, the required amount of energy shown in the power diamond must be drawn from the capacitor. See the description of the power capacitor for more information.

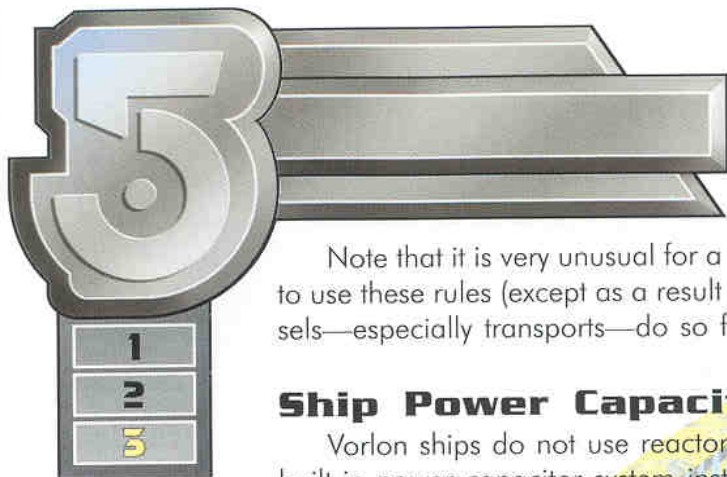
Vorlons in a jump point also have a chance of escaping from a Shadow vortex disruptor attack; see the description of that weapon in the Shadow chapter for the specifics.

Limited Autonomy

The living ships used by the Vorlons are capable of flying themselves without direction from an actual Vorlon captain. This would apply if a true Vorlon is not piloting the ship himself (in a special scenario), or if the ship's C&C is destroyed. Under these circumstances, the ship suffers the following penalties:

- Reduce initiative bonuses by 2.
- Lower free thrust by 25%, dropping all fractions.
- Lower all shield ratings by 1.
- Lower sensors by 2.
- Lower the capacitor recharge rate by 20%, dropping all fractions.
- Self-repair systems operate at half their normal rates.
- The ship may only hold a jump point open for a single turn.
- All hangar bay activities require twice as long to complete.

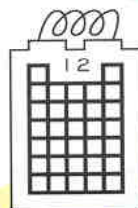
These penalties apply because the ship creature is required to devote some of its limited cognitive power away from controlling these operations and into driving the vessel. Note that all C&C criticals continue to apply even if the ship is not piloted by a Vorlon (they are assumed to affect the ship directly).



Note that it is very unusual for a cruiser-sized or larger Vorlon to use these rules (except as a result of damage), but smaller vessels—especially transports—do so frequently.

Ship Power Capacitors

Vorlon ships do not use reactors, but have a built-in power capacitor system instead. This capacitor is biological in nature, and is part of the living ship's body. The electrical energy produced by this life form fills the capacitor over time, and it is from this source that the ship draws power for its weapons, jump engines, and extra thrust.



All capacitors can hold at most one point of power per box, and the destruction of a box both lowers their capacity and destroys any power contained in that box. (The release of such energy will not affect the ship, as it simply bleeds off into space.) Capacitors also recharge a certain amount of power each turn automatically—this amount is shown as a number within the capacitor icon. Recharging occurs just before movement, as shown in the Combat Sequence.

Each time the Vorlon ship uses a system which requires power, or purchases extra thrust, it must draw energy from the capacitor. (Weapons on Vorlon ships are not automatically powered each turn, but use the capacitor for this purpose.) If the capacitor runs out, the ship can do nothing more until the next turn, when more energy is restored into the system. Fortunately, most Vorlon vessels have large enough capacitors to operate at peak efficiency indefinitely. The real advantage of the capacitor system comes when the ship is required to make a series of intense maneuvers, or fire its heavy weapons as frequently as possible.

To account for the energy used, simply keep a running total of the capacitor's energy level (either on the control sheet or a nearby sheet of paper). Points are subtracted in the following cases:

- Each time a weapon is fired, subtract its energy cost from the capacitor's total. For example, a weapon with a "4" in the power diamond would cost 4 points of energy from the capacitor. Note that there is no reason to deactivate weapons for extra power on a Vorlon ship. Vorlon weapons can be fired as often as power can be drawn from the capacitors to supply them.

- Extra thrust (beyond the basic free thrust amount provided with the engine) is purchased by drawing energy from the capacitor. For example, if a ship with an engine efficiency of 4/1 requires an extra point of thrust, subtract 4 energy from the capacitor. Note that the engine can operate normally if the capacitor is destroyed, but cannot purchase extra thrust.

- Sensors operate normally without any expenditure of power (they do not have a power diamond for this reason). It is possible to buy more EW using the normal rules, expending capacitor energy for this purpose, although this is somewhat expensive.

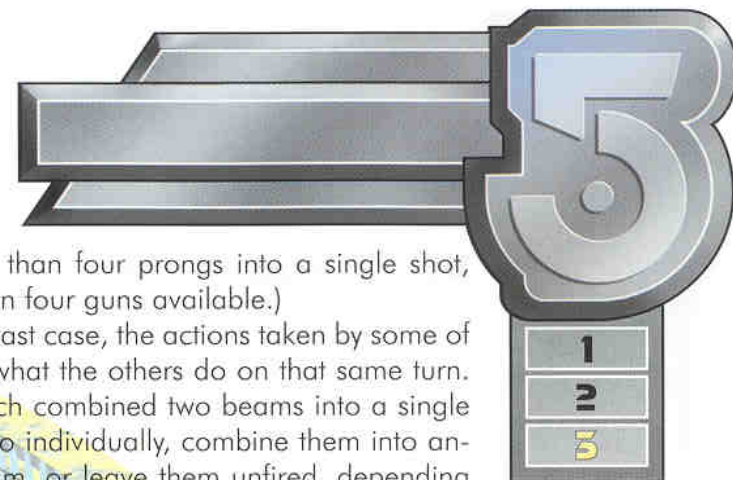
- When a Vorlon ship opens a jump point, the amount of energy shown in the jump drive's power icon must be drawn from the capacitor. The jump point can be held open indefinitely as long as this amount of energy is paid each turn.

Finally, the Vorlon ship can double the rate of capacitor recharge by voluntarily shutting down all its weapons and shields. This option must be chosen and announced at the beginning of the turn in the appropriate step of the Combat Sequence. The doubled power recharge occurs immediately thereafter. For example, if the ship would normally regenerate 8 power, it would instead receive 16 power. On the same turn in which this is done, all repair rates of self-repair systems are also doubled, though this will not take effect until the end of the turn, at the appropriate point in the Combat Sequence.

Critical Hits: Roll 1d20 and consult the following chart:

1-17: No effect.

18-22: -1 to recharge rate.



23-27: -2 to recharge rate and the capacitor loses one-half (drop fractions) of the energy it is currently holding.

28+: -4 to recharge rate and the capacitor is completely emptied.

Note that the capacitor cannot explode or go critical, a significant advantage over the reactors used by younger races.

Lightning Cannon

The lightning cannon is the primary weapon employed by Vorlon capital ships. It is an electromagnetic gun which usually appears as a huge "prong" that extends from the front of the vessel, typically arranged in groups of four. The prongs are each separate weapons, but can combine their effects to produce spectacular amounts of damage. The following choices are available:



- If a beam is fired individually, it is a comparatively weak weapon, scoring little damage and with a rather limited range. It is, however, very good against fighters and requires little power. This is referred to as a "light" shot, and scores damage in standard mode.

- Two lightning cannons can be combined, firing a medium-strength beam which is effective at the middle ranges. The power requirement is significant, however, as it is greater than two individual shots added together. It scores damage in raking (10) mode.

- Three cannons can also work together, producing a heavy shot with some serious damage potential. This is very power-hungry, however, and will quickly drain the capacitor if used frequently. It scores damage in raking (15) mode.

- Finally, four prongs can fire as one, producing a single beam of incredible power and range. However, this "mega" shot will drain the capacitor system on all but the largest Vorlon ships. The mega shot scores damage in raking (20) mode. (It is not

possible to combine more than four prongs into a single shot, even if a ship has more than four guns available.)

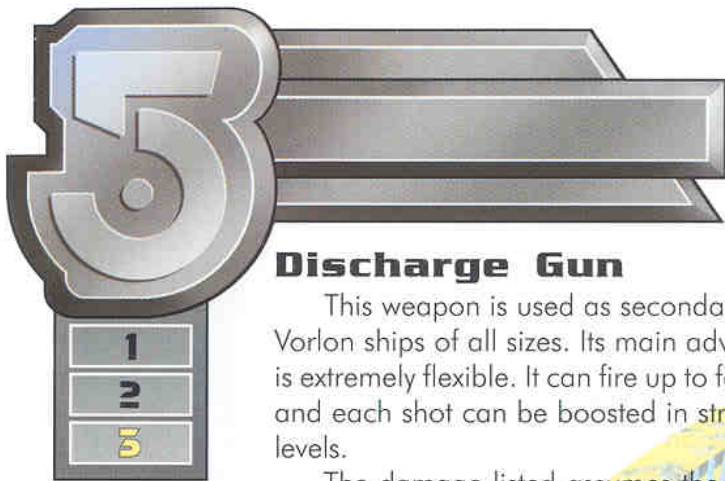
Note that in all but the last case, the actions taken by some of the prongs do not impact what the others do on that same turn. For example, a cruiser which combined two beams into a single shot could fire the other two individually, combine them into another medium-strength beam, or leave them unfired, depending on the whim and need of the Vorlon player.

The ship control sheet lists the firing data for each type of shot (light, medium, heavy, or mega) separately. Note that a combined blast is better than the sum of its parts, but is less efficient (in total power over time). Note also that heavy and mega shots can use piercing mode, while light and medium ones may not. Due to the nature of the capacitor system, sustained mode is not available.

If any of the individual guns suffer a critical hit, they apply that critical to any larger shot they are a part of. If several guns have criticals, only the worst one is used. For example, if four lightning cannons fire a mega shot, and two of them have suffered "damage reduced" criticals, this would count as only one such critical against the mega shot's damage. The "worst" critical is the one scored by the highest critical die roll, and if this was a "multiple effects" critical, both such criticals take effect.

Lightning cannons are huge, and take up significant space on the ship. They are considered part of both the forward section as well as the side they are mounted on. This means that if one of the two appropriate structure blocks is destroyed, the weapon will not be automatically destroyed as well. Instead, both the front and side blocks must be destroyed for this to occur. Of course, the weapon can be destroyed by direct damage in the usual way, and can be hit by called shots from either the front or the appropriate side.

Special Notes: This is an electromagnetic weapon which scores damage in raking or piercing mode as defined above. It is non-interceptable.



Discharge Gun

This weapon is used as secondary armament on Vorlon ships of all sizes. Its main advantage is that it is extremely flexible. It can fire up to four times a turn, and each shot can be boosted in strength up to two levels.



The damage listed assumes the weapon is being fired at the listed power level. If, however, it is armed with extra energy, the base damage can be increased. If the listed power is doubled, $1d10+1$ damage is added on a successful hit, and if the power is tripled, a further $1d10+1$ is added (a total of $2d10+2$ extra damage). The Vorlon player must announce how much power he is putting into the weapon before he rolls to-hit, and cannot alter his choice after his die roll. Bonuses higher than $2d10+2$ are not possible. Extra power added also improves the intercept rating of the weapon by 1 point to a maximum of 2 points of improvement.

The discharge gun can also fire multiple shots per turn. It can fire up to four times, limited only by available power. Each shot costs the listed amount, and these shots can be improved in strength as described in the preceding paragraph. Each shot is completely independent of any other shot, so if two such shots were used to defend against an incoming weapon (for example), the second would suffer the usual degradation.

Special Notes: This is an electromagnetic weapon which scores damage in raking mode.

Light Discharge Gun

This is a light version of the discharge gun which appears only on fighters and small vessels. It can fire two shots per turn, or can combine both shots into a longer-ranged blast which scores damage in a single volley. While the two individual shots can cause more destruction than the combined blast, especially against lightly armored targets, longer range and lessened vulnerability to ar-

mor makes the single shot quite useful.

Special Notes: This is an electromagnetic weapon which scores damage in standard mode.

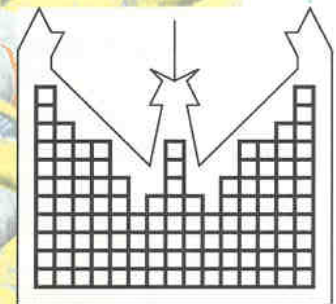
Planet-Cracker Beam

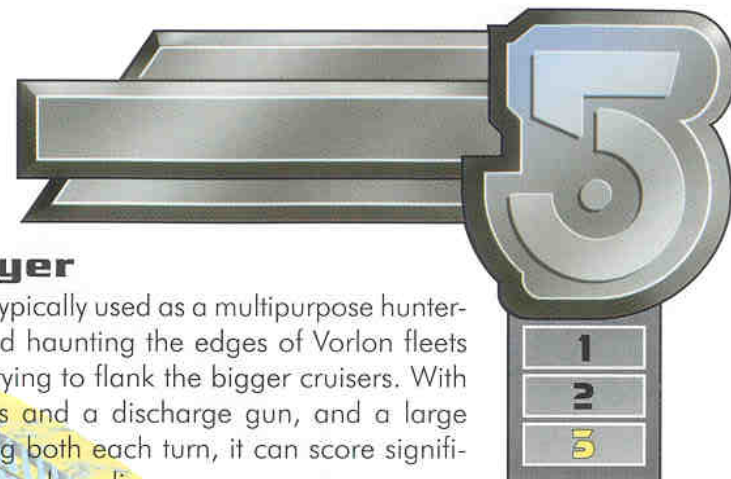
This is a tremendous weapon which appears only on Vorlon planet-killer ships. It has only one use: total annihilation. There is no target and no roll to hit—if the unit is in arc and in range, the weapon hits automatically!

The firing arc is the row of hexes directly in front of the ship, from 1 to 4 hexes out, not including the firing vessel's hex. Any ship, moon, planet, or other object in one of these hexes is destroyed. No damage needs to be rolled—destruction is automatic. The beam is capable of cracking planets as large as Jupiter, though it will have no appreciable effect on stellar bodies (even brown dwarfs or black holes, which are too massive to be broken apart by the weapon).

The planetary annihilation beam does not use the capacitor system (it is self-powered, and damage to the capacitor will not affect it). It has a recharge rate of 1,000 turns, meaning it will fire only once in most scenarios (we hope!). Typically, the scenario rules will specify how many turns are left before the beam is ready to fire. For example, the setup rules may state that the planet-cracker cannot fire before turn 10, giving the defending forces a chance to eliminate the weapon or somehow divert the ship from its destructive course.

Critical hits do not affect the planet-cracker beam. However, if the ship's C&C is destroyed, the beam cannot fire. Note that the beam does not require a lock-on to its target in order to hit it.





Special Notes: Called shot volleys may not be used against the planet-cracker weapon. It is simply too much a part of the main structure to be directly targeted.

Starships & Fighters

Vorlon ships generally use only a single pilot (though they may have some servants as crew), but as this individual is an energy being, it is not susceptible to battle damage like Shadow pilots are. Nonetheless, the destruction of the ship might well kill the Vorlon captain, who cannot survive long in the vacuum of space. Most Vorlons simply do not consider the possibility that they will be defeated in battle, as they do not, as a general rule, put themselves in harm's way.

Vorlon ships are designed to their maximum level of technology available, and cannot use optional ship enhancements such as those listed in the Showdowns-1 product. Cruiser-sized ships and larger—which are big enough to employ a small crew of Vorlon servants—occasionally have elite officers or crew, if those optional rules are in use. The Vorlon captain, however, may not purchase such improvements.

Dreadnought

These ships were designed well before the immense planet-killers, and for millennia were considered the ultimate in firepower. Even alone, they are easily the match for small fleets of younger races' ships. If they are lacking in anything, it is in fighter support, for they carry only two flights of fighters for local defense.

Light Cruiser

This is a fairly common Vorlon warship, frequently encountered along their territorial borders. It has the firepower of the heavy cruiser, but lacks the defensive armament, and is often used as a gunship.

Battle Destroyer

This fast-moving ship is typically used as a multipurpose hunter-killer vessel. It is often found haunting the edges of Vorlon fleets looking for enemy vessels trying to flank the bigger cruisers. With a pair of lightning cannons and a discharge gun, and a large capacitor capable of arming both each turn, it can score significant damage at both short and medium ranges.

The battle destroyer hull is a versatile one, and can be converted into any of a number of variants, several of which are provided in this product.

Scout

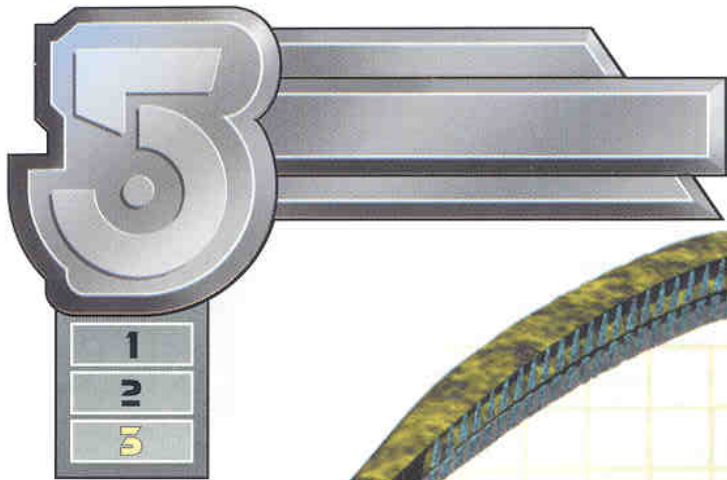
This battle destroyer variant is a specialty vessel used only to provide electronic warfare support to Vorlon ships in a fleet battle. As Vorlon fleets are seen infrequently, the scout is just as uncommon, since it almost never operates alone. It has little offensive firepower, but is capable of defending itself quite well.

Destroyer Escort

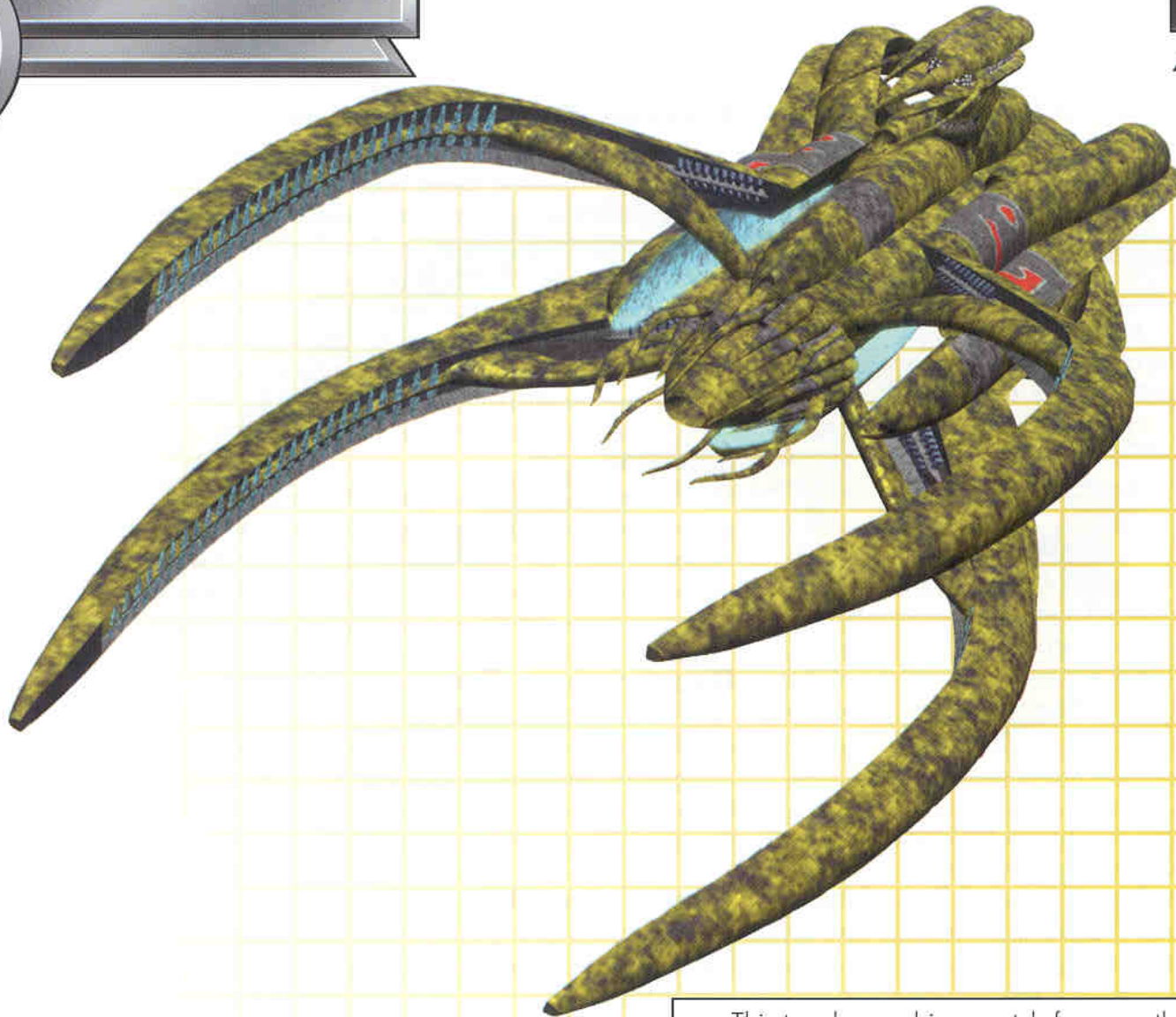
This uncommon battle destroyer variant is a departure from normal Vorlon ship construction. It has no "tentacles," and thus no lightning cannons, but instead is packed with discharge guns for anti-fighter work. At close ranges, it should be greatly feared, though it is fairly weak at longer distances.

Light Carrier

This infrequently seen ship is another uncommon variant of the battle destroyer, and was used to bring fighters to areas where a squadron, but not a heavy carrier, was required. To support the fighters, some internal systems had to be removed, significantly reducing the ship's capabilities.

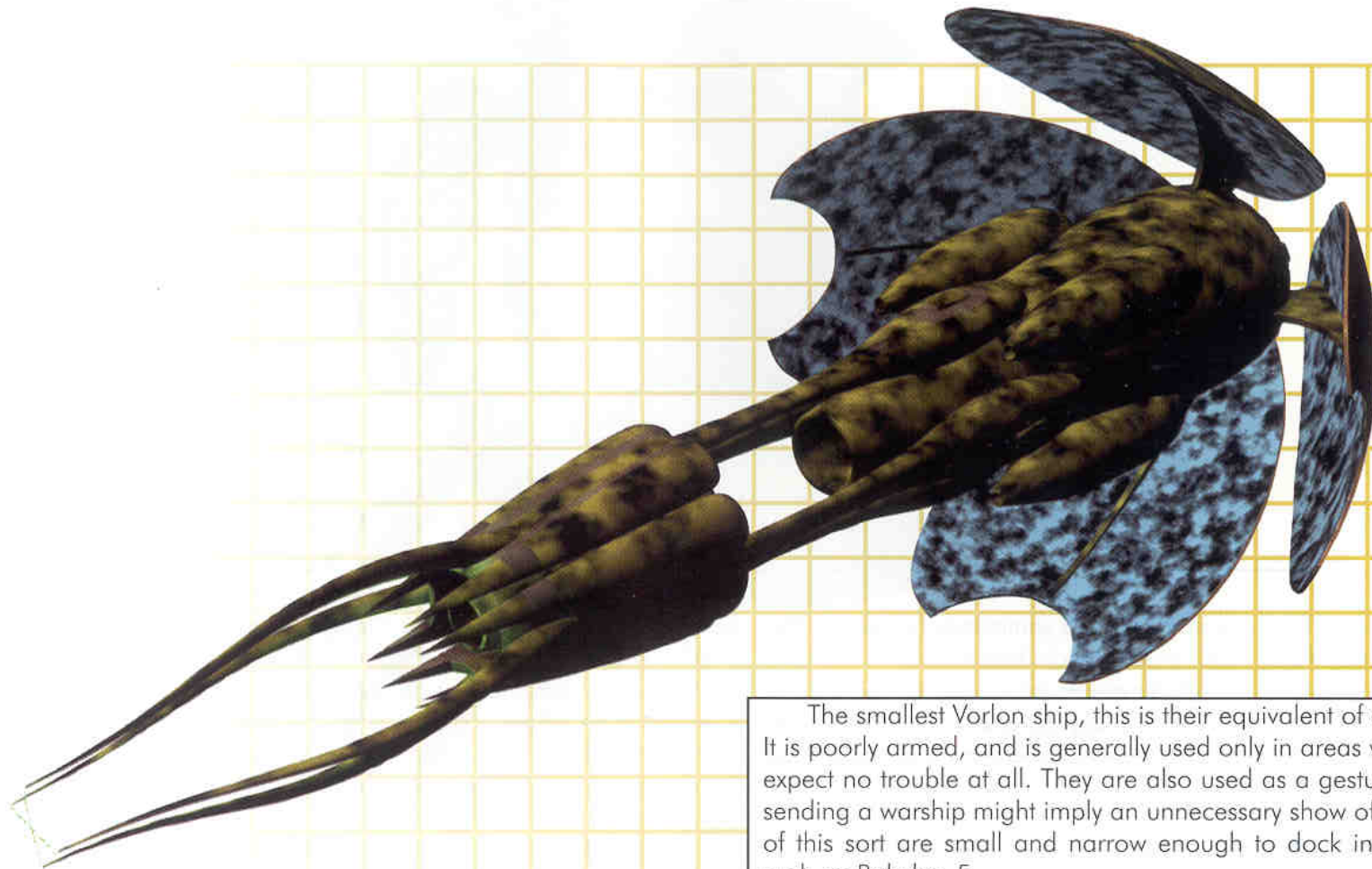


Heavy Cruiser



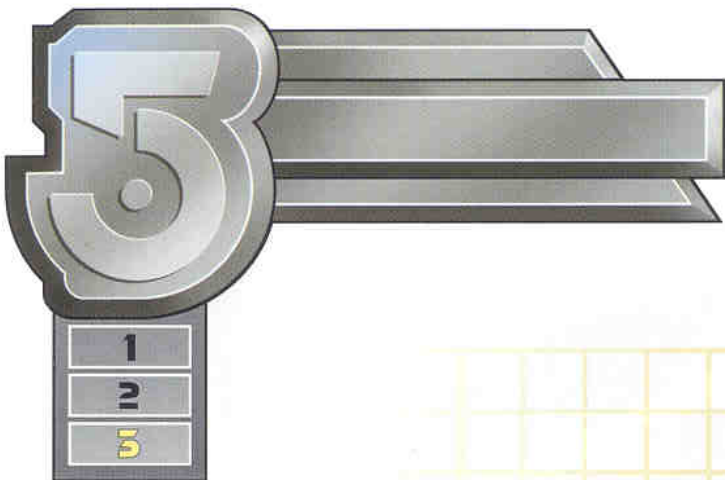
This tough vessel is a match for any other single warship fielded by the younger races. It carries only one flight of fighters, and its capacitor provides enough energy to allow a mega shot from the lightning cannons. It is considered to be the odds-on favorite in a showdown against the basic Shadow cruiser.

Transport

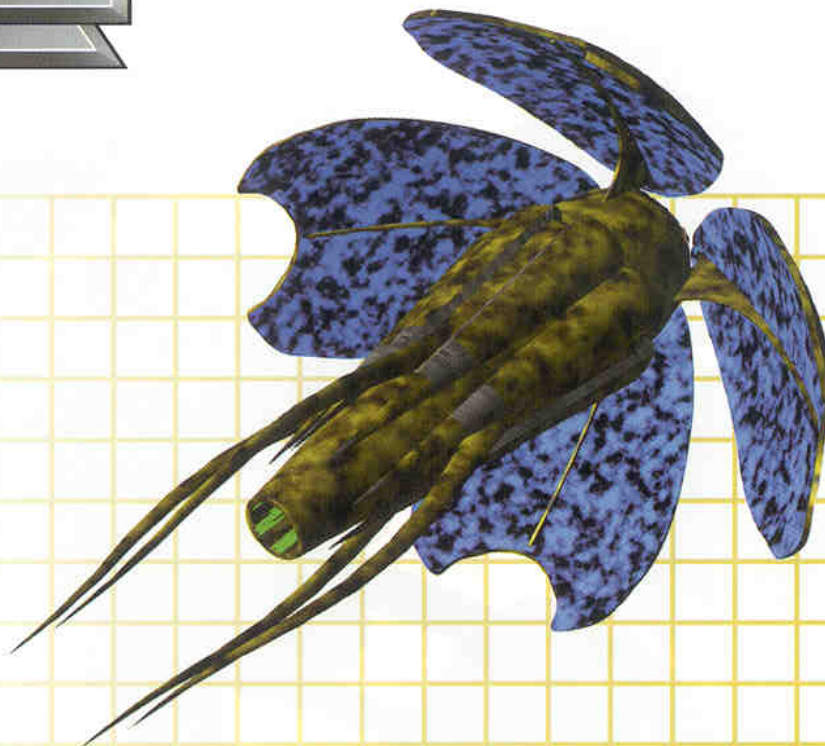
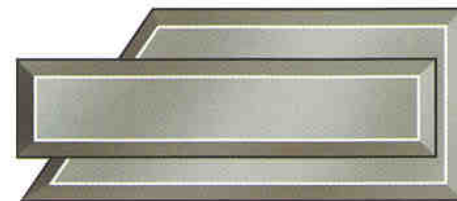


The smallest Vorlon ship, this is their equivalent of a passenger liner. It is poorly armed, and is generally used only in areas where the Vorlons expect no trouble at all. They are also used as a gesture of trust, where sending a warship might imply an unnecessary show of force. Transports of this sort are small and narrow enough to dock inside large bases, such as Babylon 5.

In battle fleets the transport is rarely piloted, as the ship is relatively easy to destroy (for a Vorlon, anyway). As it is one of the simplest ships to "grow," the Vorlons consider unbonded transports expendable, often sending them charging in alongside fighter flights. The single discharge gun actually makes the ship a fairly decent escort in such situations.



Heavy Fighter



Vorlon fighters are flown by servants, and sometimes by vessels. Because of the difficulty the Vorlon carrier captain has in commanding so many fighters at once, these individuals are usually left to fly their fighters as they see fit. These pilots are occasionally experts of some type, and can use the optional enhancements from Showdowns-1 if those rules are in use.

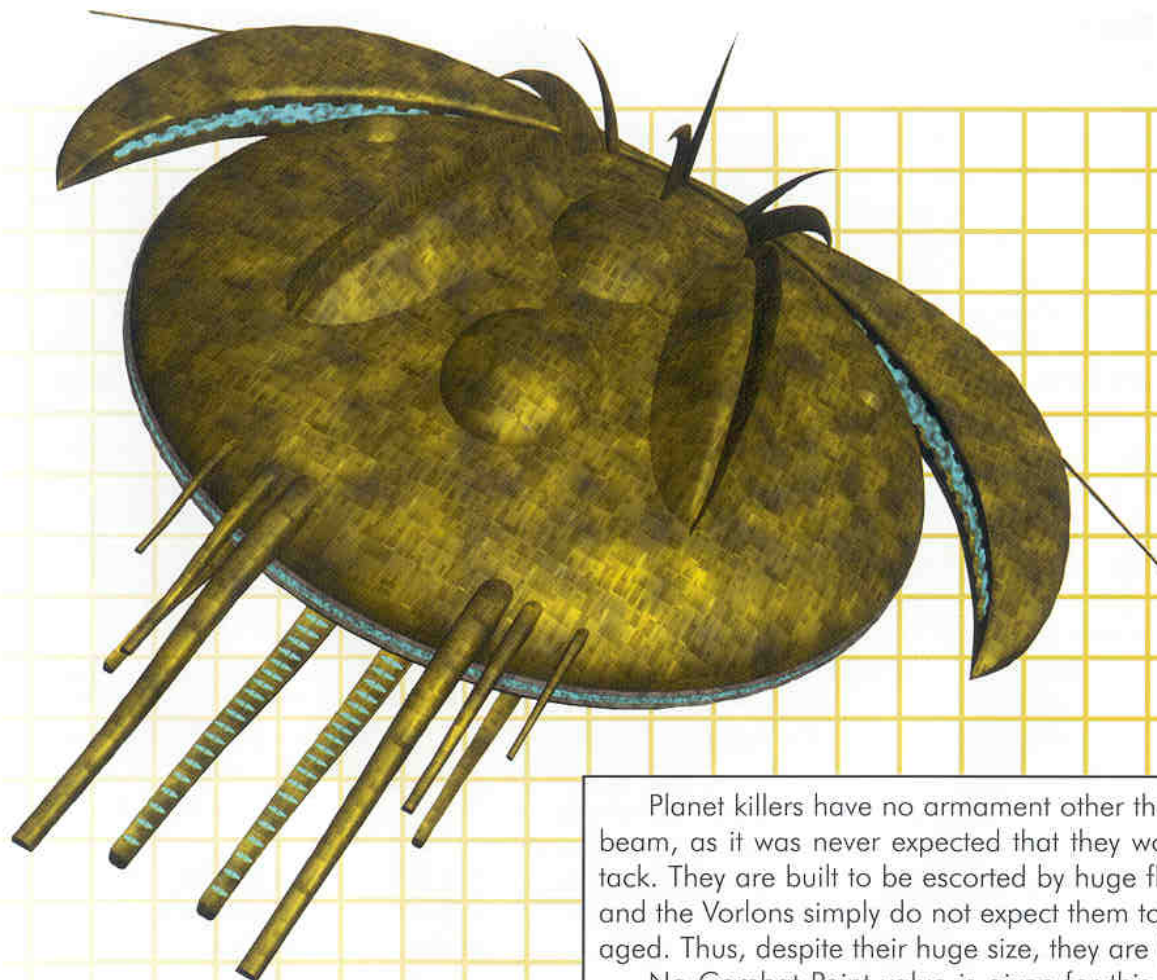
Vorlon heavy fighters have one light discharge gun and no other armament. They are heavily shielded and armored (and even have a couple of adaptive armor points), and can take considerable punishment before being destroyed. The pilot will always eject successfully (the fighter is designed for this), affording the Vorlons a chance to recover their loyal servant at a later time, once the field of battle has been cleared.

Vorlon fighters use adaptive armor skins, just as their ships do. These skins do not benefit from any "learning" made by their carrier, but do learn from damage suffered from other fighters in their flight. The entire flight must assign its armor points the same way. Unlike ships, the adaptive armor on fighters cannot begin the scenario in any sort of "ready" state, and it loses its memory relatively quickly (after several days). In a campaign, it can be assumed that all memory is lost after each campaign turn.

The fighters have a weak EM shield as noted on their control sheet. This uses the same rules as a ship's shield, except that enemy fighter pilots cannot "fly under" it.

Vorlon fighter pilots are extremely dedicated, and their fighters well protected against random damage fluctuations. Thus, they receive a -4 bonus on any dropout roll. They can voluntarily drop out per the normal rules.

Planet Killer



Only three of these are known to have existed. Construction on them began a thousand years ago, when Babylon 4 appeared. The Vorlons of that time wondered if perhaps some sort of turning point had been reached in that not-so-far future, and built these ships to take advantage of any opportunity that might be presented. As it happened, the door opened exactly as they suspected it might.

Planet killers have no armament other than the huge planet-cracker beam, as it was never expected that they would come under direct attack. They are built to be escorted by huge fleets, not to operate alone, and the Vorlons simply do not expect them to be attacked or even damaged. Thus, despite their huge size, they are (relatively) easy to destroy.

No Combat Point value is given for this unit. As it has but a single purpose and is not otherwise armed, it is unlikely that anyone would ever want to purchase one in any battle where Combat Points have meaning. Campaign designers will need to develop specific rules stating how (or if) planet killers are to be employed by the Vorlons. Otherwise, their use is restricted to specific historical scenarios only, such as several of those presented later in this book.

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Heavy Carrier

This ship was developed thousands of years ago in response to the deployment of fighters by the Shadows. In general, one heavy carrier accompanies a pair of heavy cruisers, deploying its four flights in response to Shadow fighters.

Although the heavy carrier is the same size as the Vorlon heavy cruiser, its internal structure and layout is somewhat different. This is due to the need to maintain not only the fighters, but their pilots and flight crews, all of whom are loyal Vorlon servants.

Observation Post

The Vorlons built these bases on asteroids or other convenient rocks, disguising them to appear as normal space debris as best they can. If the need for battle arises, this illusion is cast aside and gun emplacements come forth, ready to destroy any ship or fighter that comes close. These bases are staffed by Vorlon servants, as Vorlons themselves are rarely present. Despite the lack of a Vorlon in charge, they are not required to use the limited autonomy rules.

The observation post is huge, with six sections surrounding a central core. It can rotate at a speed up to three hex sides per turn, and can change this by 1 (in any direction) each turn. Any change in rotation speed is announced at the start of the turn at the same time EW levels are declared. The base can change its rotation direction (from clockwise to counter-clockwise or vice versa) by slowing to a rotation rate of zero and then, on the following turn, accelerating to a new rate of 1 in the opposite direction.

The base has sixteen lightning cannons, eight of which are mounted on the front of the asteroid and eight on the other end. These do not appear as tentacles, but are built into the interior of the rock. Of the forward eight, four are located on the forward section, two on the forward port structure block, and two on the forward starboard side. Though this affects which can be damaged by section hits, all eight of them are considered attached to

the forward section and the associated side section. Thus, if the forward port side is destroyed, all of the port-mounted cannons will remain in place, but would be lost if the forward section was then destroyed (and in such a case, four of the cannons would be lost, not just the two on the port side). Of course, the same rules also apply to the eight lightning cannons on the aft side of the base, with respect to that direction.

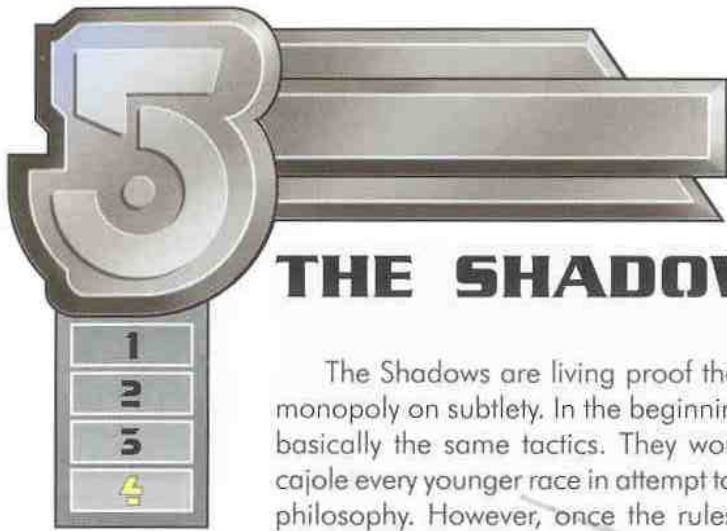
Each section of the base possesses its own capacitor. This capacitor can share its energy with any other section, just as the reactors on other bases can transfer their power, but if a capacitor is destroyed, nothing in its section can be powered until the capacitor is repaired. Each capacitor regenerates its own energy independently, so the Vorlon player would be wise to withdraw power as evenly as possible in order to maximize its restoration. The base may not double its capacitor recharge (or repair rates, for that matter) by shutting down weapons and shields.

The capacitors suffer the same critical hits as normal capacitors do (not at the one-half rate like base-mounted reactors). If a natural 20 is rolled on the die, the capacitor loses its ability to share energy with other sections on the base.

The self-repair on the base can repair any docked Vorlon ships, but any vessel larger than a transport will block the fire of weapons from the section it is docked to (and the docked vessel may not use weapons while being repaired). Such repairs count against the base's repair limits during a scenario, although given a longer period of time, the base will be able to fix all but the most critical damage to a Vorlon ship.

This is the largest Vorlon base encountered by the Younger Races, though sketchy records exist suggesting larger stations existed in Vorlon space before the end of the Shadow War. The ridiculous amount of weapons that must have defended such fortresses will be left to the reader's imagination.





THE SHADOWS

The Shadows are living proof that the Vorlons do not have a monopoly on subtlety. In the beginning, they and the Vorlons used basically the same tactics. They would teach, preach, hint, and cajole every younger race in attempt to win them over to the Shadow philosophy. However, once the rules of the game changed, the Shadows chose a different course than the Vorlons. Where the Vorlons chose long-term, hidden manipulation, the Shadows were willing to get involved directly.

The Shadows know with every fiber of their being that theirs is the right way for the galaxy. Free will, chaos, survival of the fittest—these are the catchphrases of Shadow ideology. For thousands of years, the Shadows have known that the only way to ensure the achievement of these goals is to reach out and grab them personally.

For the Shadows there is nothing more important than having a choice. Great discoveries, tremendous advances, and devastating wars all come from choices. To be ordered and static is to be as good as dead. One should now pause to remember that the Shadows do not want *total* chaos. Total chaos is just as bad as total order—nothing arises from total chaos, either. In between the two, however, lies the region of complexity. Perched between order and chaos, complexity is where everything exciting happens. Ordered systems compete with each other in a landscape of chaos. In the process these islands of order change and evolve, grow stronger. Those that do not are swallowed up by the chaos. This is the Shadow model for galactic relations.

For the Shadows, the younger races are the islands of order within the chaotic galaxy. The order of an individual empire gives it strength. Order allows it to raise armies, build fleets, plot strategies and wage wars. Without the order of individual societies there

would be no game for the Shadows and Vorlons to compete in. The Shadows simply want to pit these islands of order against each other as often as possible. They foster competition, creating crucibles in which new, stronger islands of order can be forged. The result is a galaxy of races better for all the pain they have gone through. The old purpose of shepherding the young races to greatness is still embedded in the Shadow psyche, although it has in many ways become secondary to beating the Vorlons in the great game the two races play.

This need for victory over the Vorlons has in many ways polluted the purity of the Shadow philosophy. The Shadows now feel that in order to truly achieve the level of complexity evolution requires, they must do all they can to purge races of the influences of Vorlon-induced order. As far as the Shadows are concerned, the Vorlons have ruined the chances of many a young race. This gives them the logical excuse to focus their attention on beating the Vorlons rather than fostering productive conflict among complex societies. Of course, the Shadows still promote war and conflict, but now they do it as a means to the end of defeating the Vorlons.

This is the primary reason the Shadows decided to become personally involved in the fray. The genetic and psychic engineering programs of the Vorlons were too far advanced for the Shadows to combat any other way. They needed to strike out with everything they had if their philosophy was going to survive. Even so, they have not managed to defeat the Vorlons in quite a long time, thanks in large part to the careful planning and foresight the Vorlons have shown in laying the foundations of their current position. Without the direct influence of Shadow ships, there simply would not be any great, galaxy-spanning chaotic events.

Shadow tactics in recent times (recent by First One standards) have generally followed a pretty straightforward course. The Shadows begin by recruiting agents among the younger races. There are a few races who are more than willing to join the Shadow



cause, mostly because the Shadows offer power and prestige and a certain sense of superiority over lesser races. These become Shadow agents, and these agents then go out among the other races and seek to gain more allies for the Shadows. The resulting "secondary" allies will not know that is the Shadows they are working for, however. Shadow agents promise the new allies whatever they want: military aid, money, influence, the destruction of old enemies, *anything*. Furthermore, the Shadows make certain that their agents always deliver on their promises. A few instances of good faith, a rival killed, an enemy base destroyed, and the new ally is sucked into the Shadow web.

Through the use of agents and favors, the Shadows build this web up for as long as they can without being discovered. In general, it does not take long for the Vorlons to realize that the Shadows are active again, so the Shadows must work quickly. Once the web is laid, they begin to start conflicts and wars, openly using their powerful Shadow ships to help their allies and destroy their enemies. The plan is usually to escalate the war as quickly as possible, draw as many different sides in, and get them fighting each other. This will, in turn, inevitably draw the servants of Vorlon order into the fray. Since the Shadows can pretty much count on the Vorlon fleet staying out of the actual fighting, they hope to overrun the Vorlon puppets with their ships and force them into a defensive position. They have met with little success of late, but there have been instances when this plan succeeds, at least for a time.

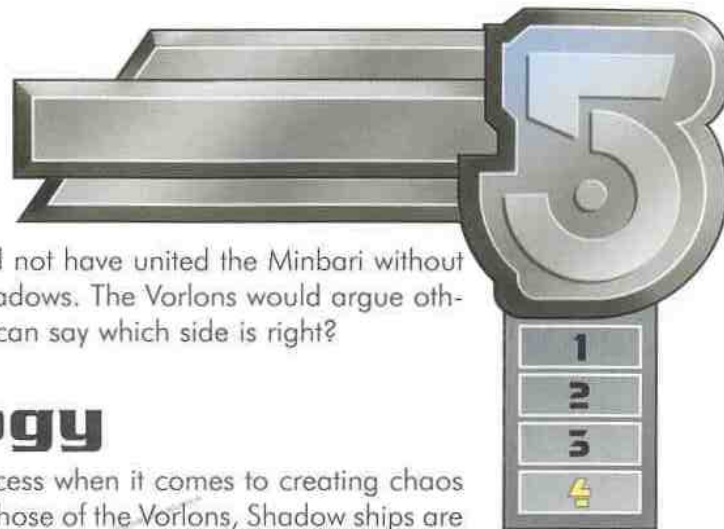
The beauty of the Shadow position is that even if they fail in their ultimate objective, they can still count the war as a success. Inevitably their actions do bring much of the galaxy into conflict. They do force changes on the younger races, and many of them do evolve into stronger forms. Likewise, many disappear forever into the chaos. Would the Minbari have had a thousand years of peace and strength had it not been for the unifying threat of the Shadows? The Shadows would say no. For all their talk of order

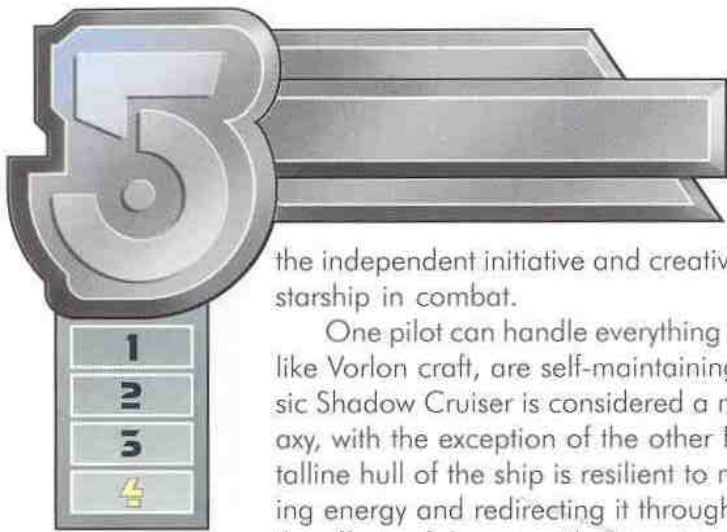
and unity, the Vorlons could not have united the Minbari without the outside threat of the Shadows. The Vorlons would argue otherwise, of course, but who can say which side is right?

Technology

The key to Shadow success when it comes to creating chaos is their powerful ships. Like those of the Vorlons, Shadow ships are based on a highly advanced bio-technology. The ships themselves are living beings coupled with technological enhancements. The ships have a rudimentary intelligence, but require a pilot to operate effectively. Long ago the Shadows piloted their own ships, but after the first war with the Vorlon puppets the Shadows quickly changed tactics. While Shadow numbers have always been greater than the Vorlons, they are also more susceptible to physical damage. A great many Shadows were lost in that first war, and Shadow birth rates are no better than those of other First Ones (which is to say, almost non-existent). While licking their wounds and preparing for the next war, the Shadows decided they needed to find an alternative pilot for their ships.

The ships themselves were then simplified and made even more user-friendly than before. They were redesigned to accommodate any kind of life form the Shadows might want to use. The Shadows can use nearly any sentient species as pilots. First, the potential pilot must have its brain outfitted with cybernetic implants that will allow him or her to interface directly with the Shadow machinery. In effect, the pilot and ship become one joined entity. These implants are so versatile and powerful that they will even allow the pilot to interface with non-Shadow technology. The implants will metamorphose to force an adaptation into any device. The implants also serve to severely retard free thought and disloyal feeling within the subject. The result is a pilot who is entirely subservient to the Shadow cause and Shadow instructions and yet retains





the independent initiative and creative thinking useful in piloting a starship in combat.

One pilot can handle everything on a Shadow ship. The ships, like Vorlon craft, are self-maintaining and self-repairing. The basic Shadow Cruiser is considered a match for anything in the galaxy, with the exception of the other First Ones. The organic crystalline hull of the ship is resilient to most forms of attack, absorbing energy and redirecting it throughout the hull, thus dissipating the effects of damage. Their carriers are even capable of "spawning" fighters by separating off a portion of their substance. These fighters are controlled by the mother ship, although the ship is capable of issuing orders from a great distance away, even from hyperspace.

Shadow vessels do not employ jump engines the same way that other ships do. Instead of forming a jump gate, the Shadow ships can slip in and out of hyperspace almost at will. The ship seems to just fade from existence as it makes the transition from normal space. This allows the ships great latitude when it comes to entering and leaving battle. All of a sudden everything is quiet and then they appear, strike and fade away; all of this happening before the enemy even knows what hit them. Standard Shadow vessels employ a single beam weapon which is powerful enough to slice through a heavy cruiser with a single shot. The fighters employ smaller weapons that project pulses of destructive energy.

The main weakness of Shadow vessels is the pilots. The young races used as pilots are very capable warriors, but they have the one flaw that almost every one of the younger races has: their minds. Shadow vessels and pilots are, in effect, one united being. This means that the hull of the ship is really just an extension of the pilot's body. In most cases this is an advantage. However, telepaths need to be able to see their target in order to use their mental powers. Since Shadow ships and pilots are one body, the whole ship is exposed to telepathic assault. A skilled telepath can render an entire Shadow ship immobile using psionic attacks. They can

also impair the ship's maneuverability (which is normally considerable) and even interfere with the hull's damage dispersion network (thus making it more vulnerable to damage). It is because of this weakness that the Vorlons began to foster telepaths among many of the younger races.

Shadow Ship Layout

Most Shadow vessels have no front, rear, or side structures at all (though they do have front/rear and port/starboard defense ratings). Thus, any damage they take is automatically a Primary hit. Piercing mode weapons treat Shadows as medium ships for damage purposes.

Systems on Shadows may not be attacked with called shots.

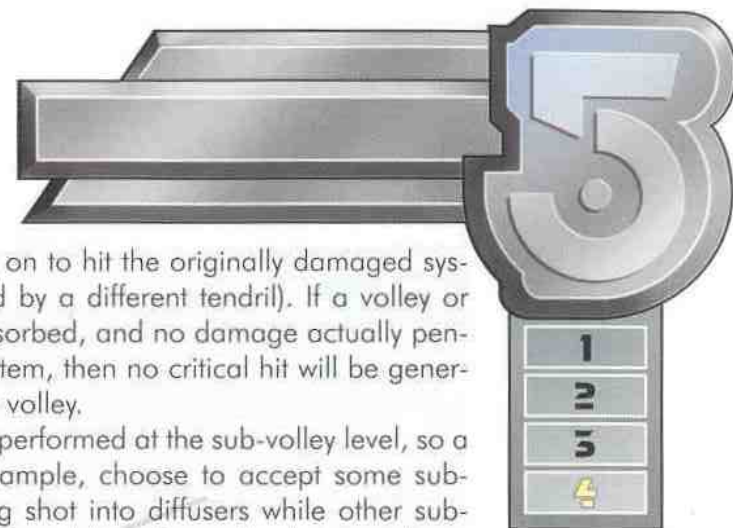
Bio-Drives

Shadow ships do not move using any sort of conventional drive systems. Instead of thrust, they redirect bio-energy using advanced technologies not even dreamed of by the younger races.

Shadow ships have a series of small "bio-drives" or "bio-thrusters" that produce all their ship's thrust. These are considered to face any direction desired at the time the thrust is needed, although an individual bio-drive may only apply thrust in one direction (forward, port, aft, or starboard) during any turn. A bio-drive's location on the control sheet does not affect this choice (a drive system on the port side could be designated a starboard thruster if needed, for example).

Although Shadow ships do not have engines on their control sheets, they still have an engine efficiency rating which determines how much power is needed to produce an extra point of free thrust.

Bio-drives can overthrust, and accept critical hits like any other thruster would. They share the same icon as normal thrusters, although "Bio-Drive System" will be noted in the Special Notes box as a reminder that these are treated differently.



Energy Diffuser Tendrils

Each leg, or *tendril*, of a Shadow ship is attached to a damage distribution system known as an *energy diffuser*. Damage which hits the ship can be absorbed instead into a tendril, preventing actual boxes from being marked off. The stored damage points can then be bled off into space safely, without harming the Shadow vessel. This is why Shadows are capable of absorbing so much punishment without being destroyed. However, there is a limit to the absorption ability of the tendrils. Once this has been exceeded, the Shadow ship is rapidly and easily eradicated.

The diffuser system appears as a concentric circle icon with a number of lines attached to various tendrils on one side of the ship. The tendrils on a side can be used only against shots coming in from that side (the typical Shadow vessel has two diffusers, one on either side, though there may be exceptions to this rule). Indeterminate shots are resolved in the same way as with any other weapons fire: The Shadow player chooses which side is hit, but must select the same side for all shots coming from the same unit on that turn.

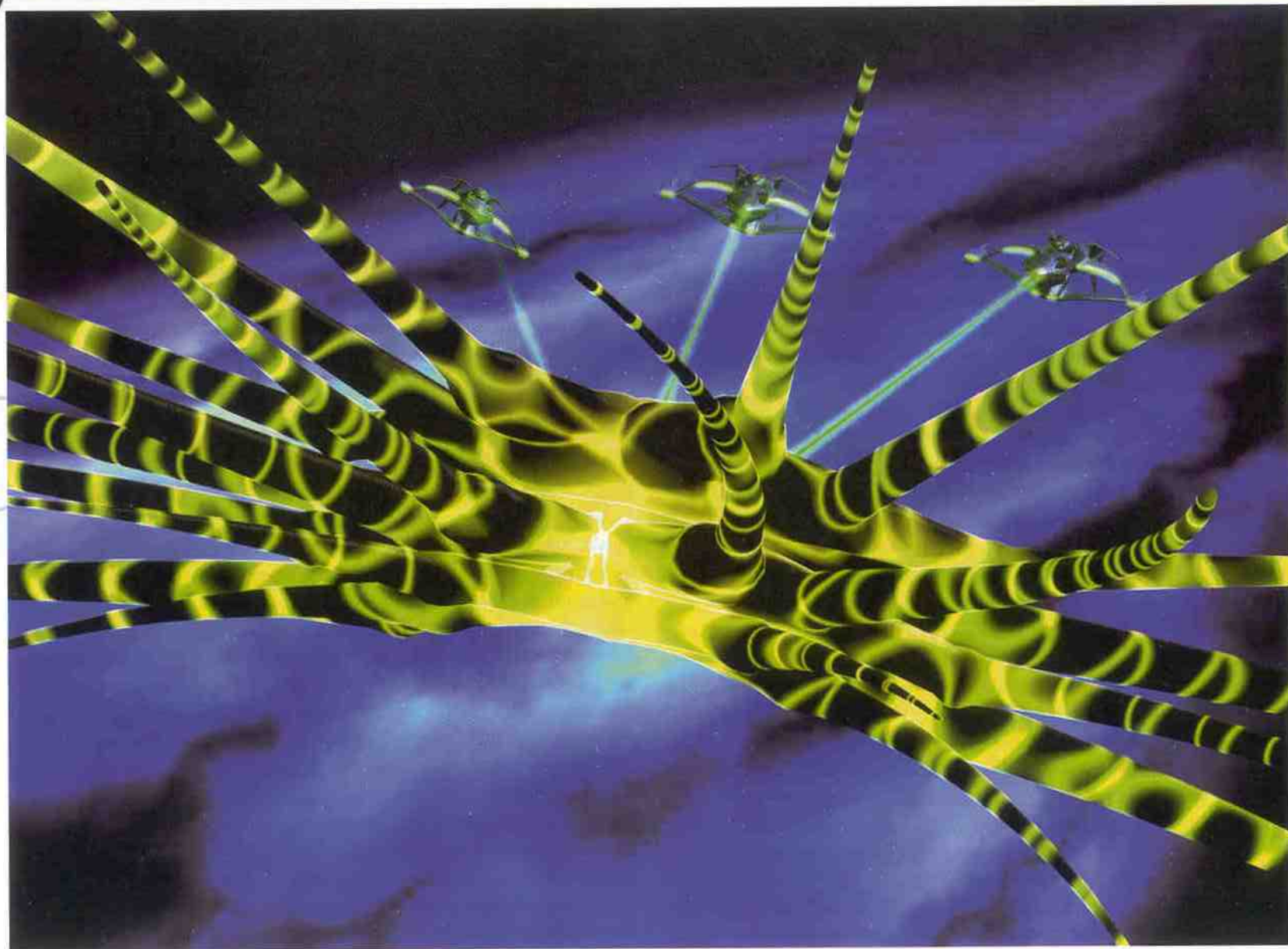


When any volley or sub-volley hits a Shadow vessel, roll for hit location normally and subtract armor in the usual way (and apply special effects, such as matter or plasma armor interactions, or effects that weaken or destroy armor, if necessary—remember, Shadows possess advanced armor that may nullify such abilities). The Shadow player may now choose to either mark the remaining damage from the volley on the listed system, or absorb it into a tendril. If it is absorbed, simply write the damage amount in one of the diffuser record boxes provided for this purpose. The total amount absorbed into any specific tendril cannot exceed that tendril's maximum rating (shown in the box)—if it does, the re-

maining damage proceeds on to hit the originally damaged system (it cannot be absorbed by a different tendril). If a volley or sub-volley is completely absorbed, and no damage actually penetrates into the targeted system, then no critical hit will be generated for that system by that volley.

Note that absorption is performed at the sub-volley level, so a Shadow ship could, for example, choose to accept some sub-volleys from a single raking shot into diffusers while other sub-volleys could be taken as actual hits. If a volley later results in further damage to another system (e.g., through overkill or other effects), the Shadow player can choose to accept the remaining damage into a different diffuser at this point, or allow it to damage another system using the normal rules.

Example: A raking volley of 40 points hits a Shadow ship. This is subdivided into four 10-point sub-volleys per the normal rules. The first sub-volley rolls hit location and hits the slicer beam, which has 5 armor. Rather than let the remaining 5 damage hit the weapon, he absorbs it into a tendril, writing "5" in that tendril's record box. The second 10-point sub-volley rolls hit location and again hits the slicer. Since the slicer has already used its armor against this volley, the full 10 points would be applied against it. However, the Shadow player again absorbs the sub-volley, this time into a different tendril (incidentally filling it). By luck, the third 10-point sub-volley hits the slicer beam. As it happens, the only tendrils on that side which are not already filled with damage hold 5 points already and have a capacity of only 10 points. The Shadow player absorbs the sub-volley into one of these tendrils, filling it, and the remaining 5 points are marked as damage against the weapon (he cannot apply them to a different tendril as only one tendril can be used against any sub-volley). The final sub-volley hits the slicer a fourth time. Cursing, the Shadow player absorbs 5 points into a tendril and 5 points hit the slicer beam, which is enough to destroy it (it was previously damaged before this example), with 1 point of overkill. The Shadow ship can now choose





to absorb this 1 point into a different tendril (as overkill is permitted to be transferred to another tendril), or let it hit the structure. He chooses the latter, and the 1 point bounces off the structure's armor.

Flash damage is a special case, resolved as follows. First, determine the system hit in the normal way and subtract armor as required. The Shadow player then selects at most a single tendril and absorbs as much damage as it can handle. If extra damage is left over, resolve it as a completely new volley, exactly as above (i.e., roll for a new system hit, subtract armor even if that system was hit in the previous volley, and proceed with tendril absorption). A different tendril (but only one) can be used with each volley. Repeat the procedure until the flash weapon damage is all used up or the Shadow ship is destroyed. Should any damage penetrate to a system (either because the Shadow ship runs out of tendrils or because the player chooses to allow it) the system will absorb damage until it is destroyed, and then a new volley will be generated as above.

At the end of each turn, a diffuser can discharge some of the energy in its tendrils by bleeding it off into space. The amount of energy which can be discharged is shown in the diffuser's icon. This amount can come from one or more tendrils in any combination desired. Energy absorbed on the current turn can be discharged if the Shadow player so wishes.

The diffuser itself services all tendrils to which it is attached. If it is destroyed, those tendrils can no longer absorb or release damage. The Shadow player is, therefore, advised to always absorb any damage which would hit a diffuser!

Critical Hits: Roll the usual d20.

1-10: No critical hit.

11-15: No effect to the diffuser. However, one of the attached tendrils is destroyed (player's choice). Mark an X in its box to indicate this. The pilot suffers "pain" (described under "Shadow Pilots" hereafter) on the next turn equal to the tendril's absorption

capacity (treated as damage, even though no damage points are actually marked off anywhere in the ship).

16-19: Lose a tendril as described under 11-15, and reduce the diffuser's discharge rating by 1.

20-24: Lose a tendril, reduce the discharge rating by 2 and lower the absorption ratings of all remaining tendrils by 2.

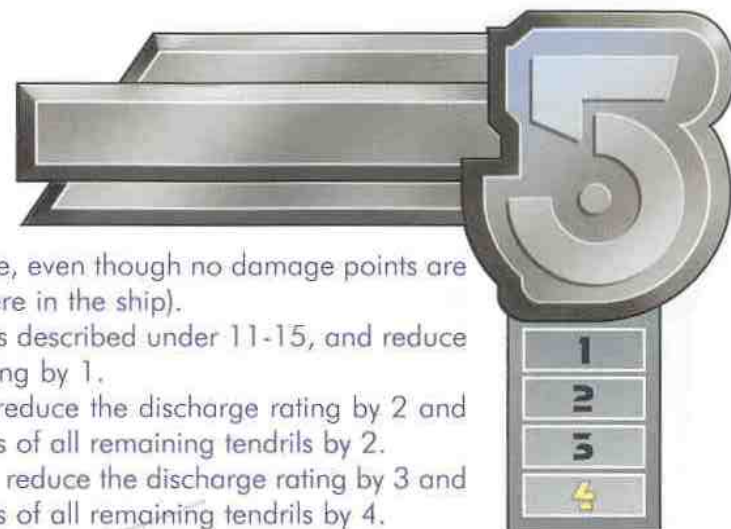
25+: Lose two tendrils, reduce the discharge rating by 3 and lower the absorption ratings of all remaining tendrils by 4.

Phasing Drive

Shadow ships use this unique engine to phase directly into or out of hyperspace without the need for jump drives or jump gates. To use it, the ship simply activates the drive during the Announce/Open Jump Points step in the Combat Sequence. The ship begins to phase out at this point (this must be announced) and all weapons (but not other systems, such as sensors) are deactivated immediately (and automatically) to feed power into the drive. At the end of the turn, during the Adjust Ship Systems step, the Shadow vessel disappears and is removed from play (treat this as disengagement from the scenario unless otherwise specified by that scenario's specific rules).

During the turn of phasing out, the ship is vulnerable to fire from enemy weapons. If the phasing drive is damaged—with even one point of damage after armor and diffuser absorption—during a phase-out, the drive overloads and destroys the ship! For this reason, the Shadows usually move well away from a combat zone before phasing, or at least make sure the general area is clear of any enemy units.

If a Shadow ship is phasing into a scenario, it uses the exact same procedure except that it is not quite as vulnerable. Its weapons do not need to be deactivated (though they cannot fire during the phase-in, at least they will be ready on the following turn). The ship is, however, still subject to destruction if one box of the phasing drive is destroyed.

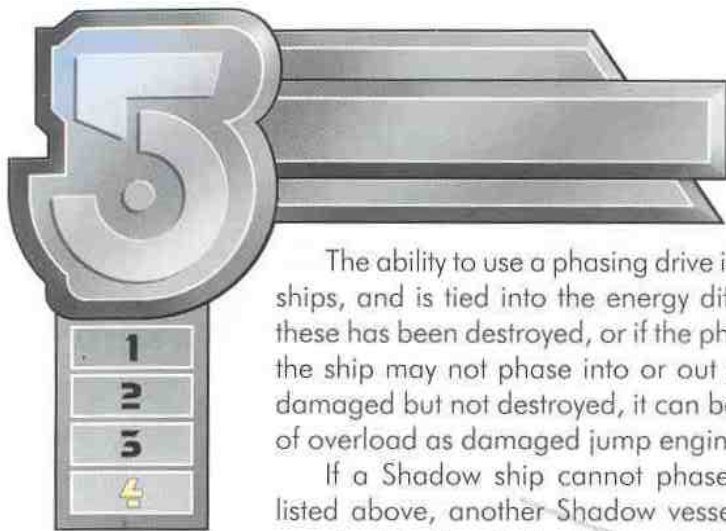


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The ability to use a phasing drive is built into the hulls of Shadow ships, and is tied into the energy diffuser tendrils. If even one of these has been destroyed, or if the phasing drive itself is destroyed, the ship may not phase into or out of hyperspace. If the drive is damaged but not destroyed, it can be used, but with the same risk of overload as damaged jump engines have (see the Core Rules).

If a Shadow ship cannot phase out for any of the reasons listed above, another Shadow vessel of the same size or larger can dock to it and phase them both (assuming it meets the criteria for phasing, of course). The two ships must match speeds and headings, and be in the same hex, and they must spend one full turn flying together to complete the docking procedure. On the following turn, they can phase out safely. While docking, or while docked, neither can fire weapons, though they can use energy diffusers if needed. They are treated as separate targets for all other purposes. If the main ship is destroyed while phasing out, the docked vessel is also destroyed!

Half-Phasing

The maneuver referred to as *half-phasing* temporarily shunts a Shadow ship partially into hyperspace, making enemy weapons more likely to miss. Half-phasing uses the phasing drive to its limits, so that system must be completely intact to use this maneuver. As with phasing out, damage to the drive will destroy the Shadow ship if it is involved in a half-phasing attempt.

To use this procedure, the Shadow player announces during his step in the movement sequence that he is partially phasing out. This requires the full use of any two undamaged bio-thrusters (their thrust is channeled directly into the phasing drive). If two undamaged thrusters are not available, the maneuver cannot be executed.

Half-phasing lasts throughout the duration of the turn. While the maneuver is under way, the following effects occur:

- The Shadow ship's defense ratings are improved by 8 against ballistic weapons (including proximity types) and by 4 against any other kinds of weapons. Note that this applies directly to the ship's defense ratings (it is not EW).

- The Shadow ship suffers a -10 penalty to any weapons fire on that turn.

- The Shadow ship cannot use vortex disruptors while half-phasing, nor can it launch or recover fighters.

- While half-phasing, the Shadow ship cannot be rammed, nor may it ram, unless the other unit is itself half-phasing. If the half-phased ship enters a hex containing a solid object such as an enormous unit, asteroid, or planetary surface, it passes through unharmed, so long as it ends the turn in open space (at the end of the turn it will rematerialize, even if the player intends to continue half-phasing on the subsequent turn). If it ends up in the same hex as a solid object, it is forcibly thrust into hyperspace (or normal space if already in hyperspace) with such force as to destroy itself without damaging or affecting the object it appeared within.

- The ship may not phase into or out of hyperspace on a turn in which it is half-phasing (the phasing drive can be used for only one purpose on any given turn). Half-phasing does not affect the jump rate of the Shadow ship.

Half-phasing can be done each turn, though it stops at the end of that turn and must be restarted on the following one. It is normally used when the Shadow ship becomes the target of large numbers of ballistic weapons, which are otherwise difficult for a Shadow vessel to defend against, or believes it is about to be the subject of a ramming attack.

Shadow Pilots

A Shadow pilot is one with its ship. Thus, any damage scored on the ship causes considerable pain to the pilot. For every 10 points of damage or destroyed tendril capacity (not counting en-



ergy blocked by armor or absorbed into the diffusers), dropping any fraction, the ship suffers a -1 penalty on weapons fire, has a -1 penalty to initiative, and loses 1 point of free thrust. These penalties apply on the next turn only, after which the pilot recovers. During this "pain turn," the Shadow ship emits a horrible scream which can be heard over most communications channels.

It is possible to kill the pilot directly with a lucky hit to the precise center of the ship. If all Pilot boxes are destroyed, the ship is "killed" (it crumples into a wasted shell). If some, but not all, boxes on the Pilot system are hit, each one is considered a "wound" (causing the same effects as pain, explained above, except that they remain for the duration of the scenario, and cannot be repaired with self-repair systems). Wound and pain effects are cumulative.

Shadow pilots bring with them any abilities or skills they had before converted to Shadow service. Thus, a pilot who was an elite officer would retain those abilities (which, naturally, would have to be paid for in Combat Points) should those optional rules be in use. Since there is only one pilot, however, he can only have the abilities of one officer, and cannot be considered an elite crew under any circumstances.

Telepaths vs. Shadows

The Shadow ship (and its pilot) is vulnerable to telepaths, who can make a devastating psychic attack during a scenario. The primary means to determine the effect of such attacks is the telepath's psi rating, which normally ranges from 1 (weakest) to 12 (strongest). Some rare cases may exceed these levels, but nothing higher than P15 has ever been recorded.

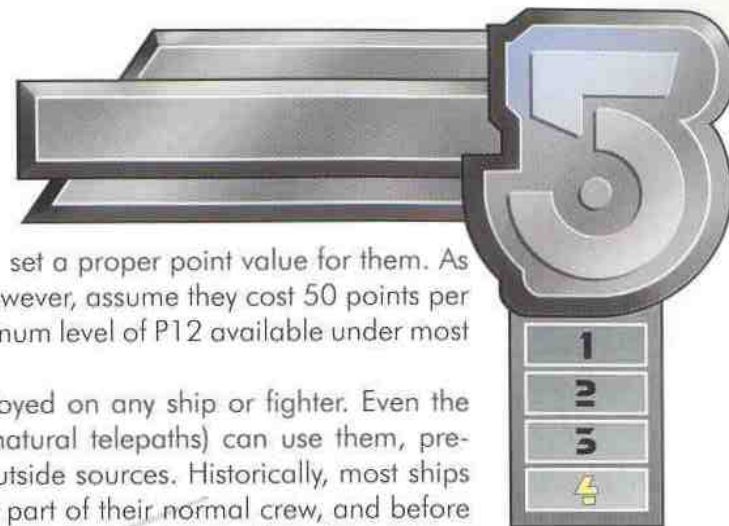
Usually, scenario rules will specify which ships have telepaths (and their levels). In free-form scenarios, players may not buy them individually, although one may be employed if all sides agree. Due to their varying effects and the fact that they function only against

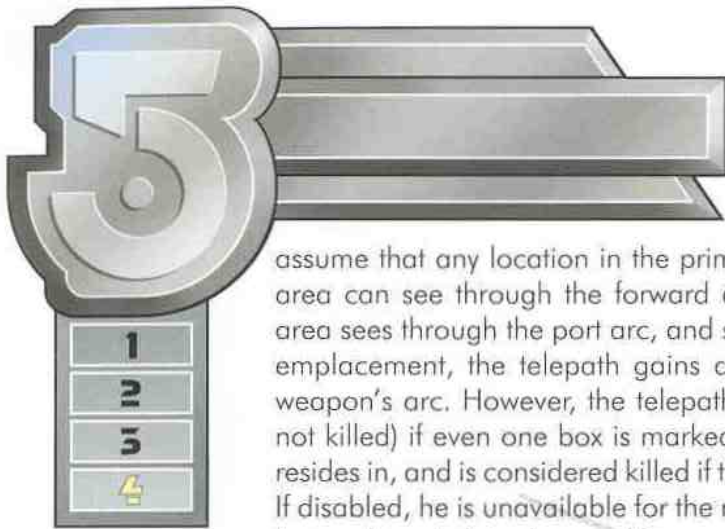
Shadows, it is impossible to set a proper point value for them. As a general rule of thumb, however, assume they cost 50 points per psi rating level, with a maximum level of P12 available under most circumstances.

Telepaths can be employed on any ship or fighter. Even the Narns (who do not have natural telepaths) can use them, presumably hiring one from outside sources. Historically, most ships do not include telepaths as part of their normal crew, and before the Shadow War, even if one was present he would not know about his abilities versus the Shadows. Thus, in a scenario set before the Shadow War, telepaths should not be used (except by the Vorlons).

All Vorlons are telepaths of level P15, but cannot use their abilities without dropping all control over their own ship. Thus, their vessel would be forced to operate autonomously if the Vorlon flying it began a psi attack, and due to the captain's need for total concentration, the ship would be forced to fly in a straight line (no maneuvering is permitted). In addition, if its psi attack failed, the Vorlon would still be under these restrictions for the rest of the turn—during which its opponent would be sure to turn the tables on its would-be attacker! (Note: Unless the scenario specifically calls for this ability to be used, Vorlons will never employ it, as directly involving themselves in a mental attack is considerably distasteful to them. Thus, in a free-form battle, Vorlon telepathic powers cannot be used, and in a campaign, their use should be severely restricted.)

During any turn, a telepath can make a psychic attack on a Shadow vessel within a number of hexes equal to the psi rating times 2, so long as the target ship can be directly seen by the telepath in question (a video image is not sufficient). Normally, the telepath is positioned on the bridge (or cockpit of a fighter), and thus can directly see targets only through the forward 120° arc (or the rear arc if located in the navigator's seat of a two-seat fighter). In some cases, the telepath will be in another part of the ship (this option is not available for fighters). If this is the case,





assume that any location in the primary hull or forward structure area can see through the forward arc, any location in the port area sees through the port arc, and so on. If located in a weapon emplacement, the telepath gains a field of view equal to that weapon's arc. However, the telepath is considered disabled (but not killed) if even one box is marked destroyed on the system he resides in, and is considered killed if that entire system is destroyed. If disabled, he is unavailable for the rest of the scenario, but could be used again later in a multi-scenario campaign. If desired, the telepath (if not disabled) can move to another part of the ship, but will be unavailable for two full turns while in transit (only one turn if the location is in or attached to the same structural area).

To make his attack, the telepath rolls a d20 just after electronic warfare status has been announced by all ships on the map (i.e., before movement during the turn). The telepath's presence and location is revealed at this point. If the die roll is equal to or less than his psi rating, he "locks on" to that Shadow vessel. Once lock-on is achieved, the following effects occur:

- The Shadow ship's speed is temporarily reduced by a value equal to the psi rating (to a minimum of zero). Thus, a ship moving 15 hexes per turn under attack by a P8 would drop to speed 7, while a ship moving 10 attacked by a P12 would drop to speed 0. Available free thrust points are reduced by an equal level. Any rolls or pivots in progress are temporarily halted. Speed, rotations, and thrust are restored as soon as the telepathic link is broken (picking up where they left off, as applicable).

- The Shadow ship cannot fire weapons or launch/recover fighters while the telepath is locked on, although its weapons continue to charge (if applicable). If the ship operates fighters, which are semi-autonomous, they can continue to attack, but at a penalty to their initiative equal to one-third the psi rating (drop all fractions); e.g., a P11 would reduce initiative by 3.

- The Shadow vessel cannot activate its phasing drive for any purpose, and other Shadows cannot dock to help it escape.

- Energy diffusers cannot bleed off energy into space.

Note: If the target ship is actually piloted by a telepath—something the Shadows were trying to arrange during the Shadow War—subtract the defending ship's psi rating from the attacker's rating before any of the calculations above are made. Thus, a P12 attacking a Shadow P7 would be considered a P5 for all purposes herein. If the defender's rating is equal to or greater than the attacker's, then no attack can be made (but the defender gains no other benefit). Since few Shadow ships are known to have been piloted by telepaths, this can only happen in specific "what-if" scenarios.

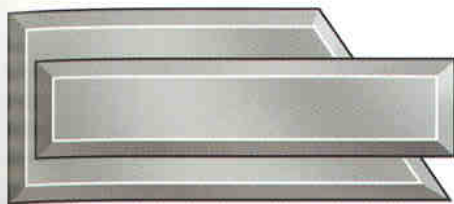
Once a Shadow ship has been locked onto by a telepath, the lock-on can be cancelled in any of the following ways:

- The telepath must roll each turn to continue holding the Shadow ship in his mental grip. Each turn after the first, however, his psi rating is reduced by 1 for this purpose only, representing the strain of "holding on." Thus, a P12 would have to roll a 12 or less to grab a Shadow on the first try, an 11 or less to hold it on the second turn, a 10 or less the turn after, and so on. This roll is made at the same time in the Combat Sequence that the original lock-on attempt is made.

- If the attacking telepath can no longer see the target (because one or the other of them moves in such a way that the attacker's position no longer "sees" the Shadow, as described earlier in this section, or if line-of-sight is lost), then the lock-on is broken. All restrictions against the Shadow are lifted, although movement-related ones are still in effect for the current turn.

- If the system containing the telepath takes at least one point of damage, the attacking telepath is automatically disabled (or killed, if the system is destroyed) and lock-on is lost. All restrictions against the Shadow ship are lifted at the start of the next turn.

Once lock-on is lost (or if the attack fails), the telepath suffers a kind of psychic exhaustion due to the strain of attacking the

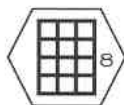


alien Shadow ship. For two turns thereafter, plus the number of full or partial turns that lock-on was maintained, that telepath cannot make another attempt on the same or any other Shadow vessel. Thus, a telepath who locks onto a Shadow ship for 2 turns, beginning on turn 1 and ending on turn 3, cannot try again until the start of turn 7 (4 more turns after lock-on is lost). A telepath who tried and failed could try again two turns later (assuming the Shadows, now knowing where he is, permit him to survive long enough to make the attempt).

Self-Repair Systems

Shadow ships have a self-repair system similar to that used by other First Ones, and use the same rules except as noted herein. Their repair devices are more limited, however.

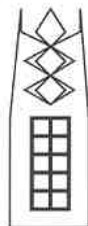
Shadow self-repair systems cannot repair structure at all (whether totally destroyed or not). They also cannot repair tendrils which have been destroyed due to diffuser criticals (though these will regenerate over the course of several weeks).



Molecular Slicer Beam

This is the main weapon on most larger Shadow ships, such as the ubiquitous Shadow Cruiser. It is used to literally cut apart enemy vessels. It is a raking weapon, but scores damage in 15-point volleys, not 10-point volleys like the guns used by the younger races.

Slicer beams are incredibly intense molecular weapons, and are not affected by armor (except adaptive armor set to molecular defense). This, more than anything, allows them to tear apart the ships of the younger races. Slicers are affected by shields and other defenses normally (except for those nullified by the ship's advanced sensors).

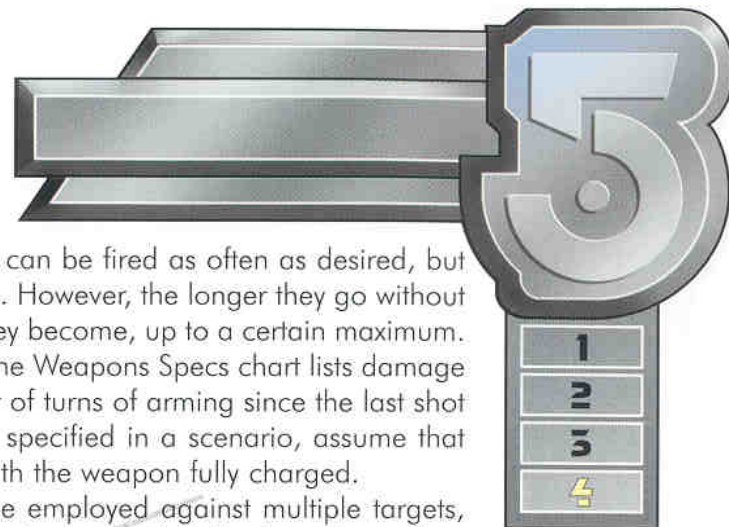


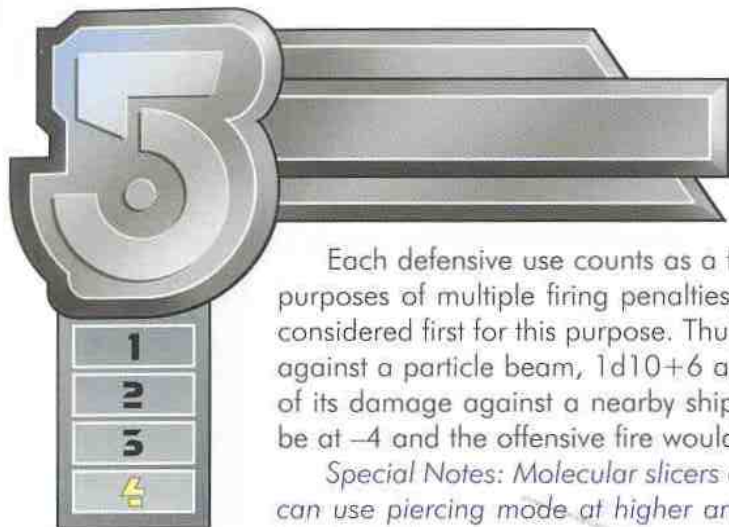
Molecular slicer beams can be fired as often as desired, but no more than once per turn. However, the longer they go without firing, the more powerful they become, up to a certain maximum. On the ship control sheet, the Weapons Specs chart lists damage yields based on the number of turns of arming since the last shot was taken. If not otherwise specified in a scenario, assume that Shadow ships begin play with the weapon fully charged.

Molecular slicers can be employed against multiple targets, "sweeping" the beam through space. The Shadow player does this by allocating any subset of his damage dice (before rolling for damage) to the targets of choice. For example, he could apply 4d10 to a nearby fighter flight and the remainder of the damage to a ship. All selected targets must be in the weapon's firing arc, of course, but their ranges can be vastly different. Naturally, the ship must roll to hit each target normally, and a cumulative penalty of -1 applies to each target after the first (the Shadow player is free to specify the order of targets in whichever way he chooses). If he fired at four different flights, for example, the first would be at no penalty, the second at -1, the third at -2 and the last at -3.

Slicer beams can be employed against the individual fighters in a flight. The firing ship is free to specify which specific fighter is damaged by his shot (the defender does not choose, as is the case with most weapons). If the slicer is broken up and fired several times into the same flight, each extra segment of the shot suffers the penalties noted in the previous paragraph.

Finally, slicer beams can operate defensively against incoming weapons. For each 1d10 used for defensive purposes, the weapon operates as a weapon with a -2 intercept rating. This can be combined with as many 1d10s as are available (from the same weapon) with no degradation, i.e., 2d10 would count as a -4 intercept rating, 3d10 would be -6, and so on. If desired, 6 points of "constant" damage can be expended as a d10, so 3d10+6 would count as a -8 intercept rating.





Each defensive use counts as a full "shot" by the weapon for purposes of multiple firing penalties, and defensive fire must be considered first for this purpose. Thus, if a slicer beam fired 2d10 against a particle beam, 1d10+6 against a missile, and the rest of its damage against a nearby ship, both intercept shots would be at -4 and the offensive fire would be at a -2 penalty.

Special Notes: Molecular slicers are raking (15) weapons, but can use piercing mode at higher arming levels. They cannot be intercepted.

Light Molecular Slicer Beam

This is a weaker version of the slicer beam. It is found on smaller Shadow vessels as well as the Earth Alliance Shadow Omega.

This weapon uses all the rules of the normal slicer beam (i.e., it ignores armor, can't be intercepted, can fire at multiple targets, etc.) except that it cannot be operated defensively. Its only other differences are in its weaker statistics. For example, it does not score damage in Raking (15) mode, but normal Raking (10) instead.

Multiphased Cutter

These weapons are less powerful than molecular slicer beams, and are employed on smaller vessels. Their main purpose is destroying enemy fighters, though they can significantly damage ships by cutting holes in their hull.

Multiphased cutters can fire up to three times per turn, at the same or different targets. Each of these shots can fire offensively or defensively, though if more than one is fired at the same incoming shot, they suffer the usual degradation.

This is a molecular weapon which scores damage in standard mode.



Light Multiphased Cutter

This is a basic multiphased cutter without the multiple firing ability (it can take only one shot per turn). It appears on some smaller Shadow ships and the ships of Shadow servants, including the EA's Shadow Omega.



Vortex Disruptor

This is a special weapon which was originally developed solely for the purpose of destroying Vorlon ships (which employ jump drive technology only slightly more advanced than that used by the younger races). The Shadow theory was that if they could ever convince the Vorlons to actually engage them in combat, the fight would be to the death—the Vorlons would either win, or die trying to escape.

The vortex disruptor is fired directly into an open jump point, with a base chance to hit of 20 (minus the range penalty). If it hits, that vortex begins to collapse. Any ship in the jump point at the time (this is possible due to the Combat Sequence, as noted in the Core Rules) will be automatically destroyed by the resulting rift in the fabric of space. There is no roll for damage; destruction is automatic. If the disruptor misses the jump point, there is no effect whatsoever.

Vorlon ships, which use a slightly advanced form of jump engine (developed in response to the vortex disruptor), have a chance to slip through the jump point before it collapses. Determine the difference between the Shadow player's die roll to hit the jump point and the required to-hit value, and add to this the distance the Vorlon ship moved to reach the jump point on this turn. Now roll 1d20. If the result is equal to or greater than the calculated total, the Vorlon ship escapes; otherwise, it is destroyed.





Example: A vortex disruptor needs a 16 or less to hit a jump point and rolls an 11, a difference of 5. The Vorlon ship moved 6 hexes to reach its jump point on this turn. If the result of the die roll is 11 or greater, the Vorlon gets away.

Phasing Pulse Cannon

The phasing pulse cannon is a Shadow device used on some support ships and a few other vessels. It is an advanced pulse gun originally designed to phase its way through shields, though the Vorlons quickly adapted their technology to block the effect. Against non-electromagnetic shields operated by younger races, it ignores both the damage absorption and lowered defense ratings. It also ignores energy webs, particle impellers, plasma webs, and any other shield-like energy field which provides a similar type of defense (unless operated by another First One). It is not immune to defensive fire or EW, however.

The phasing pulse cannon comes in several varieties, including light, medium, and heavy versions. They are functionally similar, except for differences in damage and other statistics. Note the improved grouping range typical of molecular pulse weapons.

This is a molecular weapon which scores damage in standard mode.

Polarity Cannon

This weapon is used by Shadow fighters. It is a multi-shot weapon and normally fires twice per turn, but if not fired, it can take three shots on the next turn (or any turn thereafter, until it shoots and empties itself of energy, which starts this cycle over again). Note: On the turn a Shadow fighter is launched, this weapon cannot be used, and on the turn after this, it will have only two shots available.

This is a molecular weapon which scores damage in standard mode.



Energy Damping Field

This is not a weapon, but an effect of the Shadow Energy Cloud. Any ship or fighter within the cloud at the start of the turn suffers from the effects listed below.

- One-half (round fractions up) of all free thrust is lost while in the damping field, and engines (except those on First One ships) function at double the listed ratings (e.g., an engine rating of 2/1 functions as 4/1).

- The first turn a unit is in the damping field, all energy is drained out of jump engines, sensors function at only half efficiency (round fractions up), no special weapon functions (piercing mode, sustained mode, etc.) can be used unless that is the only method the weapon may use to fire, and energy equaling one-fourth (round fractions of 0.5 or more up) of the total number of weapons on the ship must be deactivated (and their power is lost, not transferred to other systems).

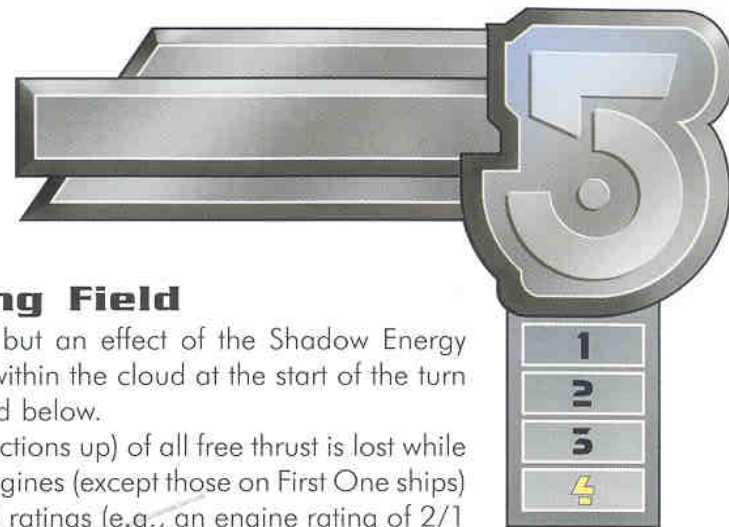
- The second consecutive turn in the field, sensors function at only one-fourth efficiency (round fractions of 0.5 or more up), special weapon functions are lost as above, and one-half of the ship's weapons must be deactivated.

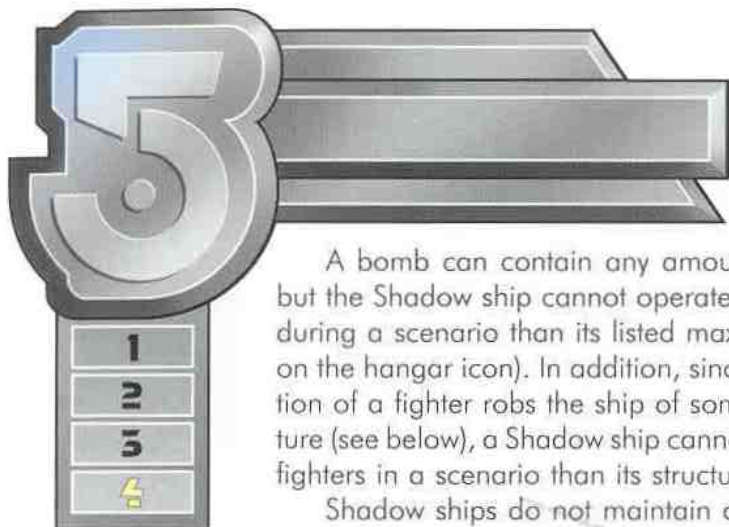
- The third consecutive turn (and later) in the field, sensors and weapons are totally drained and useless.

Once the ship is no longer in the field, the penalties above are lifted. Any weapons that were shut off must, naturally, begin the rearming process again from scratch.

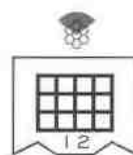
Fighter Bomb

Shadow carriers do not employ separate fighters, but instead create them by drawing off part of their essence. The fighters are then spewed forth in a clump, something the younger races have euphemistically dubbed the "fighter bomb."





A bomb can contain any amount of fighters, but the Shadow ship cannot operate more fighters during a scenario than its listed maximum (shown on the hangar icon). In addition, since the destruction of a fighter robs the ship of some of its structure (see below), a Shadow ship cannot create more fighters in a scenario than its structure allows.



Shadow ships do not maintain or launch fighters using their hangar like most ships. Instead, they draw from their own structure to create fighters. Whenever a fighter is formed, place a dot or slash in one structure box. If the fighter is later recovered, erase this mark. If all structure boxes contain marks, no more fighters can be produced.

If a marked structure box is destroyed in combat, the fighter is cut off from its carrier and can no longer land. It will die and shrivel up after the scenario is over (but can continue the battle otherwise unaffected).

If a fighter is lost (and was not already cut off as above), the corresponding structure box on its carrier is also lost (mark it destroyed). If that was the last structure box on the ship, the ship is destroyed! Note that Shadow fighters cannot drop out of combat, so players can actually damage (or even destroy) a carrier by picking off its wounded fighters. The fighters cannot phase out, but can flee the map and disengage in the hopes of being recovered later. They can remain unattached to their carrier for several hours (assuming they are not cut off by damage to the ship), even if separated by great distances. However, it takes the carrier several days to recover from the loss of a fighter, so it cannot generate a replacement until at least that much time has passed.

To use a fighter bomb, the Shadow ship treats the hangar as it would any other weapon. The bomb is launched during the Weapons Fire step of the Combat Sequence, and targets a hex in the hangar's arc, at a maximum range of 10 hexes away. There is no chance of a miss, so no die roll is needed. The bomb immediately

bursts into any quantity of fighters the Shadow player wishes (subject to the ship's fighter maximum and the amount of hull boxes available, of course). They have the same heading and speed as the firing ship, and are all located in the targeted hex. Note that since they arrive on the map during the Weapons Fire step, they cannot take any actions until the following turn (and their guns would not begin arming until that turn).

Shadow hangars cannot recover fighters, only launch them as above. Fighters are recovered by using the normal fighter landing procedures. If a fighter lands, it is immediately reabsorbed into the structure, and can be launched again as soon as the following turn (with all of its existing damage repaired). Any damage the fighter had when it landed, or any energy contained in its diffusers, must be absorbed into a single diffuser of the carrier's choice (any excess penetrates as damage to a random system, ignoring armor).

Shadow hangars do not suffer from critical hits.

Note: Shadow fighters are not free, but must be paid for at the listed cost in Combat Points. If they are not purchased, it is assumed that the ship's pilot is incapable of controlling fighters and therefore cannot use them. Shadow fighters can never be purchased independently, but must have a carrier available. In published scenarios, such as those presented later in this book, Shadow ships are assumed to be fully capable of launching all their fighters unless otherwise noted in scenario rules.

Planetary Core Missile

These huge weapons are normally used to burrow into the core of planets, destroying them from the inside out. However, under some circumstances they can be used on ships. The victim must be within a Shadow Energy Cloud, which is difficult to arrange considering the slow speed at which these clouds travel.



At most one missile in the cloud can make an attack against a ship per turn (and fighters or shuttles are too small to be targeted). The missile rolls against the defense rating of the target ship, using whichever rating is the lowest. No EW effects or range penalties apply. If it hits, the missile scores 10d10+150 damage as a standard volley (this will be enough to destroy most ships). If it misses, there is no effect, but the missile will be available to attack again on the following turn. (Note: Since most Shadow Clouds have hundreds of missiles, it is not likely that this will be significant enough to track, although it might be a victory condition of some sort.)

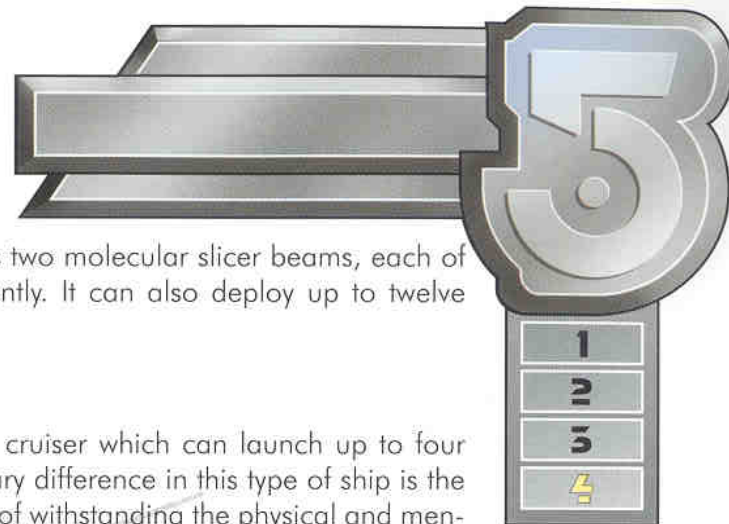
Before the missile makes its attack, any other friendly ship in the cloud may make an emergency attempt to intercept the missile by throwing itself in front of it. The "volunteer" must be within two hexes of the chosen target and must be a ship, not a fighter or shuttle. If this is to be done, the announcement must be made before the missile's roll to hit. The sacrificial ship will be hit automatically, suffering the listed damage without any chance of a miss.

Starships & Fighters

Shadow ships are dark, spindly, alien craft and are just as dangerous as they appear. Phasing in from hyperspace without warning, they can be upon an unsuspecting enemy in moments, then away again before anyone knows what hit them.

Dreadnought

This is the largest known Shadow vessel. The pilot of such a craft must be physically and mentally powerful enough to handle the demands of merging with such a huge ship. Specimens of this type are very rare among the younger races, and hence so are the dreadnoughts.



This huge ship operates two molecular slicer beams, each of which is treated independently. It can also deploy up to twelve fighters.

Carrier

This is a variant of the cruiser which can launch up to four flights of fighters. The primary difference in this type of ship is the pilot, who must be capable of withstanding the physical and mental strain of breaking his essence apart into so many smaller pieces. Thus, there are relatively few carriers due to the lack of acceptable pilots.

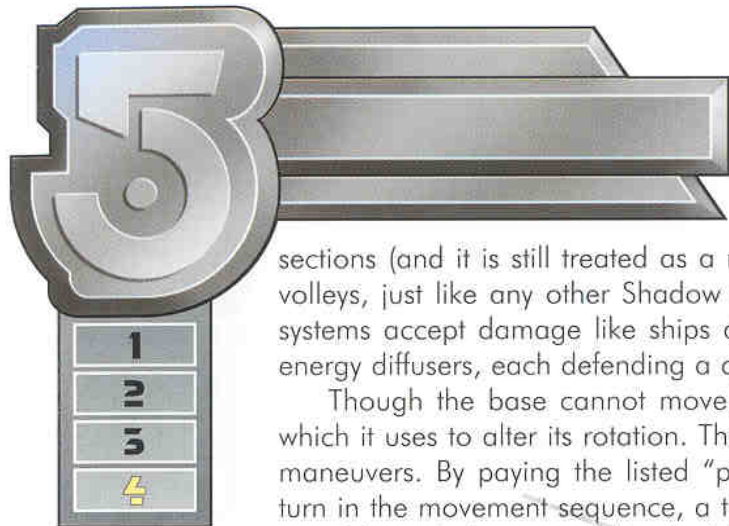
Destroyer

This is a smaller Shadow vessel designed to eliminate large numbers of fighters. The Shadows found that attacks by massed fighter hordes could overwhelm their defenses, and not enough carriers were available to counter the threat. The destroyer is armed with multiphased cutters and phasing pulse cannons, which together can rip entire squadrons from space in a single turn.

Regeneration Outpost

These bases are usually found in hyperspace, and are used to repair and re-energize Shadow ships. (Although the vessel is capable of some amount of self-repair, this has its limits. In addition, the pilot is still a biological unit, and must rest occasionally.) A docked Shadow unit can use the base's self-repair system on itself (though repair maximum limitations must still be observed during any scenario). However, such a ship cannot fire weapons while docked, and blocks the fire of the slicer beam on the side it is docked to (one of the four sides) so long as the connection is maintained.

Because of the unique Shadow construction, this unit's design resembles a ship more than a base. There are no individual



sections (and it is still treated as a medium ship versus piercing volleys, just like any other Shadow vessel). Weapons and other systems accept damage like ships do. Note that there are four energy diffusers, each defending a quarter of the base.

Though the base cannot move, it has several bio-thrusters which it uses to alter its rotation. The base cannot use any other maneuvers. By paying the listed "pivot cost" during the base's turn in the movement sequence, a thruster can alter the rotation speed by 1 (either up or down). A base rotating in a clockwise direction can be reversed to counter-clockwise if slowed down to zero and then rotation is started in the opposite direction. The base cannot rotate faster than 3 hex facings per turn. A rotation speed of zero is permitted.

Regeneration outposts are well-armed and can take a tremendous amount of punishment. They can also launch a significant number of fighters in their own defense. As it does not have a phasing drive, it cannot half-phase, and cannot leave its current position on its own. However, a Shadow dreadnought (but nothing smaller) can use the special docking procedures to attach itself to the base and move it to another location. Though such movement is slow and dangerous, it might be desirable if the base has been discovered or is in danger of being found.

The individual chosen to command a regeneration outpost is usually one with little independent initiative and a tendency towards laziness—but never a coward, who would panic and freeze up if the base came under attack.

Energy Cloud

The energy cloud is a mostly structureless creation which is capable of independent movement. Its sole purpose is to create an operating environment for a horde of planetary core missiles. In doing this, the cloud also exudes an energy damping field which affects any unit located within itself. The missiles and field are de-

scribed previously in the Shadow Technology section.

Energy clouds occupy a circular area equal to 7 hexes in diameter on the map. They move at a speed of 1 hex per turn in any direction desired by the controlling player (there is no "facing"). Any unit which enters one of its hexes, or which the cloud moves over, will be affected by the damping field and can be attacked by planetary core missiles. The missiles may attack any location within the cloud, but cannot leave it.

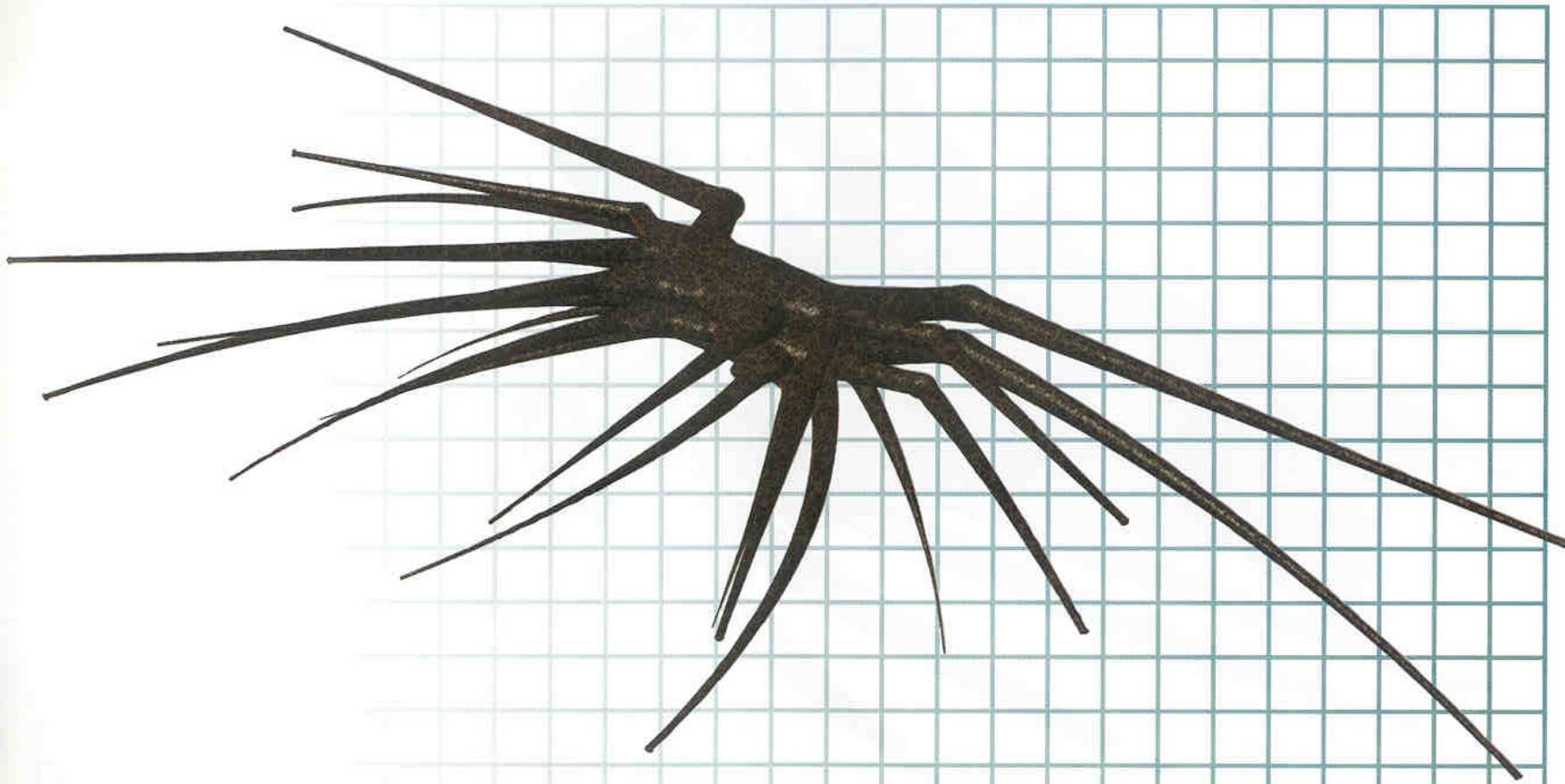
The cloud's main purpose is to attack planets. If it touches a planet's hex row (planets are so large they are usually denoted by a row of hexes on the edge of the map), the planet can be attacked by the core missiles. The attack will be automatically successful unless the cloud has been destroyed beforehand. Once the planet is destroyed, the cloud is empty and usually departs.

The cloud can be attacked from within or without by firing weapons into it. The cloud is an enormous unit (targeted like a capital ship, and with a defense rating of 20 in all directions). The firing unit must attack the center hex of the cloud, and triples all normal range penalties due to the difficulty of striking such a diffused unit. It takes 1,000 points of damage to destroy an energy cloud. It has no armor, no structure, and no control sheet; simply keep a record of how much damage has been scored, and when the 1,000th point has been caused, the cloud dissipates and is removed from play.

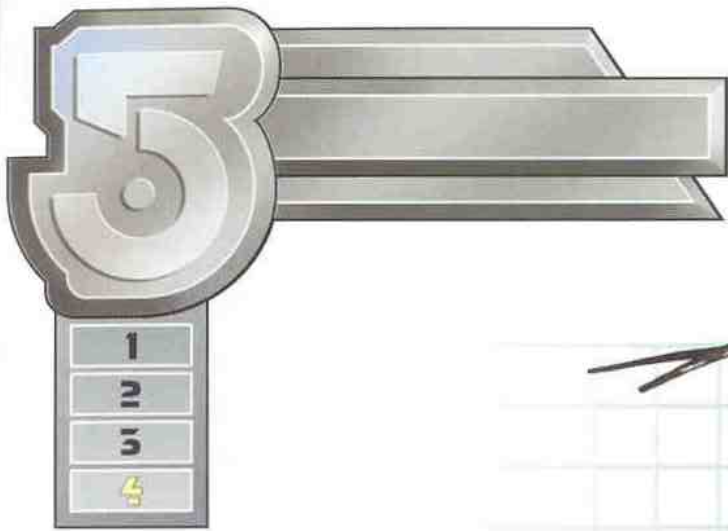
The cloud can use a phasing drive to enter or leave hyperspace (but not for half-phasing), but requires 5 full turns to complete the phasing. During these turns, it cannot move or attack, and its missiles and damping field may not be used. In addition, any damage scored on it is doubled. For this reason, the cloud typically waits until the field of battle has been cleared before departing.

Like the Vorlon planet killer, the Shadow cloud has no point cost. It cannot be used in free-form battles and would only appear in certain historical scenarios which call for its use.

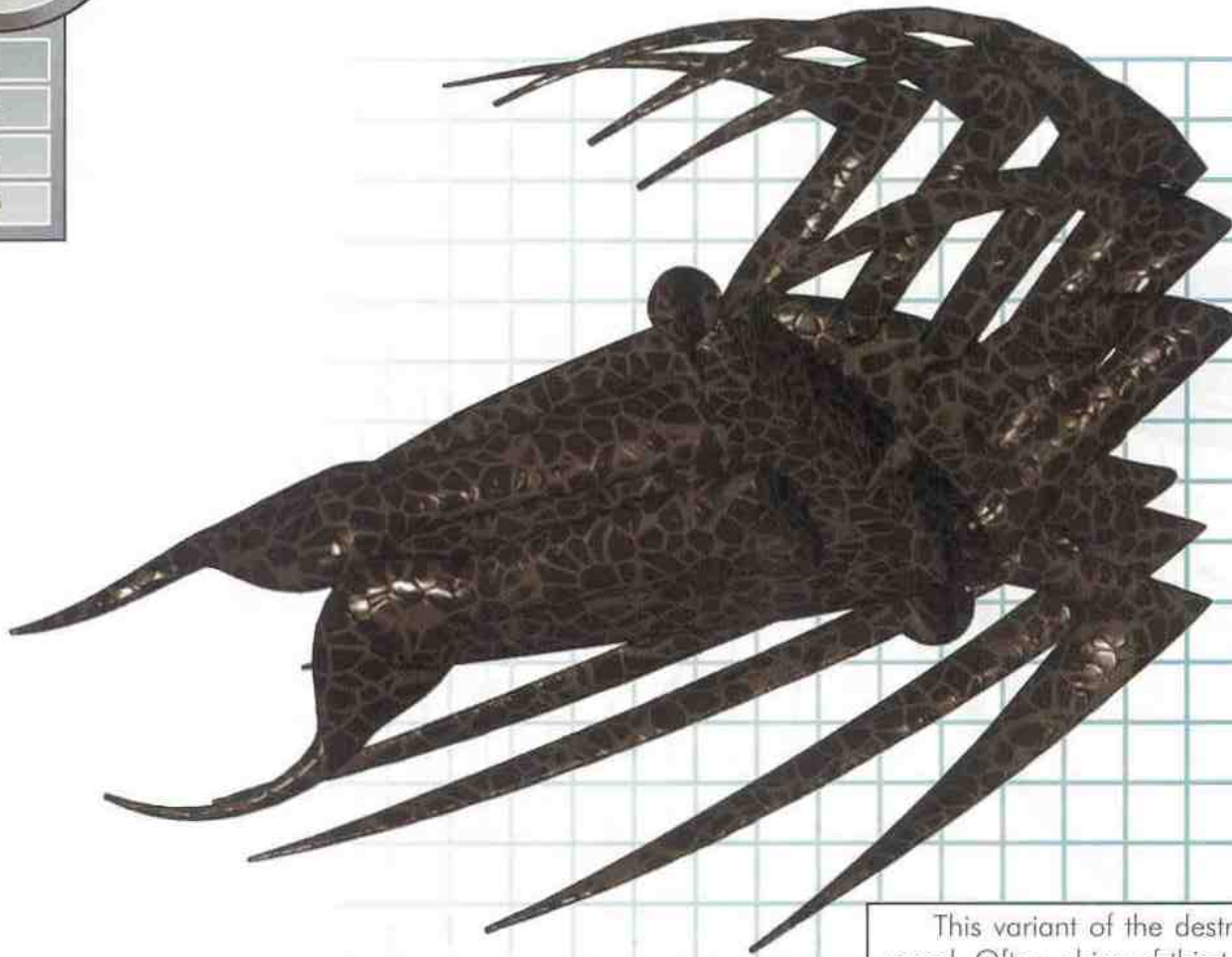
Cruiser



This is the classic Shadow vessel—the image one gets when they think of the Shadows. Huge, dark, and powerful, it can withstand a tremendous amount of punishment before suffering any lasting damage. It is armed with a single molecular slicer beam, a vortex disruptor, and a fighter bomb capable of putting at most one flight of fighters into the fray.



Scout

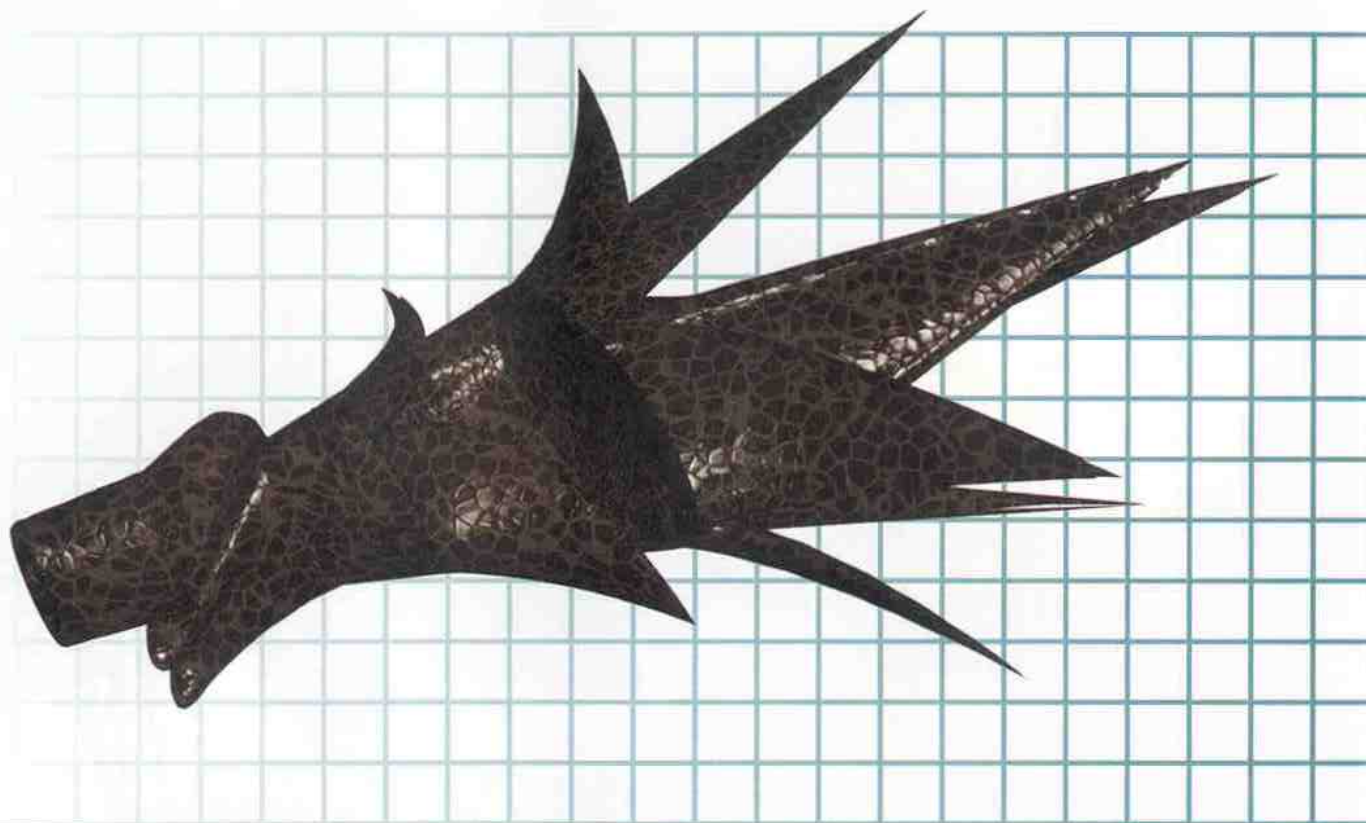
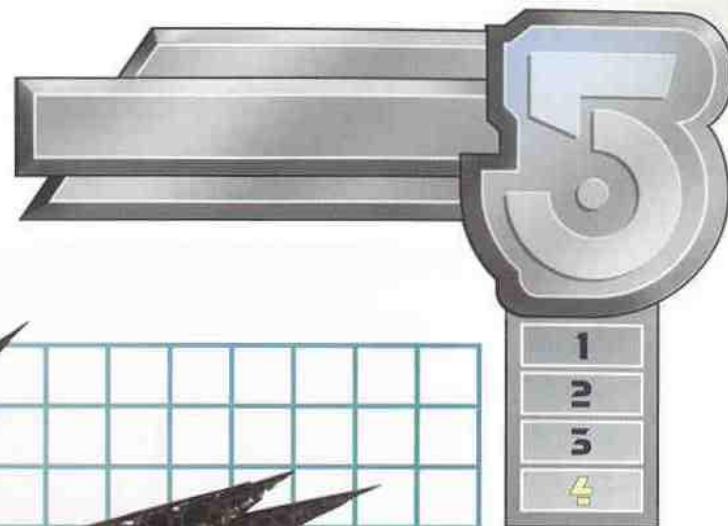


This variant of the destroyer is used primarily as an ELINT support vessel. Often, ships of this type phase into areas the Shadows intend to attack, checking out the region before the main assault force phases in.

The scout is not particularly effective in combat (other than in a support role). Its armament is limited to a pair of phasing pulse cannons. Typically, the individuals chosen to fly this craft are weak and timid; their usual response to an attack is to flee.

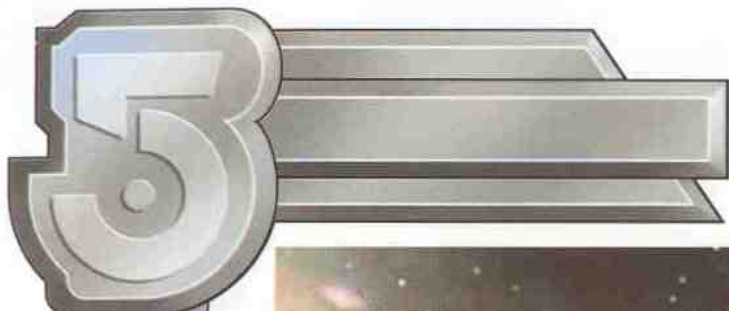


Medium Fighter

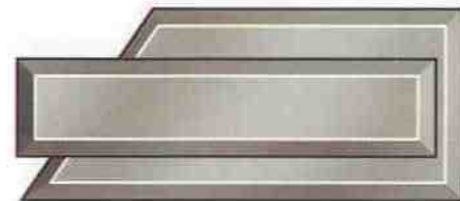


Shadows do not operate independent fighters, but separate pieces of themselves into interceptor platforms armed with a single polarity cannon. Though the fighters can be brought under the direct control of the pilot, they are generally left to operate autonomously, at a sort of subconscious level. For all intents and purposes, however, the player controlling the Shadow vessel can direct them as he wishes. Should the carrier be destroyed, the fighters can continue to operate for a short while (the duration of the scenario) but will shrivel up and die soon thereafter. They cannot be absorbed into any ship other than their original carrier.

Shadow fighters are not piloted by individuals, and thus cannot separately purchase special pilot improvements. However, the being controlling the Shadow carrier may have been an elite pilot in his former life (or perhaps was a natural, but untrained). If this is the case, all fighters created by the carrier will have his pilot advantages. That Shadow ship must thus pay for these abilities for every fighter it is capable of launching!



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Secret





OTHER RACES AND GOVERNMENTS

The Earth Alliance

Human beings are one of the youngest races out and about in the galaxy today, and yet they are also one of the most important. Already, in the brief time humanity has been among the stars, they have become involved in two major interstellar conflicts—the Dilgar Invasion and the Earth-Minbari War. In the first instance, human participation proved important to victory. Against the Minbari the human fleets did not fare so well, but the Earth Alliance came through and has flourished ever since. On the eve of the next great Shadow War the human position is vital. Earth ships are among the best in space, and the human empire extends to several star systems, colonies, and bases.

Now the Earth Alliance, like the Centauri, is at a crossroads. They are poised to take a dominant position in the galaxy, to become leaders among the races. They are equally in danger of becoming a closed society, with human distrust of aliens reaching an all-time high. The Vorlon genetic manipulation worked well with the humans, and Earth telepaths are among the most powerful in the galaxy. Likewise, the Earth Alliance and Psi Corps are both powerful institutions for order, another fact that makes the humans appealing to the Vorlons. Of course anything that appeals to the Vorlons makes the Shadows uneasy.

When the human explorer ship *Icarus* came to Z'ha'dum, the Shadows took its crew captive and learned a great deal about humanity. They saw what a threat the Earth Alliance and Psi Corps would be in the coming battle, and knew that they needed to neutralize that threat as soon as possible—or better yet, turn it to

their own cause. Shadow agents journeyed to Earth and soon made contact with elements within the Earth Alliance government. As is the way of the Shadows, they offered the humans whatever they wanted. The new Shadow allies wanted control of their planet, and the Shadows readily agreed to help them with their *coup d'état*. They also agreed to provide the Earth Alliance with Shadow technology to improve their ships (much as the Vorlons had helped to create the White Star).

The Shadows saw Earth as a potential bastion for power in the galaxy, so they decided to take things slowly. The Centauri would be the Shadow puppets who started the war and first brought chaos to the Galaxy (at the expense of the Narns, of course). The Shadows hoped that ultimately it would be the humans who would be their champions, however. Thus the Shadows did not show a heavy hand when dealing with the now-sympathetic Earth Government. They wanted the humans to stay out of the fighting, at least at first. They encouraged the new Earth government under President Clark to introduce new and more restrictive policies on information dissemination. Clark needed little convincing, since his goals and those of the Shadows seemed to correspond almost perfectly.

Eventually the Shadow-supported policies of press control and then martial law would serve to keep the Earth fleets out of the war almost entirely. However, this came at a cost the Shadows did not anticipate. The declaration of martial law and Clark's overzealous attacks on recalcitrant colonies like Mars and Proxima 3 led Babylon 5 to declare its independence from the Earth Alliance. The Shadows had hoped that Babylon 5 would follow the Earth lead and remain uninvolved. They remembered the importance of Babylon 4 in the last great war and had hoped to solve the problem at its root.

The Shadows also faced another problem when it came to dealing with EarthGov. Not all of the elements within the government felt entirely comfortable with Shadow influence. The Psi Corps



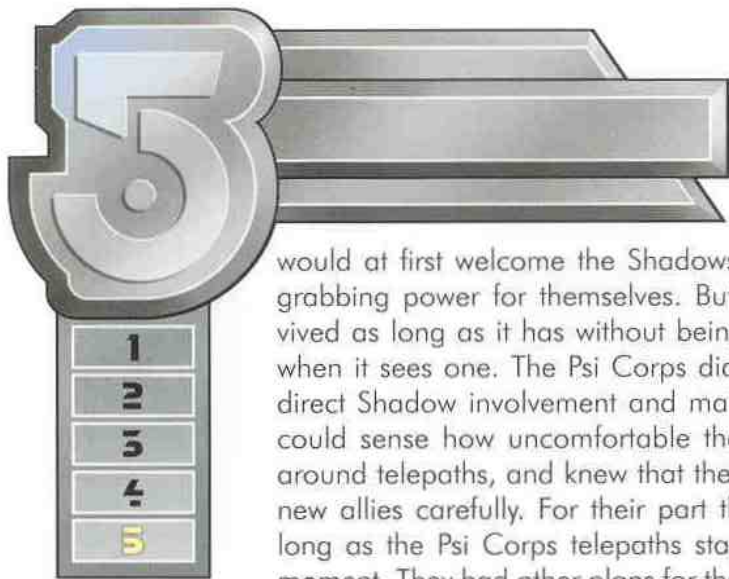
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would at first welcome the Shadows, seeing them as a tool for grabbing power for themselves. But the Psi Corps has not survived as long as it has without being able to recognize a threat when it sees one. The Psi Corps did its best to keep aloof from direct Shadow involvement and maintain some autonomy. They could sense how uncomfortable the Shadows themselves were around telepaths, and knew that they would have to watch these new allies carefully. For their part the Shadows were happy, as long as the Psi Corps telepaths stayed out of the fight, for the moment. They had other plans for the telepaths in the near future.

Ultimately, aside from Babylon 5, the Shadows had great success on Earth. They kept the humans out of the war—both their ships and their telepaths. Later Earth would prove a threat to Babylon 5 as well. Their only failure was that they played to the Earth sense of xenophobia too much. They succeeded in foiling the Vorlons, who had great plans for the humans and their telepathic abilities, but they failed to win the humans over completely. The Shadows could well have used the support of Earth Alliance destroyers in the coming war.

Shadow Omega Destroyer

During their attempt to form a complete alliance with Clark's regime, the Shadows agreed to refit a number of Omega Destroyers with advanced technology. This top-secret project was carried out entirely by Shadow servants, and the ships themselves were crewed by only the most trusted officers in the Earth Alliance. Clark hoped these ships, which were eventually nicknamed "Shadow Omegas," would be his ace-in-the-hole against anyone attempting to rebel against him (and he was almost right). It is believed that all surviving ships of this class were destroyed in a climactic battle against Sheridan's forces. Any Shadow Omega crews which might have survived would be pariahs, unable to return to the Alliance.



Shadow Omegas are at their core actual Omega Destroyers, but have a number of Shadow technological improvements, including light molecular slicers, heavy phasing pulse cannons, light multiphased cutters, energy diffusers, and advanced armor. Note, however, that this is still an Earth unit, with Earth sensors, structure, engines, jump drives, interceptors, thrusters, and so on. It should be considered a hybrid vessel on an Earth hull for all rules.

In general, Shadow Omegas are limited deployment ships which would never appear in a normal scenario. For free-form battles, they can only be used if all players agree they are permitted. In a campaign, they can only be built if campaign rules specifically allow it (or if some means exists whereby Earth can ally with the Shadows). Even so, rules for this should be severely limited in scope—don't allow Earth to convert all his Omegas to Shadow technology! Note that a Shadow player could not, by himself, build a Shadow Omega, unless he comes into possession of Omega Destroyers or an Earth shipyard.

Black Omega Squadron

The Black Omegas are a squadron of elite Starfuries piloted by telepaths, all of them at least of the P7 level. Although they did not see action in the Shadow War, they were greatly feared by the Shadows, and their appearance in a battle could easily lead to a quick Shadow defeat.

Despite some claims to the contrary, Black Omega Starfuries did not have special weaponry, "stealth" abilities, or other modifications. They were standard Furies with black paint and a distinctive omega emblazoned on its back. The Psi Corps did not, of course, bother to refute the rumors of specially designed stealth fighters, allowing their enemies to believe what they wanted to believe.



Because Black Omega Starfuries are basically normal, no control sheet is needed or provided. However, many of the pilots of the Black Omegas are elite (typically, a flight contains at least one Expert Pilot, as well as two or more other specialists). In addition, if the Starfuries are to fight against Shadows, they may have access to special abilities (see *Telepaths vs. Shadows* in the *Shadows* chapter).

The Minbari Federation

Heroes of the last war, the Minbari are not what they once were. A thousand years of peace and prosperity may have done wonders for the Minbari people, but it has also weakened their resolve to fight—not entirely, but somewhat. Minbari culture certainly does not shy away from war—witness the Earth-Minbari conflict—but the coming war with the Shadows is a different kind of war. Simply put, Minbari ships are the best the younger races have to offer, and the members of the Minbari Warrior caste are acknowledged masters of their profession. It has been a long time, a thousand years actually, since the Minbari faced a foe that they were in serious danger of losing to.

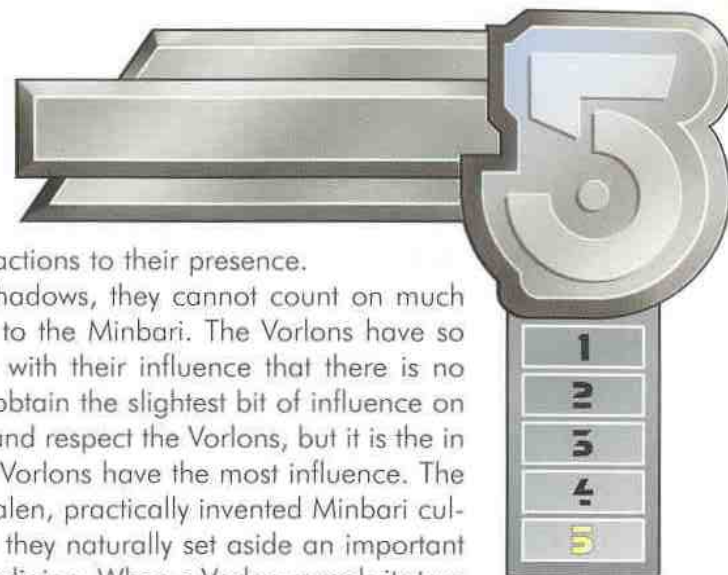
The Minbari remember the Shadows well. The Religious caste has preserved the stories of the war, and all Minbari honor the memory of their greatest leader, Valen. It is only natural that, over the course of a thousand years, memories and stories have a way of changing. Certainly the last war was a deadly, hard-fought affair, but to hear the story told today you would think the Minbari fought the apocalypse itself and won. They are proud of their victory and scared of having to live up to the great deeds of their ancestors. Of course, no Minbari would admit this, even to themselves. Still, the fear is there, and the Shadows are counting on

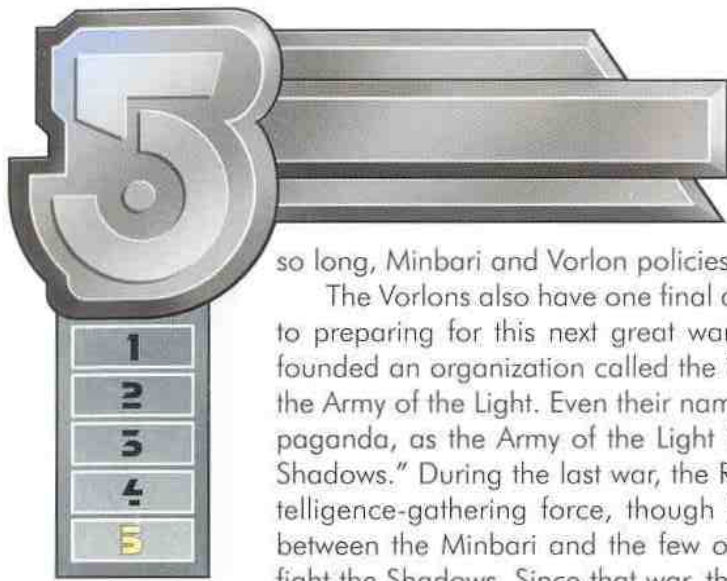
this fear to slow Minbari reactions to their presence.

Unfortunately for the Shadows, they cannot count on much of anything when it comes to the Minbari. The Vorlons have so permeated Minbari society with their influence that there is no way that the Shadows can obtain the slightest bit of influence on Minbar. All Minbari revere and respect the Vorlons, but it is the in the Religious caste that the Vorlons have the most influence. The Vorlons, working through Valen, practically invented Minbari culture as it stands today, and they naturally set aside an important place for themselves in the religion. When a Vorlon reveals its true form, it can command anything it wants from the worshipful Minbari.

The Vorlons have built into Minbari religion a series of safeguards and prophecies that will ensure their cooperation when the time comes to fight the Shadows. There has been a long-retold tale that the Shadows will return to Z'ha'dum and that the Minbari will have to take up arms against the ancient enemy. This was an easy prophecy for the Vorlons to introduce, since the Shadows always return to Z'ha'dum, and the second part would fulfill itself once the first came true. The Religious caste would convince the others of the necessity of war and the Minbari would once again be the backbone of the Vorlon defense against the Shadows.

To further this end, the Vorlons created especially close ties with one member of the Minbari Religious caste: Delenn. The Vorlons even used their influence to bring Delenn to Babylon 5 as the Minbari ambassador so that they could interact with her directly through their own ambassador, Kosh. Delenn and Kosh quickly developed a close relationship (with the Minbari in the inferior position, of course, allowing Kosh to influence Babylon 5 council meetings through the Minbari without having to show his own hand). In many instances, Delenn became a mouthpiece for Vorlon policies, although she did not necessarily realize it at the time. Of course, since the Vorlons had toyed with the Minbari for





so long, Minbari and Vorlon policies often proved identical.

The Vorlons also have one final ace in the hole when it comes to preparing for this next great war. During the last war, Valen founded an organization called the Rangers, otherwise known as the Army of the Light. Even their name shows signs of Vorlon propaganda, as the Army of the Light is meant to oppose the "evil Shadows." During the last war, the Rangers were primarily an intelligence-gathering force, though they also served as liaisons between the Minbari and the few other races who helped them fight the Shadows. Since that war, the Rangers have continued to exist, although in much-reduced numbers. The handful of Rangers had one job: watch for the Shadows. They kept this vigil for a thousand years, and when the Shadows returned to Z'ha'dum, they discovered it and quietly warned the Vorlons and Minbari leadership.

Since the Shadows awakened around 2250, the Rangers went into action. With the return of the ancient enemy they needed to quickly increase their numbers. They began to recruit and train new Rangers, at first primarily from the Minbari Religious caste. The Rangers have always had close ties to the Religious caste, and it is from this caste that the Ranger leadership often (but not always) comes. Certainly the Rangers themselves tend to be deeply religious individuals. Once the new core of Rangers was established, they began to recruit Rangers from other races as well, including humans.

The Vorlons knew that soon the Shadows would try to make inroads into the various younger races, and the Rangers needed to find out where Shadow influence was secretly thriving. Minbari traveling about the galaxy, asking lots of questions, would be too obvious (and no doubt less productive). Thus, at Vorlon instigation, the Rangers opened their ranks and even took on a human as their new leader. The former commander of Babylon 5, Ambassador Sinclair, took over the Rangers and began preparing them for war.



The Rangers went out into the galaxy and began looking for Shadow agents. Initially their job was simply to locate places where Shadow influence was building. The Vorlons did not want to engage the Shadows as of yet. They wanted time to put a coalition together. Besides, if they struck too early, the Shadows would simply slip away again and wait a few more years. The Vorlons wanted to draw the Shadows out, make them commit themselves to a full-scale conflict. Only by defeating them in this way could the Vorlons hope to deliver a blow crushing enough to drive the Shadows off for another thousand years. Of course, they did not tell the Minbari this was their reasoning. Rather, they said that the Shadows must not know of their plans because it might force the Shadows to act before the alliance against them was established. While this is partially true, the fact is the Vorlons also wanted to give the Shadows time to come out of all their hiding places they had fled to after the last war.

The White Star

The White Star from the Earth Wars supplement did not include the self-repair system, primarily because that system was limited to functioning only between scenarios. Players in campaigns can assume the self-repair system is capable of fixing at most 20 destroyed boxes in this manner, treating criticals as "boxes" as defined in the self-repair rules. A completely destroyed system can be made operational again only if all boxes are fixed. Approximately four boxes can be repaired per hour until the maximum limit is reached. This built-in self-repair system is lost if the C&C is completely destroyed, but functions normally until then.

A White Star command variant is included with this product. This model includes a fully operational self-repair system, in addition to the other slight improvements in structure and initiative typical to a command ship. Historically, it is obvious that White Star One was equipped with a full self-repair array, and a number



of other squadron leaders used one, but it was not included in the mass-produced model due to the expense involved and the lack of direct Vorlon construction assistance. As this technology was lost with the departure of the Vorlons from the galaxy, no further ships of this type were ever built, so as they were destroyed there were no replacements. After 2268, it should be considered a rare variant. For obvious reasons, no other Minbari ships can use self-repair systems.

The Centauri Republic

A hundred years ago there were few powers in the galaxy who could rival the Centauri. Now they are an empire in decline. At home, political infighting has led to a volatile state.

On the eve of the Shadow War, the Centauri stood at a crossroads. One path leads to continued decline. A second path would take them back to their old heights and possibly beyond. The final path could very well send them to complete destruction.

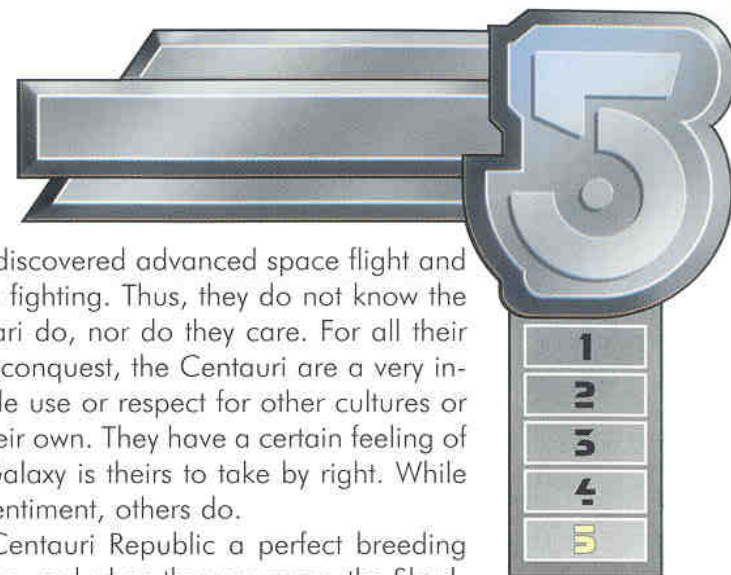
The Emperor on the eve of war, Turhan, was of a conciliatory nature. He wanted continued peace for the Centauri, even with their one-time slaves the Narn. Should Turhan have had his way the Centauri would no doubt have proceeded down the first path—a long, peaceful decline into obscurity. Unfortunately, it was not to be. Turhan died of natural causes, and his replacement, Emperor Cartagia, proved to be mad. It remains to be seen whether his path leads the Centauri to its second choice of glory or the third destiny of destruction.

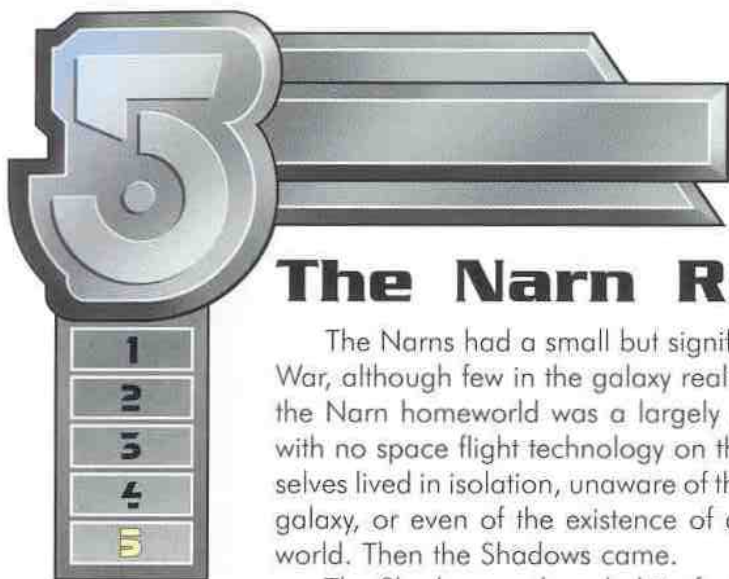
Not surprisingly, there are elements among the Centauri who yearn for the glory of the old days. They would see Centauri at war, victorious over all who stand against them. The Centauri, unlike the Minbari, have no memory of the Shadows. During the

last war they had not even discovered advanced space flight and certainly had no role in the fighting. Thus, they do not know the warning signs as the Minbari do, nor do they care. For all their outward-looking desires of conquest, the Centauri are a very insular people. They have little use or respect for other cultures or ancient history that is not their own. They have a certain feeling of manifest destiny, that the Galaxy is theirs to take by right. While Turhan did not share this sentiment, others do.

All of this makes the Centauri Republic a perfect breeding ground for Shadow influence, and when the war came, the Shadows began with the Centauri. The Centauri are also prime candidates because they have suffered from the Vorlons. Centauri scouts sent into Vorlon space have been destroyed without comment. Furthermore, the Vorlon program of genetic and psychic manipulation did not find fertile ground among the Centauri people. The Centauri culture was too insular, too focused on itself and its own personalities, to get sucked into the mystique of the Vorlons. Thus, while most races view a Vorlon in its true form with awe, the Centauri have no particular feelings at all, and instead of a glorious religious figure they instead see nothing. Certainly the Centauri fear the Vorlons, but only because of their obvious power, not out of any religious sentiment.

The Centauri fleet has also been in a state of decline, although recently factions within the government have been doing what they can to strengthen it. It has been some time since the Centauri were at war, and even longer since they won one. It has, however, been long enough that those hawkish Centauri have forgotten the horrors of loss and now dream only of new victories. The primary target of their hatred is the Narn, and many longed to reconquer the one-time province that is the Narn homeworld. As we shall see in a moment, the Shadows have their own reasons for wanting the Narn out of the picture. All this together makes the Centauri the natural puppet of the Shadows, and so it shall prove to be.





The Narn Regime

The Narns had a small but significant role in the last Shadow War, although few in the galaxy realize it. A thousand years ago, the Narn homeworld was a largely agricultural, primitive place, with no space flight technology on the horizon. The Narns themselves lived in isolation, unaware of the goings-on in the rest of the galaxy, or even of the existence of a universe outside their own world. Then the Shadows came.

The Shadows make a habit of using low-tech or uninhabited worlds as bases. They offer perfect locations for hiding from Vorlon puppets since few would think to look for an advance Shadow base on a relatively unimportant world. Likewise, it is easier to hide the true nature of the base if the locals do not have the technology to attempt a serious assault on the Shadows. Finally, even if the Vorlons discovered the base, they would be loath to attack it directly without injuring the primitive indigenous culture. Thus, the Shadows came to Narn and established a base on the southern continent.

As it turned out, the Shadows had more to worry about than they thought. At this time a seminal Narn spiritual leader was coming to prominence on the planet. The Vorlons had visited the Narn, just as they visited every race, and had performed their enhancements. The Narn were beginning to come together into the kind of organized, hierarchical and religious society that the Vorlons prefer. This spiritual leader, G'Quan, discovered the Shadows and the fact that they were involved in some sort of war in the heavens. Given the Vorlon biases against the Shadows that were in G'Quan's very genes, he naturally assumed that the Shadows were on the wrong side of this war.

G'Quan may well have been a telepath himself, but it is certain that he knew of telepaths, also called *mind walkers*. G'Quan enlisted the aid of these telepaths in a crusade to drive the evil

Shadows from Homeworld. As we know, telepaths are capable of seriously disrupting Shadow vessels, although they are not necessarily able to destroy them. The Narn, led by G'Quan, made a concerted attack on the Shadow base, using their telepaths to great effect. Part of the reason G'Quan met with such initial success is that he had managed to assemble the vast majority of the planet's telepaths for the attack.

The assault was only marginally successful: the Shadows were annoyed, but not driven away. Although hindered, they were not destroyed, and they managed to strike back, killing almost all of the telepaths in the process. However, the great psychic outpouring of the Narn assault was noticed by the Vorlons and Minbari, who subsequently attacked and destroyed the hitherto unknown Shadow base. Thus G'Quan earned the credit for bringing down the gods to drive out the ancient enemy, but at the cost of most of the Narn race's telepathic ability. As a result, a thousand years later on the eve of another war, there are no Narn telepaths. The genetic conditions that favor psi abilities cannot be found among the Narn in concentrations strong enough to produce true telepaths.

All this has been all but forgotten by the modern Narn, put down as myth and legend by a race that has more pressing problems at hand. The Narn were forced into the modern age when they were slaves of the Centauri. Now a free race, they have dreams and ambitions that spread beyond their world. They have several colonies and bases and plan to expand even more, hopefully at the expense of their hated enemy the Centauri. However, even if they have forgotten it, the Narn know the secret of defeating Shadow ships. More importantly, although the Narn may have forgotten the Shadows, the Shadows have not forgotten the Narn. The Shadows are a vengeful race and they have waited a thousand years to take their revenge on the children of G'Quan.

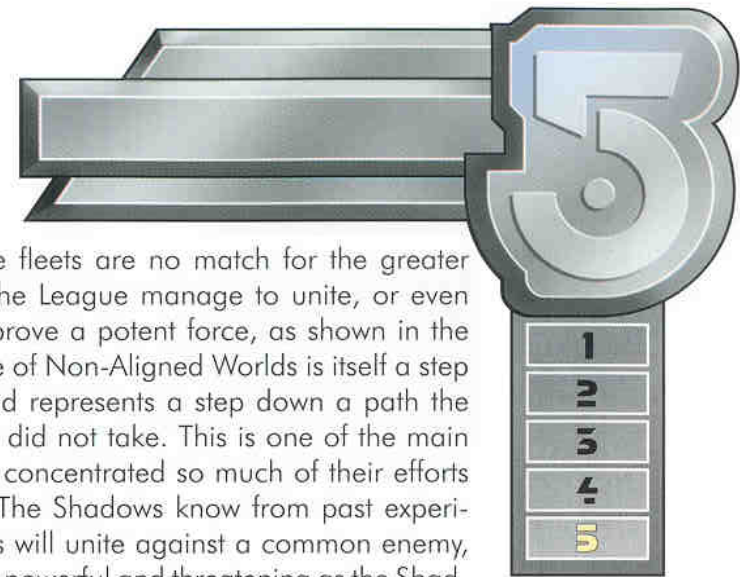


The League

We see now that all the great powers in the Galaxy have been spoken for. As the war comes upon us, the Vorlons and Shadows have pretty well divided them among themselves. There are, of course, scores of other races and governments out in the galaxy that will play a part in the great war. Many of these are allied together in the League of Non-Aligned Worlds. If the Minbari, Centauri, and others are the main pieces in this war, the League nations are the chessboard.

The League itself has of late been fertile ground for both Shadow and Vorlon agents. The Vorlons, working through the Rangers, have spent a great deal of time in the League Worlds, both recruiting new members and looking for signs of Shadow encroachment. While many individuals have come over to the Vorlon side, the Rangers have not concentrated much on winning over actual governments. The Shadows on the other hand are doing exactly the opposite. Their agents have been approaching the governments with their age old question: *What do you want?*

Quite a few of the League worlds have answered the question, and have been taking the Shadows up on their offers. After all, the League worlds cannot individually stand up to the more powerful races and thus seek allies wherever they can. Of course, just as many of the worlds, swayed by Vorlon induced prejudices and philosophies, are refusing the Shadow offers. The Shadows have kept careful track of those who refuse them, and when the war comes they are among the first to suffer. A few of the League worlds can be described as being almost loyal to the Vorlon cause, or at least highly resistant to the Shadows: the Brakiri, the Drazi, and the Vree have all shown a willingness to stand strong against the temptations offered by the Shadows. It is no surprise that these races have also all taken well to Vorlon manipulation over the past thousand years.



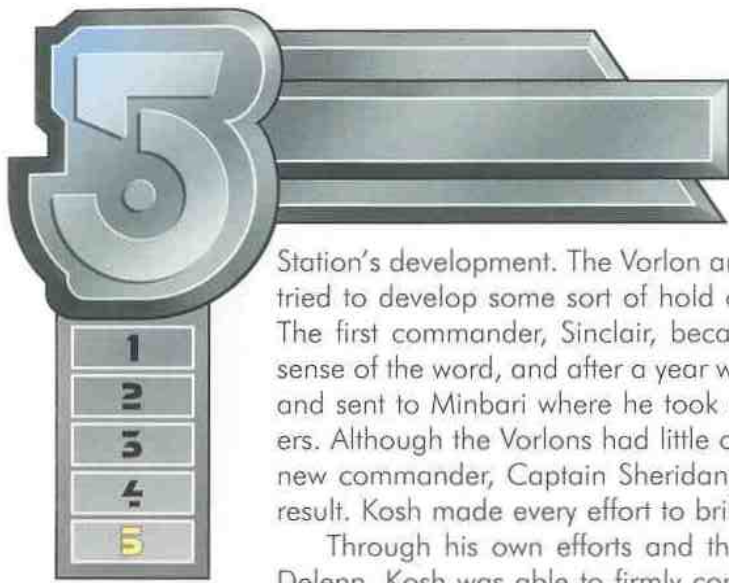
Individually, the League fleets are no match for the greater powers. However, should the League manage to unite, or even partially unite, they could prove a potent force, as shown in the Dilgar Invasion. The League of Non-Aligned Worlds is itself a step towards this unification, and represents a step down a path the Shadows would prefer they did not take. This is one of the main reasons the Shadows have concentrated so much of their efforts among the League races. The Shadows know from past experience that disparate factions will unite against a common enemy, especially if that enemy is as powerful and threatening as the Shadows. By driving a series of wedges between the League worlds and getting them to fight one another, the Shadows hope to eliminate the threat of a unified fleet without having to actually fight it. The Vorlons naturally want just the opposite, and they hope to achieve it through their own puppet institution, Babylon 5.

Babylon 5

History proclaims the importance of large space stations in previous Shadow Wars, particularly the last one. Babylon 4 itself was sent back in time to play an important part in that war.

The Babylon Project itself began as an Earth project to promote understanding and good relations with the rest of the galaxy. The hope was to avoid any future conflicts like the Earth-Minbari War, which was itself caused by a misunderstanding. The station itself has since become an important trade nexus, with scores of different races passing through its docking bays every day. This makes it the perfect tool for the Vorlons, a symbol of order and cooperation in the galaxy. It also makes it an ideal hunting ground for Shadow agents, who can approach the representatives from many different governments, all under one roof.

The Vorlons have always seen Babylon 5 as the center of their defense against the Shadows in the next war. From the beginning they or their agents have been involved in every aspect of the



Station's development. The Vorlon ambassador, Kosh, has always tried to develop some sort of hold over the station commander. The first commander, Sinclair, became a Vorlon agent in every sense of the word, and after a year was promoted to Ambassador and sent to Minbari where he took over command of the Rangers. Although the Vorlons had little control over the choice of the new commander, Captain Sheridan, they were pleased with the result. Kosh made every effort to bring Sheridan under his sway.

Through his own efforts and those of his ally, Ambassador Delenn, Kosh was able to firmly convince Sheridan of the threat posed by the Shadows. The fact that Sheridan's wife was on the crew of the *Icarus* was not lost on Kosh. He used this information to spur on Sheridan's growing hatred of the Shadows. It was not long before Sheridan had convinced himself and his command staff that it was Babylon 5's duty and honor to save the galaxy from the Shadows. Kosh then had Sheridan and Delenn installed as joint leaders of the Rangers assigned to Babylon 5's sector of space. All the time, Kosh and Delenn revealed as little information as possible, giving Sheridan just enough information to win him over, but not enough to form a clear picture of the true nature of the conflict between Shadows and Vorlons.

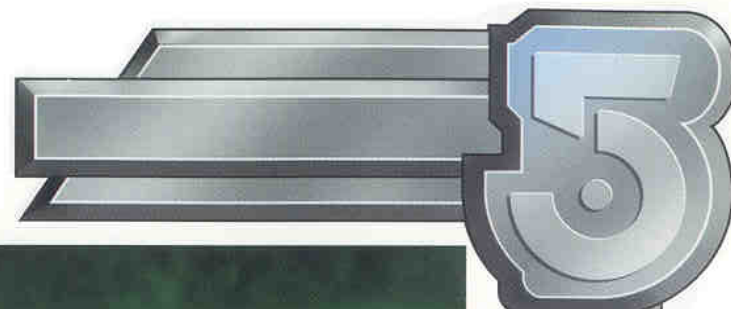
The Shadows, meanwhile, would use the station for their own goals right under the noses of the Vorlons. Kosh, of course, was immediately aware of the presence of both Shadow agents and actual Shadows on the station, but chose not to act. He knew that his position on B5 was not as strong as it could be. He wanted time to strengthen the Vorlon alliance, both on the station and out in the galaxy, before he moved openly against the Shadows. Mr. Morden, a Shadow agent, used this opportunity to strengthen Shadow ties to the Centauri and to contact other races as well, even making a vain attempt to woo Delenn and the Minbari.

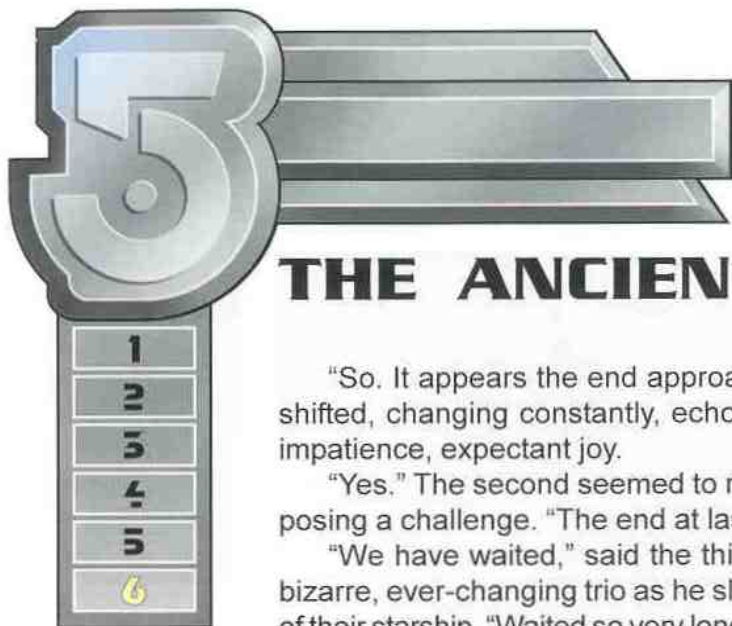
During this time Babylon 5's chief of medicine, Dr. Franklin, was using the station to smuggle telepaths fleeing the Psi Corps to freedom. The Psi Corps keeps strict control of all human telepaths,

and any telepaths who refuse to join the Corps must submit to a regimen of drugs that disrupts their use of psychic powers. The drugs also have other, rather nasty side effects which most people would prefer not to experience. Thus, some telepaths choose to flee the Corps and seek refuge in the greater galaxy. Dr. Franklin helped these individuals in their search for freedom, an activity that the Vorlons knew about and approved of since they had already lost control over Psi Corps itself. This activity earned Babylon 5 a good reputation in the telepathic community at large, since most other races view the Psi Corps as oppressive if not downright evil. This good reputation would prove invaluable later in the war.

Babylon 5 is also host to the council of the League of Non-Aligned Worlds, and each of the League worlds has representatives on the station. This was one of the things that appealed to the Vorlons most about the station—it was a ready-made setting for uniting the League against the threat of the Shadows. Although Sheridan had been won over to the cause, Babylon 5 itself had no fleet to use in the coming war. By the time Sheridan had become convinced that the war was a just and noble cause, relations between the station and Earth were strained. It was obvious to the Vorlons that the Shadows were at work on Earth and that Sheridan could not count on Earth Alliance ships in his fight against the ancient enemy. Sheridan would need to find a fleet elsewhere, and the League Worlds would be the obvious choice.

As a leader in the Rangers, Sheridan would also have access to the White Star fleet once the ships became operational. The station would eventually become the main staging ground for the White Stars, giving Sheridan the basis for his own fleet, and the ability to accomplish Vorlon goals without relying on Earth Force ships. Likewise, once the Minbari became committed to the war, Babylon 5 would also serve as staging ground for Minbari cruisers. As predicted by both sides, Babylon 5 turned out to be crucial to the alliance against the Shadows, although oddly enough no actual battles with the Shadows were ever fought at the station.





THE ANCIENTS

"So. It appears the end approaches." The speaker's form shifted, changing constantly, echoing his mood: anticipation, impatience, expectant joy.

"Yes." The second seemed to rise up, towering, as though posing a challenge. "The end at last."

"We have waited," said the third and final member of the bizarre, ever-changing trio as he slid across the polished deck of their starship. "Waited so very long. So many races destroyed, so much knowledge lost forever."

"Yes. So much."

The second creature continued to rise, forming into a tall pillar that stretched from floor to ceiling. "We must act. Our chance has come."

"Brother, it is unlike you to be the challenger. Yours is the way of answering challenges." The first seemed to waver, his anticipation shifting to undisguised uncertainty.

"Sensible." The third was now an elliptical pool of liquid in the center of the deck. "Through our action the natural balance of things may be restored, the disruption of the Shadows and Vorlons removed."

"I fear for the galaxy if the threat does not end," the first agreed. "Yet how can we alone alter the outcome? Is that not why we have chosen inaction before now?"

"There will be others. We are not alone in this." The second's body was like stone, solid and unwavering.

"I am in agreement," the third stated, his body now a transparent glassy sheet. "We must act. What knowledge might the young ones discover if left to themselves? Unless we help to end this conflict, we might never know the answer."

The first, his body rippling and wavering, seemed to hesitate in thought. Finally he spoke. "Like you I wish the war to end. It interferes too much with freedom. Yet to interfere directly—"

"We have the chance we sought," said the second.

"So much knowledge to be discovered," put in the third.

Another pause. Finally, the shimmering body of the first solidified into a rainbow-colored dodecahedron, a shape that indicated exasperated agreement. "Very well. If only to preserve free thought, I accept."

At once a fourth voice, suffused with the wisdom of the ages, echoed through their ship. "Your decision is appreciated, old friends," it said pleasantly. "I am glad you were able to find each other again. Wait a while longer, and I shall contact you with further instructions."

"We shall wait," came the reply.

"A short while longer means nothing to us."

"Yes. We shall await your call. Farewell."

On the nearby White Star, Lorien leaned back in his seat and allowed himself a small smile. Through the viewport he watched the Triumviron suddenly vanish as quickly as it had appeared a few minutes ago.

Two down, he thought. Three more to go...

Background of the Ancients

While some data is available regarding the Vorlons and Shadows, almost nothing is known of their ancient brethren. These elder races (referred to herein as "Ancient Ones"), with populations measured in single or at most double digits, travel the Galaxy with little thought to the doings of the younger races. Though



they are cousins of the Shadows and Vorlons, they see little reason to get involved in their ongoing conflict, even though most of them abhor it.

To these immortal beings, life has evolved onto a higher plane, with their goal to strive to the next level of existence—whatever that might be. The younger races, still a few rungs below the Ancients on the cosmic evolutionary ladder, should be left to climb—or fall—of their own accord. Some of the Ancients wished to end the great Vorlon-Shadow war, but knew that they alone cannot bring it about. They are simply too few in number, and too removed from understanding the ways of the younger races, to get involved.

Nonetheless, at the last, the Ancient Ones were instrumental in bringing about the final termination of the “War Without End.” It was the First One himself who saved Sheridan from death at Z’ha’dum and returned him to Babylon 5. Then, at the behest of himself and the Rangers, other Ancient Ones agreed to join the fight to end the great war. This chapter describes those who participated and their ships, some of which are like nothing else that has ever been seen in the Galaxy.

Ancient Technology

The Ancients have had untold eons to develop and perfect their ships, which are more than a match for any small fleet of ships from the younger races. Despite this, they can be defeated, as they ceased all technological advancement millennia ago, losing interest in weapons and defenses when the need for them was gone. Otherwise, who knows how powerful they would actually be?

Even so, it is difficult to represent their tremendous technology in game terms. Every effort has been made to display their vessels in the familiar format. For example, even though most do not use “thrusters” as we might understand them, they all have systems that perform the same purpose, and these appear as thruster

icons on the control sheet. Some of the more significant differences include the following:

Advanced Technology: Ancient ships use advanced armor and advanced sensors, just as the Shadows and Vorlons do. Note that many of the benefits of such systems are ignored when used against other First Ones. For example, an ancient plasma gun fired at a Shadow would ignore half that ship’s armor.

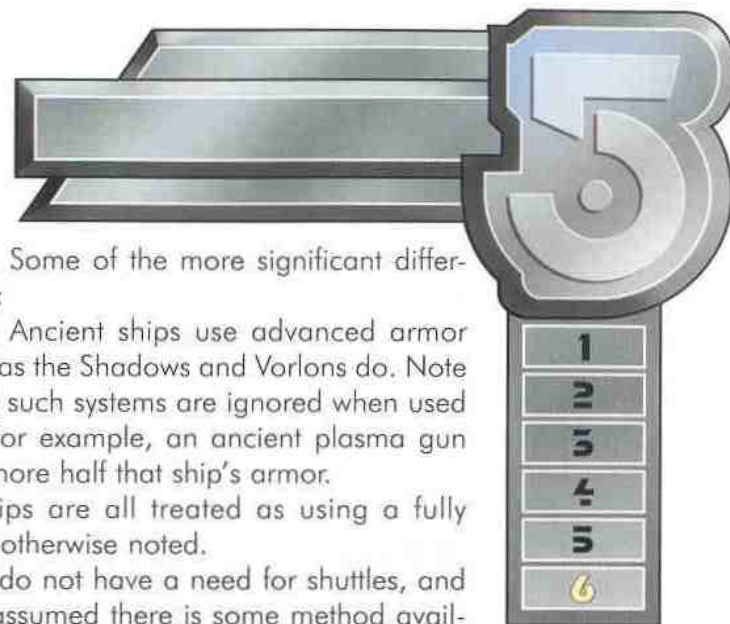
Maneuver: Ancient ships are all treated as using a fully gravitic drive system unless otherwise noted.

Hangars: The Ancients do not have a need for shuttles, and do not operate them. It is assumed there is some method available for docking to other units if needed, but this is not denoted on the control sheet.

Movement To/From Hyperspace: Each Ancient One has its own method for traveling into hyperspace, but these are all listed on the control sheet as a “special jump drive” for consistency. The drive affects only the Ancient’s ship and nothing else (unless otherwise noted). As with a phasing drive, the jump drive is initiated at the start of the turn and takes the ship out of (or into) the scenario by the turn’s end, though the vessel will be vulnerable to weapons fire in the interim. Except as noted, the ship may not fire weapons while jumping into/out of a scenario. If the jump drive itself is damaged while the ship is departing/arriving, it has only half the usual chance of detonating. Ancient jump drives cannot be affected by vortex disruptors.

Self-Repair: All Ancient Ones possess self-repair systems which operate using the rules given previously in this supplement. Though their repair abilities are limited during scenarios, they can completely regenerate themselves given enough time (typically several weeks of inactivity).

C&C: If an ancient ship completely loses its C&C, it can continue to maneuver, and can jump out of the scenario if desired (assuming its jump drive is intact). It may not fire weapons, however, except in defensive mode.





Uniqueness: Ancient ships are unique, and cannot be built or duplicated by other races. It may be that others of their type exist somewhere in the Universe, but they are not likely to ever be seen in our Galaxy. It is possible that a future product may appear detailing others of their kind, so some of the rules hereafter may use general terminology. Such a product would focus on ages long since past.

The Ancient of Ancients: Lorien

The original Ancient One lived on Z'ha'dum, the heart of Shadow territory, apparently oblivious to all that went on in the Galaxy. The Shadows felt that his presence there made their bases and cities immune to attack, for who would dare bring destruction to the home of their most ancient and revered ancestor? In addition, the fact that he did nothing to stop the Shadows proved they were in the right. Unfortunately, this attitude is like claiming God is on your side because He does not strike you down with a lightning bolt!

In truth, the First One, who called himself Lorien in the presence of the younger races, was quite interested in everything that went on in the Galaxy. From his home at Z'ha'dum, he could safely observe all that occurred, keeping an eye on all Shadow and Vorlon activities while remaining uninvolved. Not wishing to see those he considered his children fight each other directly, he was secretly pleased that the Shadows chose his world as their base, for this meant the Vorlons would indeed never make a direct attack on the Shadow citadel. Satisfied to watch, he never became involved in any way, until the very end.

For most of history, he was content to let the Vorlons and Shadows persist in their non-confrontational conflict, himself not

sure which of their beliefs was correct. But then things began to change as the Vorlons started to get directly involved in the development of the younger races. He disapproved, but still chose to do nothing. Then the Shadows began to break the "rules" to match the Vorlons, and Lorien could see a dangerous escalation developing. Soon, very soon, he knew his children would cross the line he hoped they would never cross. When they did, he knew he had to act.

When Sheridan fell into the caves of Z'ha'dum, Lorien sensed in him the key to the entire puzzle. Saving the Captain from certain doom, the First One escorted him back to Babylon 5 to take his place as the pivotal point in the Shadow War. Lorien then proceeded to convince other Ancient Ones to join the fight, hoping to force the Shadows and Vorlons to realize that their war must end, and let the younger races go their own way, without any more Ancient interference.

Lorien has a small spacecraft similar to a shuttle, which he alone pilots, although it is not clear whether this was a real vessel or one he merely created on a temporary basis. This ship is unarmed—he has no need for conflict—and no other Ancient One would ever consider firing upon it. Thus, it is a noncombatant and can safely be left out of any scenario. Should it have a need to appear in a scenario, assume that no Shadow, Vorlon or other Ancient One will fire on it, and no weapon of the younger races (even ones based on Shadow or Vorlon technology) can affect it.

The Walkers of Sigma 957

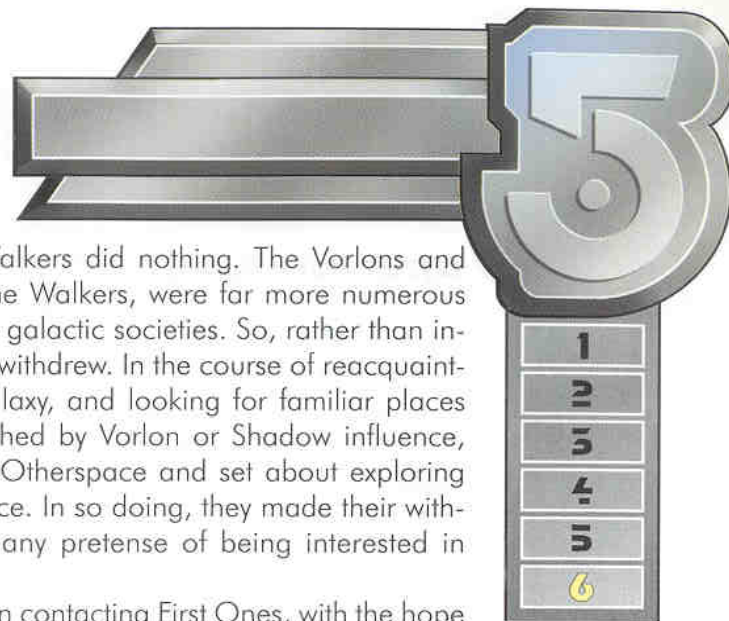
Near the world of Sigma 957 there is a tear in the fabric of reality that leads to another kind of space—"Otherspace," if you will. The Walkers explore this Otherspace, entering and leaving it



through the Sigma 957 rift and other rifts elsewhere in the Galaxy. As children of our Universe, however, they cannot stay long in Otherspace, which may be another plane of existence, or a different universe entirely (it is doubtful any member of the younger races could fully comprehend it). They return from Otherspace drained, resting until they can resume their exploration. To this end, the world of Sigma 957 has been hollowed out and turned into a kind of way station. This is the closest thing the Walkers have to a home in the Universe.

In ancient times, the Walkers were the first to explore the Galaxy and map its many features, systems, and anomalies. Exploration and discovery seemed to be the most important facet of Walker life from the beginning. While other Ancient Ones were doing whatever interested them, and generally staying put in their own territory, the Walkers were moving around, constantly surveying new places and meeting new races. They were the first to discover hyperspace, enjoying the challenge of this new terrain. They were also the first to go beyond the Rim, though always they returned to their familiar home, for reasons of their own. For countless millennia they bounced from galaxy to galaxy, always mapping, always exploring, and always coming home in the end.

Each time the Walkers came back, they found their once-familiar surroundings changed. Growing empires of younger races, so promising centuries before, would be altered or destroyed, with new civilizations growing in their place. Sometimes the very terrain itself—planets, stars, nebulae—would be forever disrupted. This was the equivalent, as far as the Walkers were concerned, of having a bad taste left in their mouths. Instead of a home that was familiar and serene, it was under constant change and conflict. Imagine yourself leaving your own home town for a year and returning to find your house modified and every neighbor replaced with someone else—this is what always awaited the Walkers upon their return.

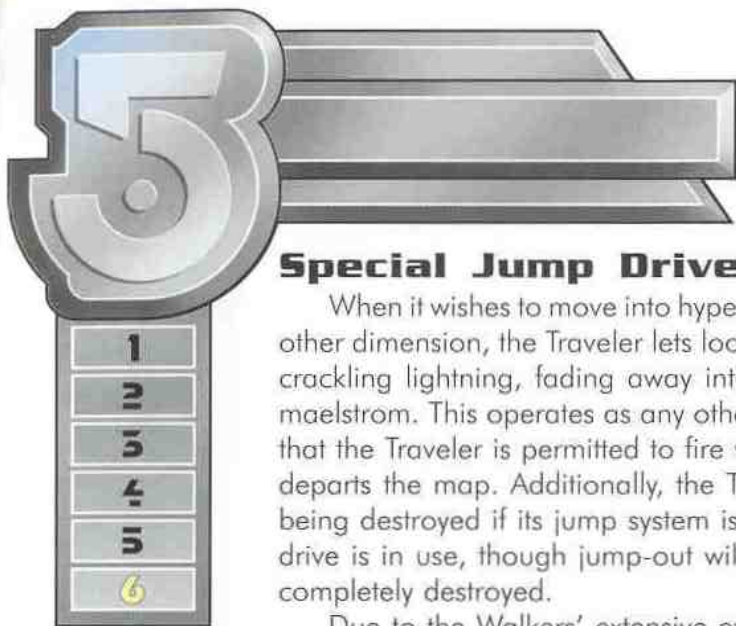


Yet, despite this, the Walkers did nothing. The Vorlons and Shadows, younger kin to the Walkers, were far more numerous and too well integrated into galactic societies. So, rather than interfere, the Walkers instead withdrew. In the course of reacquainting themselves with the Galaxy, and looking for familiar places that had not yet been touched by Vorlon or Shadow influence, they discovered the rifts to Otherspace and set about exploring this exciting and unique place. In so doing, they made their withdrawal complete, ceasing any pretense of being interested in Galactic affairs.

When the Rangers began contacting First Ones, with the hope of enlisting their aid in the Shadow War, Sigma 957 was the first place they visited—but only because they knew an Ancient ship traveled frequently in the area. Even so, the Walkers were unwilling to join the war, still seeing what was happening as beyond their control. In the end, the Walkers only agreed to participate when brought down to the same level as the Vorlons by a feisty Commander Ivanova—an attitude the Walkers desperately wanted to dissuade. They still might have changed their minds at the end if not for the appearance of Lorien.

The Traveler

The Walkers have a single ship, which has a name that translates roughly as *Traveler-Through-All* (or simply the Traveler). This immense vessel is, in fact, a science and exploration ship. Most of its weaponry takes the form of side effects from a sophisticated piece of research equipment. It is armed with a powerful lightning array which can deliver a huge bolt of electrical energy to the target. The Traveler is also surrounded by an energy absorption field that sucks power from any unit that dares to approach too closely.



Special Jump Drive

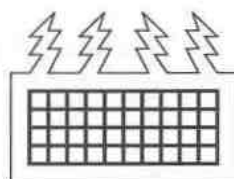
When it wishes to move into hyperspace, Otherspace, or some other dimension, the Traveler lets loose with a coruscating field of crackling lightning, fading away into the center of the resulting maelstrom. This operates as any other Ancient jump drive, except that the Traveler is permitted to fire weapons on the same turn it departs the map. Additionally, the Traveler suffers no chance of being destroyed if its jump system is damaged during a turn the drive is in use, though jump-out will be cancelled if the drive is completely destroyed.

Due to the Walkers' extensive experience in hyperspace, the Traveler may choose to ignore any hyperspace penalties, adjustments or effects. This includes those from special features such as whirlpools and waveforms. If entering a hyperspace singularity (see "Hyperspace Whirlpools" in Showdowns-1) the Traveler can choose any desired result from the table and will take no damage from the effect.

Lightning Array

The lightning array is a massive electromagnetic weapon used solely by the Traveler. It functions as an advanced communication device allowing the Walkers to communicate across vast distances and through dimensional barriers, but can be switched into offensive mode. This provides a truly devastating weapon with a considerably longer range than most other Ancient armaments. It is, however, possible to dissipate or redirect such an attack by throwing flak or other particles into the beam's path, so it is susceptible to interception.

The array can fire up to four times per turn at the same or different targets. In addition, two or more of these shots can be combined, using the statistics shown on the control sheet. The



decision to use combined fire is announced before any shots are taken by the Traveler.

Critical Hits: Do not use the normal weapon critical hit chart. Instead, roll 1d20 with the usual modification for damage taken by the weapon. If a 28 or greater is rolled, the lightning array loses one of its shots per turn. This is cumulative with any previous critical of the same type.

This is an electromagnetic weapon which scores damage in flash mode.

Chromatic Pulse Driver

Visible on the sides of the Traveler and on the lightning array are often several small, multi-colored spheres. These are an extension of one of the various arcane sensor suites at the Walkers' disposal, the purpose of which would be incomprehensible to the Younger Races. Like most of the Traveler's scientific technology, it is so potent that it can easily cause significant damage when used in an offensive manner.

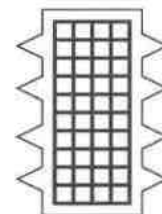
If not fired on a given turn, more pulses become available on the ensuing turn, as shown on the weapon datacard.

This is an electromagnetic weapon which scores damage in pulse mode.



Energy Absorption Field

The Walkers are fanatical about recording and mapping every single micron of space. To this end they employ a fantastic sensor suite that investigates matter and energy at the molecular level in a zone surrounding all of their ships. It is very dangerous for an insufficiently shielded ship to travel within such a zone, as the effect drains the energy out of all electrical systems.





This device produces a field of negative energy that deactivates power-consuming systems on any units approaching within 5 hexes of the ship. So long as the energy absorption field is active, any ship ending its turn inside the Energy Absorption Field suffers the following effects, calculated in the Critical Hit Step of the Combat Sequence:

- The ship loses 1d10 of the following attributes on the next turn, increased by a further 1d10 for every additional turn ended in the Energy Absorption Field. The minimum any attribute can be reduced to is zero.

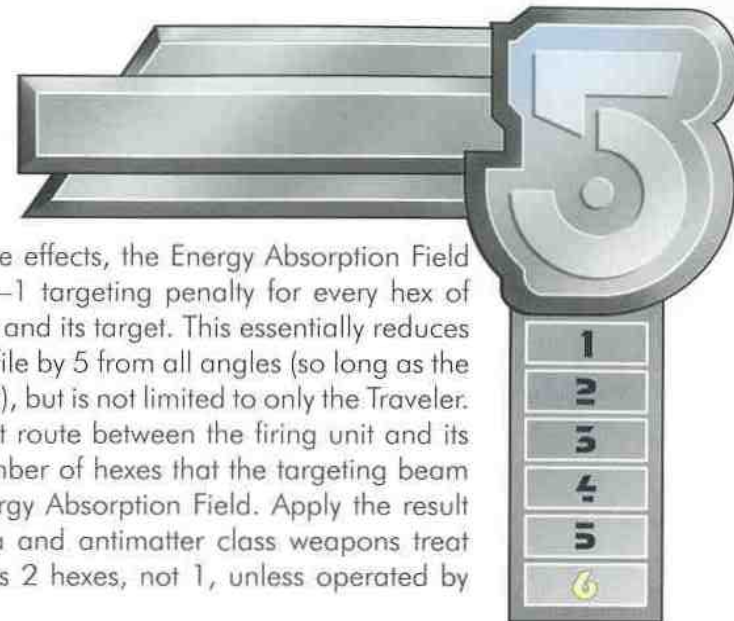
- Free Thrust: If thrust is reduced to zero, the ship will be unable to maneuver unless it has some other way to acquire thrust.

- Energy: If the ship's reactor is completely drained of power, this will force the deactivation of everything on the ship that requires energy. This includes any weapon or system with a power diamond, even if that icon contains a zero (such as missile racks)—these systems require a nominal amount of energy that would be completely drained by the field. Note that this would include a ship's jump drive and sensors!

- Initiative: The initiative loss takes the form of an additional modifier, similar to moving at a speed of less than 5 hexes per turn. Initiative penalties produced by the field cannot exceed a total of -20.

- The ship's total EW is reduced by 1d6 for the next turn, increased by a further 1d6 for every additional turn ended in the Energy Absorption Field. The minimum total EW that a ship can have is zero.

- Any fighter or shuttle trapped in the Energy Absorbing Field at the end of the turn must immediately test for drop-out on 2d10 instead of the usual 1d10, also increased by an additional 1d10 for every successive turn spent in the Field. Even if the fighter/shuttle does not drop out, it will not be able to shoot next turn, and loses initiative and free thrust in the same manner as a ship.



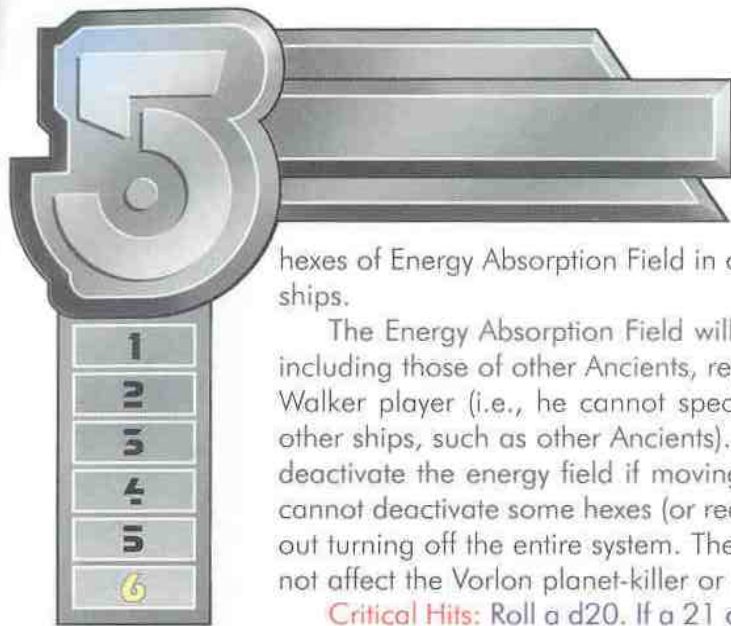
In addition to the above effects, the Energy Absorption Field also applies a cumulative -1 targeting penalty for every hex of field between the firing ship and its target. This essentially reduces the Traveler's defensive profile by 5 from all angles (so long as the firing ship is outside the field), but is not limited to only the Traveler. Simply trace the most direct route between the firing unit and its target, and add up the number of hexes that the targeting beam must pass through the Energy Absorption Field. Apply the result as a penalty to hit. Plasma and antimatter class weapons treat every hex within the field as 2 hexes, not 1, unless operated by other First Ones.

Flash weapons are extremely sensitive to the dampening of the field. If they strike a unit located within the field (either the Traveler or another nearby unit), they will only affect the target (collateral damage will not be scored). The first unit will still take full damage, however. This applies to First One weapons as well as the weapons of Younger Races.

Proximity weapons, such as energy mines, which land within a field hex only detonate in that hex, losing any explosion radius they might normally have. They will still cause their full damage within the target hex, affecting any unit therein. This applies to weapons operated by other First Ones as well as Younger Race technology.

Enormous units are large enough to be shielded from much of the field's effects. The modifiers are limited to the first die (-1d10 or -1d6), and are do not increase with every additional round.

The Traveler, and other Walker ships, are (naturally) immune to the field's effects, and additional fields do not provide cumulative modifiers. The total targeting penalty from multiple fields is still calculated, but overlapping hexes are only counted once. If multiple Walkers are somehow allowed in the same scenario, it would be a common tactic to use several of their support vessels to screen the larger ships, forcing the enemy to target through ten or fifteen



hexes of Energy Absorption Field in order to hit the Walkers' flagships.

The Energy Absorption Field will affect any non-Walker ship, including those of other Ancients, regardless of the desires of the Walker player (i.e., he cannot specify that it will ignore certain other ships, such as other Ancients). The Traveler can, of course, deactivate the energy field if moving amongst friendly units, but cannot deactivate some hexes (or reduce its radius of effect) without turning off the entire system. The Energy Absorption Field will not affect the Vorlon planet-killer or Shadow cloud.

Critical Hits: Roll a d20. If a 21 or greater is rolled, the radius of the field is reduced by 1. The field cannot be driven below a radius of 1 hex by critical hits.

The Kirishiac Lords

The Kirishiac Lords are the youngest of the Ancients and thus were the most numerous. Eons ago, they were of a similar mind as the Shadows, believing in a philosophy of growth through change. To this end, they adopted a policy of expansion and control of territory within the Galaxy, going to war with many of the other Ancient races and either destroying them or driving them out of the Galaxy. Only the most powerful and oldest remained, for the most part keeping out of the Kirishiac Lords' path.

Once they had dominated the Galaxy, however, the Kirishiac longed for further conquest. They set their sights on other nearby galaxies, sending a few ships across the vast intergalactic voids, but these did not return. The Lords who remained tried to comfort themselves with what they had, but a burning desire for conflict still raged within them. They looked upon the territory controlled by the other Ancients and grew jealous. Worse, the aloof way which their elders treated them filled the Kirishiac with a wave of hatred and eventually paranoia. In their ire, the would-be Lords of

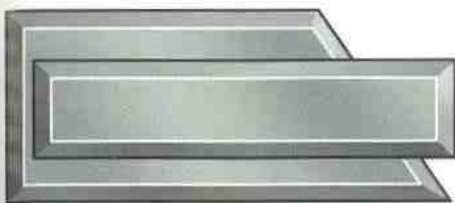
All struck out against the Ancient Ones, and in the brief war that followed, they were soundly defeated. The other Ancients asked Lorien to pass judgment upon the Lords, but he refused, retreating instead to Z'ha'dum and (apparently) turning his back on Galactic affairs.

The Kirishiac thus went unpunished, but they had lost many of their kind during the disastrous war, and knew there was nothing more to be found in this Galaxy. Most of them passed beyond the Rim, never to return, humiliated by their defeat and the knowledge that they would never be powerful enough to win control of the Milky Way.

One Kirishiac Lord remained, however. When the rest of his people departed, he could not bring himself to do so. Something about his home galaxy still held his interest, though he could not fathom why. So he remained, watching, trying to discover what held him to this place so strongly.

The Shadows and Vorlons, his distant brethren, also stayed behind, and the Lord kept his eye on them. Through the millennia, wherever they brought conflict, he was watching from his hidden citadel, studying their actions and their results. He came to understand the Shadows and Vorlons like no one else, not even Lorien. When the final phase of the Shadow War began, he could sense the end was near, that events were spiraling beyond the control of either of the puppetmaster races.

To his great and everlasting surprise, the Kirishiac discovered that he actually *cared* about the conclusion to the war. Though his ship had not been seen in the Galaxy for uncounted millennia, he took to the stars once again, determined to see the end of the fighting firsthand, however it might result. When Lorien sought him out, asking his aid on behalf of the younger races, the Lord readily agreed. Like a spectator to the Championship Game of All Time, suddenly given a chance to join the contest, he could not turn away from such an opportunity!



When the Shadow War finally ended, the last Kirishiac knew his inexplicable connection to the Galaxy was finally gone. Conflict and strife had fought order and stability to the last, and the result was a stone cold stalemate. Finally cured of his thirst for battle, he went beyond the Rim to join the rest of his kind.

The Lordship

The great warship of the Kirishiac was kept safely secreted away in a remote asteroid field for eons, awakened from its slumber only at the end of the Shadow War. Nothing like it has been seen in the Galaxy since the ancient ages, and its like will probably never be seen again.

The Lordship takes the form of a huge, pitted sphere, exactly resembling a useless asteroid until activated. Then, it swings into action, maneuvering without any visual means of propulsion. Its drive system seems to be the ultimate in gravitic technology, and it moves into and out of hyperspace strictly using a hyper-gravitic drive system.

The Kirishiac were masters of gravitic technology, and use gravitic-style weapons. The main ship uses a massive, hyper-advanced graviton blaster, and the segments are armed with anti-gravity beams for added firepower. Although the ship is heavily armed and well-armored, it is considered one of the weakest of the Ancient ships. However, it is perhaps the best able to deal with large numbers of fighters.

Orbital Segments

The Kirishiac ship can separate up to eight pieces of itself from the main body. These "orbital segments" are shown on the control sheet as separate structure blocks with a single antigravity beam. At any given time they are in one of two states:

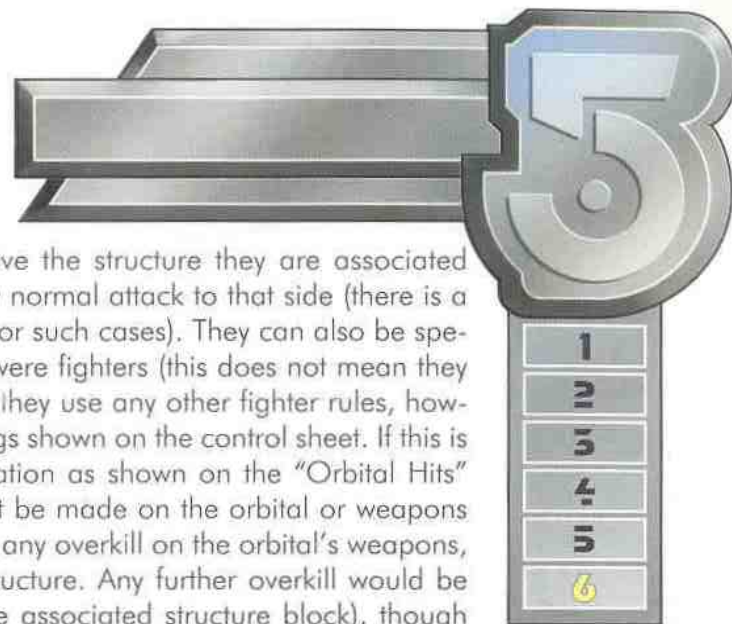
Deployed: Unless otherwise noted by the Kirishiac player, the orbitals are considered deployed at the start of the scenario.

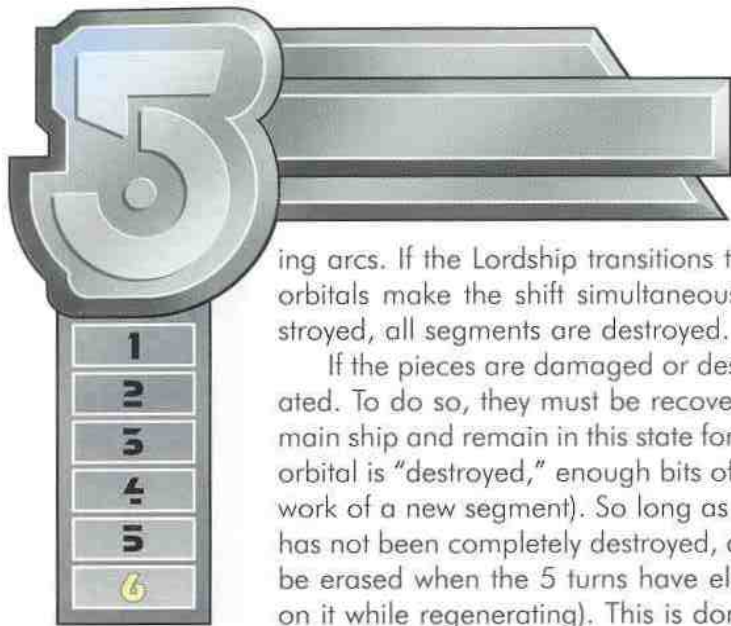
In this state they float above the structure they are associated with, and can be hit on any normal attack to that side (there is a separate hit location chart for such cases). They can also be specifically targeted as if they were fighters (this does not mean they actually *are* fighters or that they use any other fighter rules, however). Use the defense ratings shown on the control sheet. If this is done, calculate the hit location as shown on the "Orbital Hits" chart. Called shots may not be made on the orbital or weapons attached to them. If there is any overkill on the orbital's weapons, it passes to the orbital's structure. Any further overkill would be lost (it does not pass to the associated structure block), though flash damage could pass to another system. Weapons on an orbital cannot be deactivated for extra power while deployed. If the associated structure block is destroyed while an orbital is deployed, the orbital is also destroyed.

Undeployed: In this state the orbital is attached to the main hull of the ship. Its structure is treated as part of the associated structure block for all purposes. Its weapon cannot be hit while the orbital is undeployed (treat any "orbital" roll on the hit location chart as "structure"). While undeployed, weapons on the orbital can be deactivated for extra power.

To move between the deployed and undeployed states, the orbitals launch or land like fighters, doing so in the Hangar Operations Segment of the Combat Sequence. They do not suffer from initiative penalties for doing so and do not force similar penalties on their mothership. The Lordship is permitted to deploy or recover orbitals while rolling, pivoting, or performing other advanced maneuvers. Each orbital can be deployed or undeployed independently from the others.

When deployed, the orbital segments move with the Lordship, using the same heading and executing turns, pivots, accelerations and decelerations simultaneously. Their positions remain relative to the Lordship if it rolls or pivots. In effect, they remain in the exact positions shown at all times, maintaining the displayed fir-





ing arcs. If the Lordship transitions to or from hyperspace, all its orbitals make the shift simultaneously. If the central ship is destroyed, all segments are destroyed.

If the pieces are damaged or destroyed, they can be regenerated. To do so, they must be recovered (i.e., undeployed) by the main ship and remain in this state for 5 complete turns (even if the orbital is "destroyed," enough bits of it remain to form the framework of a new segment). So long as the associate structure block has not been completely destroyed, all damage on the orbital will be erased when the 5 turns have elapsed (even damage scored on it while regenerating). This is done independently of any self-repairs performed by the main ship. The orbitals are destroyed with their associated structure block and cannot regenerate if that block has been lost.

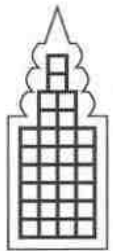
Hardened Advanced Armor

When they were a power within the Galaxy, the Kirishiac launched many campaigns against the other Ancients, preparing their ships by developing superior armor. The Lordship is encased in an ultra-dense material, providing protection even deep into the ship's structure. It grants the Lordship all benefits of advanced armor, in addition to the following:

- Against weapons that would normally ignore advanced armor, the Lordship's armor counts as *half*, rounding fractions down. This includes weapons operated by other Ancients, as well as every sub-volley from a raking shot, even if they all hit the same location. Hardened advanced armor is *always* applied.
- Against flash mode weapons, all armor counts as *double*, even against weapons operated by other Ancients.
- Armor is not halved vs. plasma class weaponry, even if operated by another Ancient. Even the mighty plasma weapon operated by the Triumviron is unable to gain its special benefit.

Hypergraviton Blaster

This weapon is an incredibly advanced form of the graviton beam. It can fire every turn, and sends a wall of hypergravitons towards its target, ripping it to pieces. Like gravitic weapons operated by Younger Races, it is interceptable but highly versatile:



- This weapon causes damage in raking mode; however, the shot is broken up into raking volleys of 20 points of damage, not 10.

- If desired, the hypergraviton beam can withhold fire for a turn, then fire in double strength on the following turn.

- As the graviton emissions of the beam are tied closely to the propulsion system of the ship, some energy from the engine can be routed to the weapon at the sacrifice of mobility. For every 6 points of thrust applied to the hypergraviton blaster, increase the damage bonus by +10 points. This permits the weapon to dish out some seriously insane amounts of damage, but only if all defensive weapons are taken off-line and the ship foregoes maneuverability entirely.

If the weapon completely destroys its target or destroys a structure block on a heavy combat vessel or larger unit, any remaining damage can be shunted to another target. This is possible due to the huge size of the beam and the Lordship's control over it. Use the following rules and restrictions:

- The new target must be in the same hex or within 1 hex in any direction. It can be of any size (it does not need to be the same size as the original target).

- The firing player must roll to hit the new target using the normal procedures. This is referred to as the "transfer roll." Should the transfer roll succeed, any remaining damage is applied to the latest victim in 20-point rakes. (For example, if the blaster scores 90 damage to a ship and the 35th point destroys the facing structure block, the remaining 65 points can be shifted to another unit.)



- If the transfer roll fails, 20 points of damage are subtracted from the remainder of the volley. Another transfer roll can then be attempted, or the damage can be scored on the previous target without a roll. (Continuing the previous example, if the transfer roll failed, the remaining 65 points would be dropped to 45. The player could make another transfer attempt, or apply the remaining 45 damage to the previous target using the normal 20-point raking procedure.)

- Should transferred damage destroy the new target, the excess can continue to be passed on to new units using the procedure herein, so long as unallocated damage is left in the beam and each new target is within one hex of the shot's previous recipient. (Thus, for example, a transferred shot could pass through several units along a line, provided each is destroyed or loses a structure in the attack, and each is within one hex of the next.) All targets must, of course, be in arc of the weapon at the time of firing.

- If the initial shot (the first one taken by the weapon) misses, 20 points of damage are subtracted and the weapon may roll to hit again. It may not, however, transfer targets, but must continue to attempt to hit the original target until it either hits or runs out of damage. (Note that this will require the firing player to determine how much damage is scored before actually rolling to-hit.)

- Shots which have transferred away from a given target can later come back to that same target, but a new to-hit roll would be required.

Note that transferring damage to another target is always voluntary. The Kirishiac player is not required to do so. One excellent use of this feature is to rip entire flights of fighters out of space in a single swipe.

This is a gravitic weapon which scores damage in raking (20) mode.

Antigravity Beam

The Lordship's orbital segments are armed with these weapons, which put forth a quick, powerful blast of standard-mode antigravitons that punch holes in the target.

The beam normally fires just once, but can be split apart into three different shots if desired (typically to attack a fighter flight). The firing player does this by specifying (before rolling to hit) which targets will be fired upon. Against a fighter flight, the defender does not choose which targets are struck; this determination is made by the firing player at the time the weapon is used.

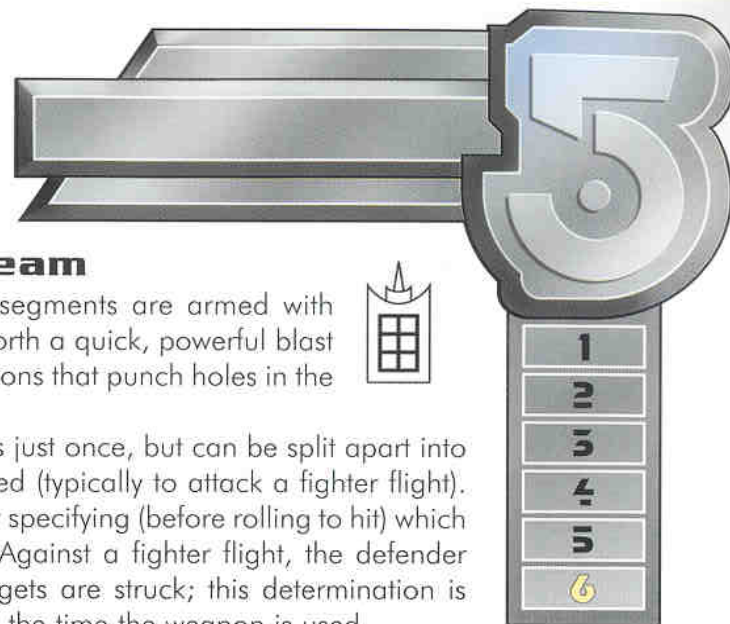
Note that the antigravity beams may not fire if the orbitals are not deployed. They may, however, be deactivated for extra power if this is the case. They cannot be deactivated for power on the turn the orbitals are deployed or recovered.

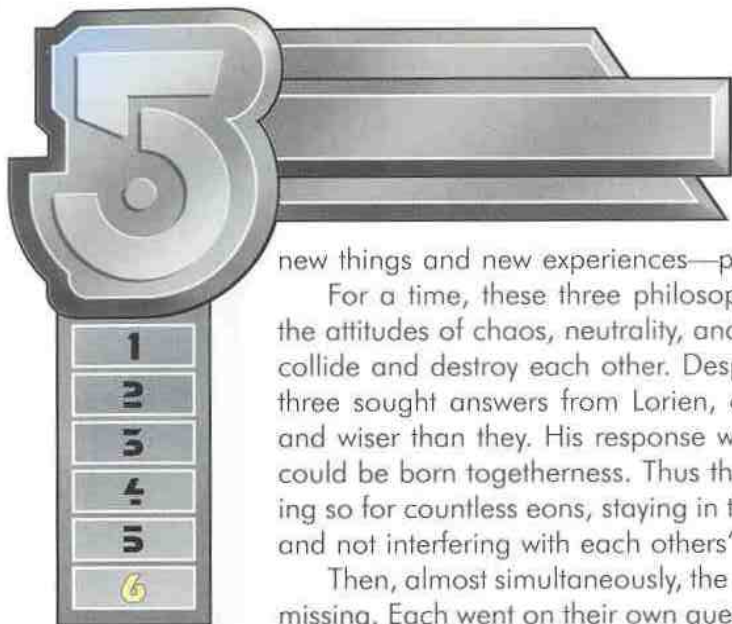
This is a gravitic weapon which scores damage in standard mode.

The Triad

Like most Ancient races, the true name of the Triad is unpronounceable (it begins something like "Trdvlmrvkckz," but goes on for a bit longer). The Triad contains some of the oldest living creatures in the Galaxy. Only three of them exist, and over the eons they have become so closely linked by mind and experience that they are one being for all purposes save the physical.

The members of the Triad were not always so closely tied together. In the beginning, they were of separate minds, each seeing the Universe differently. One saw it as an infinite playground, a place where his dreams could be made reality, and made to serve his will. A second viewed chaos and order as two sides of the same coin, with struggle towards either end inherently self-defeating. The third was imaginative, reveling in the creation of





new things and new experiences—perhaps the ultimate artist.

For a time, these three philosophies—so closely linked with the attitudes of chaos, neutrality, and order—seemed destined to collide and destroy each other. Desperate to avoid this fate, the three sought answers from Lorien, one of the few beings older and wiser than they. His response was merely that in separation could be born togetherness. Thus the Triad broke apart, remaining so for countless eons, staying in their own thirds of the Galaxy and not interfering with each others' lives.

Then, almost simultaneously, the three realized something was missing. Each went on their own quest to learn what this was, and in the end, they met each other at the Galactic core. What had been lost was each other, and they never separated again.

Their long time apart showed each of them that no single view of life or the Universe was necessarily correct. Instead of disliking and contradicting each other's attitudes, they embraced them, learning to see the advantages and disadvantages in each. In time, they began to think as one, so that today they are almost impossible to distinguish from each other.

One feature of the Triad's understanding nature is an appreciation for the views of others and a burning desire to learn and embrace these concepts, adding them to their own. Thus, in recent times, the members of the Triad have traveled the Galaxy in search of knowledge. As they come to each world, they survey its people, finding the good and bad among them and understanding each one. Then they move on, visiting the next planet, always seeking new attitudes and dispositions.

At first, the Triad believed that the Shadow-Vorlon conflict was a good one, as it had a way of eliminating tired, old beliefs and encouraging fresh new ones to rise to the forefront. Were it not for the constant stirrings of the pot by the Shadows, the Triad believed—at least at first—that the existing empires of younger races would eventually stagnate rather than evolve. But over the millennia, things changed. The new thoughts and attitudes that devel-

oped from the chaos eventually began to repeat themselves. Instead of encouraging new views and outlooks, the Shadow Wars only caused them to die out and start over from scratch. They were never allowed the chance to evolve or grow on their own. Indeed, the constant Shadow attacks began to encourage a typical sort of attitude in those races that survived them: weariness of the endless conflict.

The Triad wanted to intervene in the war, but they were only one ship against hundreds, and of the other Ancients, only the Walkers maintained a visible presence in the Galaxy—and they were obviously uninterested. So the Triad watched and waited, always seeking a key moment to intervene. When Lorien left Z'ha'dum, they realized that time may be near, and they were more than happy to join the fight at the end.

After the war, the Triad was the one group among the Ancients who actively desired to stay behind. With the Shadows and Vorlons gone, new attitudes and philosophies would surely develop among the younger races, and the Triad wanted to be there to discover them. Lorien, however, convinced the Triad to go beyond the Rim and experience instead the viewpoints of the other First Ones who had gone before. In the end, this idea proved more interesting than watching the younger races develop, although who's to say the Triad might not one day return?

The Triumviron

The ship of the Triad is actually a manifestation created through the wills of the beings inside, and is called by them "The Triumviron." The design has varied along with the whims of the Triad, but has remained relatively the same for the past several millennia. It resembles a three-pronged claw, with a triple set of weapon spokes that fire a massive sweeping beam across space. The Triumviron cannot take a lot of internal damage, but it is relatively well-armored, and the Triad are able to repair the structure of the ship at

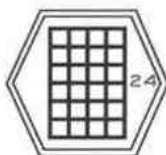


an amazing rate.

The Triumviron uses a hyperspace-phasing device similar to that used by the Shadows. When used, the ship appears to blink in and out from hyperspace almost at will. (This provides no advantage in combat, as the device's activation can be detected by nearby opponents.) If they wish, they can fade more slowly, depending on the whims of the crew.

Structure Self-Repair

The Triad is able to repair their ship using the force of their will, even if the damage is substantial. This ability is represented on the control sheet as a Structure Self-Repair system (which appears as two concentric self-repair icons).



In the Repair Segment of the Combat Sequence (and in addition to the normal self-repair available to most First Ones), the Triumviron is able to use its Structure Self Repair, as described below.

- Up to the listed number of Structure Boxes may be repaired, even if the damage has been taken on the current turn. This enables the Triumviron to reattach destroyed sections, as long as the section has been destroyed this turn. Any weapons or systems on a reattached section retain all the damage previously suffered.

- Structure self-repair cannot be used on any other ship systems, which will require the use of the normal self-repair using the regular rules. It functions on structure only.

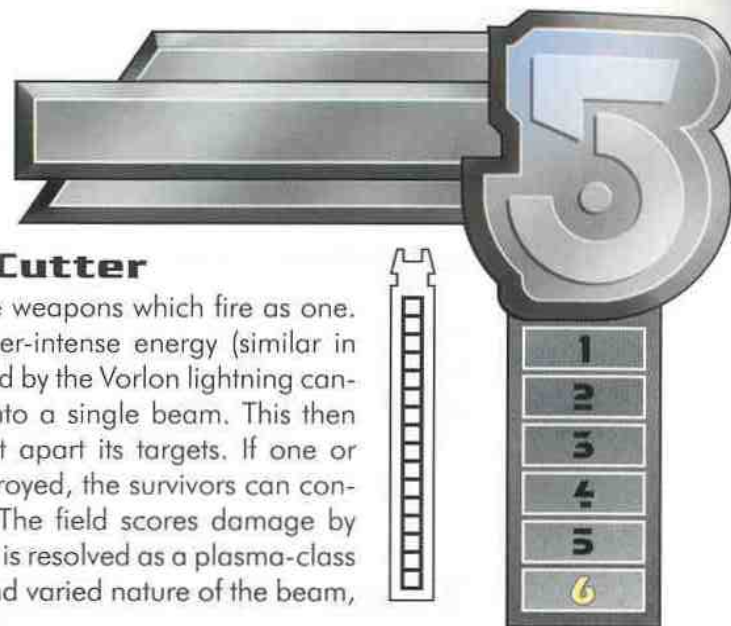
- If the primary structure is completely destroyed, the ship is lost in the Combat Step of the turn, and thus is unable to use its structure self-repair.

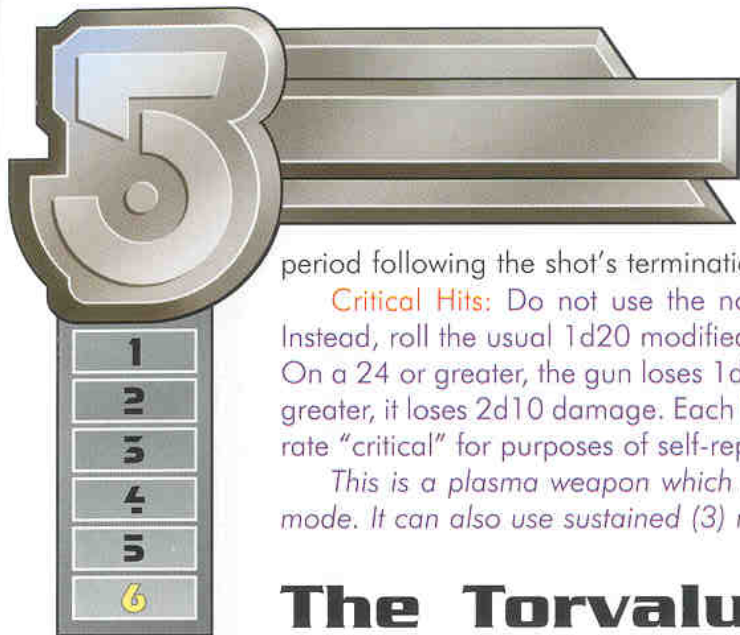
Hyperplasma Cutter

These are actually three weapons which fire as one. They project a field of hyper-intense energy (similar in appearance to that employed by the Vorlon lightning cannon) that is concentrated into a single beam. This then sweeps across space to cut apart its targets. If one or more of the cutters are destroyed, the survivors can continue to operate normally. The field scores damage by super-heating its target, and is resolved as a plasma-class weapon. Due to the wide and varied nature of the beam, the weapon is interceptable.

Each of the cutters can project the listed number of d10's of damage, but these do not all have to be used against the same target. In fact, the ship is free to allocate all of its d10's against any units it wishes. For example, if the three cutters have 30d10 available between them, the ship could fire 10d10 at a specific enemy ship, 5d10 against another ship, 1d10 against each of six fighters, and hold 9 dice in reserve for defensive fire. (In appearance, this would look like a single beam slicing through space in a wide arc, with pulse-like bursts within the beam striking the individual targets.) The division of the d10's must be decided in the Prepare Weapons phase of the Combat Step, but the exact number of dice used to intercept each particular shot may be allocated as the incoming shots are resolved (e.g., 9 dice in defensive mode could be used as a single -9 interception, three at -3, nine at -1, or any other combination totaling -9). Note that there is no penalty for successive shots as there would be with the molecular slicer beam.

The cutters normally score damage in raking (15) mode, but if the full strength of all three beams are brought together on a single target, it can be used in sustained mode for up to 3 turns. There is no requirement to arm the guns with extra power in order to pull this off, though they must still endure the usual cooling off





period following the shot's termination.

Critical Hits: Do not use the normal weapon critical chart. Instead, roll the usual 1d20 modified by damage to the weapon. On a 24 or greater, the gun loses 1d10 damage, and on a 30 or greater, it loses 2d10 damage. Each lost d10 is treated as a separate "critical" for purposes of self-repair.

This is a plasma weapon which normally fires in raking (15) mode. It can also use sustained (3) mode as described above.

The Torvalus Speculators

The race known as the Torvalus were among the first to become incredibly bored by their immortal existence. For centuries, they constantly strove to find new ways to amuse themselves, moving about the Galaxy as their whims drove them. In due course, most of them came to believe that they had seen everything there was to see here. One by one, they left their home galaxy to seek new experiences beyond the Void.

Eventually, only a few Torvalus were left, traveling the stars together. They alone of their people had discovered something interesting to do, something that could occupy their time and provide constant amusement. This activity was *gambling*.

The Torvalus would wager on just about anything, ranging from the simple and immediate to complex and millennia-spanning events. Visiting a star system, they might view the inhabitants of a primitive world and make bets on what form the dominant intelligent lifeform would eventually take. Three million years later, they would return to that place to see which among them would win the wager.

The rewards for victory in such contests were intricate and known only to themselves, but the Torvalus considered each bet—

even the smallest—worth winning. What was more, they would not tolerate cheating, which to them was the most heinous of sins. Over time, the thought of interfering in a wager was no longer even a consideration.

As far as the Torvalus were concerned, the Galaxy provided an endless supply of personalities, places, and events which could be speculated upon. The ship would travel in secret and silence, watching but never interfering, and leaving whenever the results of their latest wager had been determined. Civilizations rose and fell, nations grew and shattered, and the Torvalus had a bet for each and every one.

One of the greatest wagers of all time, so far as the Speculators were concerned, was the one they placed on the outcome of the Shadow War. Each of them had a different theory: the Vorlon philosophy of total order would win; the Shadows and their order-through-chaos theories would win; Lorien would put a halt to it; and so on. One even held that the war would never end—that the younger races would die out before victory by either side could be determined. None of them, however, considered the possibility that the Vorlons and Shadows would ever become directly involved—that would, of course, be *cheating*.

The Torvalus did not limit their betting just on the outcome of the overall war, but placed side wagers on each thousand-year cycle, as well as individual battles through the ages. The Shadow War dragged on, and for eons seemed no closer to its conclusion, until Babylon 4 made its trip back through time to take its place in the war a thousand years ago. This surprising turn of events made the Torvalus sit up and take notice—something significant had changed in the equation!

The next millennium passed ever so slowly, and the Torvalus waited it out with great anticipation. As developments progressed, they were always there, watching and cheering on their favorite participants. But then something went wrong. Sheridan's sacrifice at Z'ha'dum was another unexpected turn, and the Vorlons be-



gan to take matters into their own hands. As they started to destroy planets, attempting to eradicate the Shadows completely, the Torvalus could only watch in horrified shock. They were breaking the rules! All bets were off—and an outcome the Speculators had waited uncounted ages to discover was spoiled, ruined!

As the Torvalus were still reeling from this development, Lorien himself contacted them, asking if they would help against the Vorlons and Shadows. Never in their entire history had they interfered in any Galactic affair, but for this—this travesty—they would make an exception!

Thus the Torvalus were present at the end, along with the rest of the Ancients. They took a perverse pleasure in destroying Shadow and Vorlon units, moving through the field of battle with great abandon. Only when it was over did they realize what they had done. They had broken their own cardinal rule, and proven themselves no better than the Vorlons and Shadows. In shame, they agreed to pass beyond the Rim, wondering if perhaps there was more to life than endless wagers.

The Dark Knife

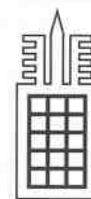
The Knife is the Torvalus' starship, their means of moving silently through the Galaxy, unseen—for if they were noticed by the younger races, their very presence might alter events and nullify a bet. To accomplish this secrecy, their vessel is equipped with a shading field that can make them invisible at any sort of distance.

The Knife is a tall, thin ship with a number of small protrusions along its length, three of which are larger than the rest and house the vessel's power lasers. The ship is extremely fast and maneuverable, and is considered agile. Though it has very little defensive weaponry, it is difficult to hit due to its low profile and the shielding provided by the shading field.

Power Laser

This is perhaps the most flexible laser weapon ever designed. It can be used as a raking, sustained, or piercing mode weapon (using the normal rules for each, except that its raking volleys are divided into groups of 15, not groups of 10). It is also very fast as lasers go, firing every other turn, and has an excellent range. Like most other laser weapons, it cannot be intercepted.

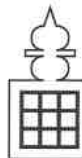
This is a laser weapon which fires in either raking (15) mode, piercing mode, or sustained mode.



Volley Laser

The Torvalus' answer to pulse-particle weapons of the other races, the volley laser is a rapid-fire laser capable of shooting off a burst of shots quickly. It acts as the lone defensive gun on the Dark Knife. As it is a laser weapon, it is non-interceptable.

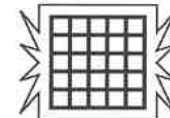
This is a laser-class weapon which fires in pulse mode.

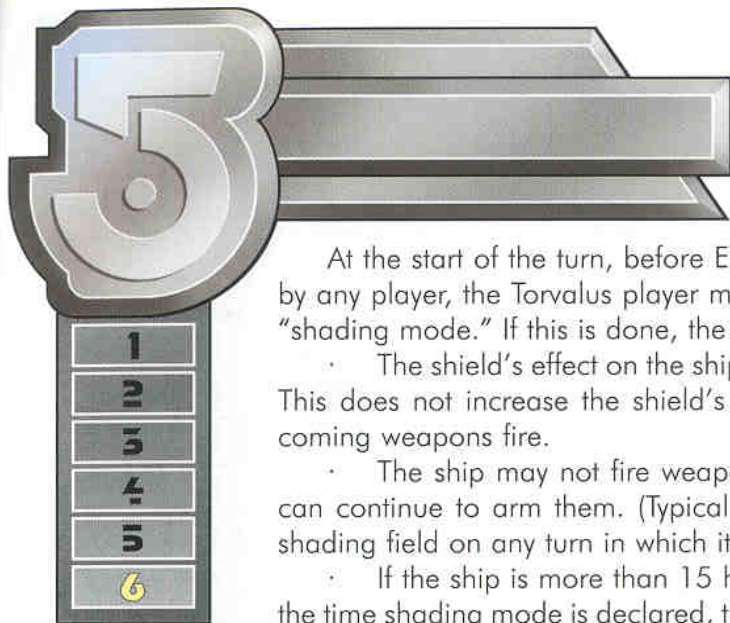


Shading Field

This device projects an electromagnetic shell around the Dark Knife, protecting it from weapons and making it invisible at long ranges. So long as it is undestroyed, it operates as a jammer for all purposes, and will affect other First Ones as well as ships of the Younger Races.

The shading field has two states, normal operation and "shading mode." In the normal mode, it simply projects a 4-point EM shield in all directions around the ship. This operates exactly as any other EM shield would if given a 360° arc, except that fighters cannot "fly under" the shield (it is too close to the hull). Naturally, if the shading field system is deactivated, this effect is lost.





At the start of the turn, before EW is determined or declared by any player, the Torvalus player may declare he is switching to "shading mode." If this is done, the following effects occur:

- The shield's effect on the ship's defense rating is doubled. This does not increase the shield's absorption rating versus incoming weapons fire.

- The ship may not fire weapons on that turn, although it can continue to arm them. (Typically, the Knife will activate the shading field on any turn in which its lasers are rearming.)

- If the ship is more than 15 hexes from all enemy units at the time shading mode is declared, the Dark Knife counter can be removed from the map. The owning player moves the ship normally, but is not required to reveal his location unless he is within 15 hexes of an enemy unit (and that unit has line-of-sight) at the conclusion of the Movement Step of the Combat Sequence. If the Dark Knife cannot be seen at this point, any lock-ons to it are lost and the ship cannot be targeted by weapons fire on that turn.

At the beginning of the game, the Dark Knife is always deployed last. If the Torvalus player decides to be using Shading Mode in the first turn, the location of the Dark Knife does not have to be revealed at all. If other players should attempt to fire on the Dark Knife, use the rules for Dark Matter Clouds in Showdowns-1 to resolve this (an impartial judge would be very helpful here). Note that this requires the Dark Knife player to be extremely honest and diligent in bookkeeping, and thus this rule may not be usable in all scenarios.

The shading field may be used in combination with the ship's jump drive. This, along with the ship's stealthy nature and extreme speed, make it a difficult target to track if it wishes to escape.

Critical Hits: Roll the usual 1d20 with modifiers for damage. If a 26 or greater is rolled, the device loses 1 point of shield protection. Its jamming effects are not altered by critical hits.

The Mindriders

Like many of the Ancients, the race that came to be known as the Mindriders was constantly wondering what their purpose was in the Universe. The various Ancient Ones dealt with this unanswerable question in different ways. Most eventually left the Galaxy in their quest for answers, but a few remained. Some, like the Walkers of Sigma 957, explored space and beyond, trying to advance to the next level of existence. Some, like the Speculators, gave up looking for answers and sought refuge in temporary amusements. Each went on in their own way.

The Mindriders were the most spiritual of the Ancients, eventually finding a way to leave their physical bodies permanently, existing as disembodied spheres of energy (much as Lorien does). Even this, though, did not bring them any closer to furthering their evolution. Could it be that they had reached the pinnacle, that there was no way to proceed further? This conclusion, too, was hard to swallow. There could only be one answer—in having been born immortal, they had never experienced the mystery of mortality. Had they missed something by being born too soon? Did the key lie in experiencing life from the bottom rungs of evolution?

Thus, the Mindriders began a bold experiment: to live life in every means possible, from the lowest form to the most advanced, chronicling the experience from birth through death. They moved from world to world, spending millennia at each, placing their life essences in newly born creatures and living with them as part of their lives. They did not interfere, merely observed from within.

Although the Shadow War did not directly affect their grand experiment, they knew it was going on, and realized that each burgeoning civilization destroyed in that war was one less chance the Mindriders had of finding the Answer they sought. Perhaps one of the races that held that Answer had already been eradicated! So, as the Shadow War dragged on, the Mindriders watched



the conflict closely. Each race that seemed likely to be struck was quickly chronicled by one or more Mindriders, hoping to preserve some record of their existence. Even so, they could not visit them all, and some were always lost, to their everlasting regret.

As the Shadow War drew to a close, Lorien offered the Mindriders a chance to put an end to the Vorlon-Shadow conflict once and for all. They gave this aid freely, though they secretly doubted the plan would work. Upon its conclusion, Lorien explained that the Great Answer the Mindriders sought would not be found by living other lives, only their own. They had learned all they could from the younger races, and the time had come to continue their quest elsewhere. Thus did the Mindriders pass Beyond, joining their long-departed comrades at last, believing—despite Lorien's remarks to the contrary—that they were richer for the experience.

Thoughtforce

The Mindriders' ship, Thoughtforce, resembles a huge, four-pronged caltrop. Its interior is mostly hollow, as it serves only as a vessel for sustaining its crew's life-essences when they are not involved in the Grand Experiment. When the Mindriders themselves are on a planet, living other lives, the ship is left on a nearby rock or asteroid, shut down and disguised as a terrain feature. Since no one else except a non-corporeal being could possibly command the ship, the Mindriders see little risk in this.

Thoughtforce moves and operates at the command of the minds within it, but is not designed for speed or maneuverability. It can stand up to a tremendous amount of punishment due to its thought shield system.

Special Hull Arrangement

Viewed from above, the ship is radially symmetrical, and thus possesses a special structure arrangement. Instead of the usual

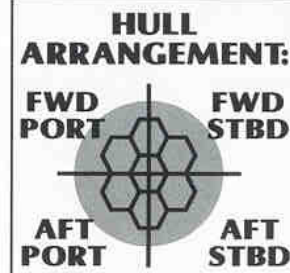
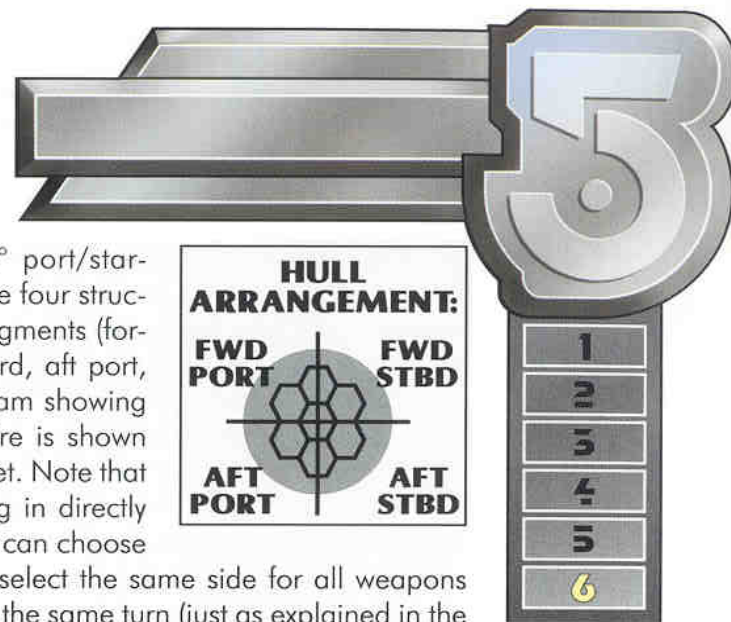
60° forward/aft and 120° port/starboard layout, it divides these four structural areas into even 90° segments (forward port, forward starboard, aft port, and aft starboard). A diagram showing how to resolve incoming fire is shown here and on the control sheet. Note that in the case of shots coming in directly on a spine, the firing player can choose which side is hit, but must select the same side for all weapons firing from the same unit on the same turn (just as explained in the Core Rules).

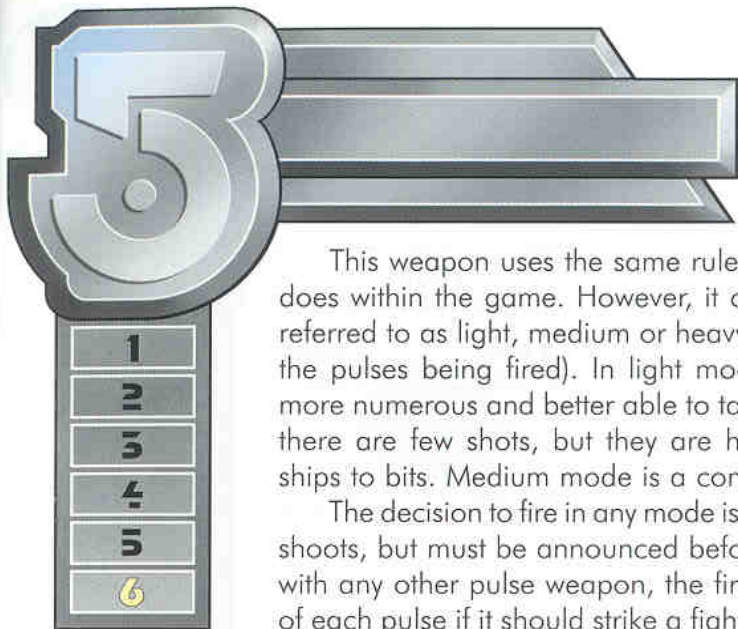
This hull arrangement offers several benefits:

- The ship has no pivot cost, enabling it to operate pivot maneuvers for free. It is still limited to one pivot per turn, however.
- The ship suffers no firing penalties for being pivoted, rolling, or using other special maneuvers.
- When performing a turn, the entire thrust cost must be paid out through the single opposite-side thruster, similar to performing a slide. The exception is if Thoughtforce is pivoted and wishes to turn into the pivot, in which case thrust may be split as normal between the two opposite-side thrusters.
- Incoming damage hitting a thruster can be allocated to either of the two possibilities of the owning player's choice. Side-mounted weapons operate similarly, although only weapons in arc are eligible for hits, as per the normal rules.

Ultra Pulse Cannon

The Mindriders' main weapon (also referred to as the *mental pulsar*) operates by concentrating aggressive thoughts from each of their people together into bolts of energy. These are then focused and fired at the target. As with most pulse guns, these shots are interceptable.





This weapon uses the same rules as any other pulse cannon does within the game. However, it can use any of three modes, referred to as light, medium or heavy (as they relate to the size of the pulses being fired). In light mode, the shots are small, but more numerous and better able to target fighters. In heavy mode, there are few shots, but they are huge and can smash enemy ships to bits. Medium mode is a compromise between the two.

The decision to fire in any mode is made at the time the weapon shoots, but must be announced before the to-hit roll is made. As with any other pulse weapon, the firing player selects the targets of each pulse if it should strike a fighter flight or group of shuttles. See the Core Rules for more information on this procedure.

This is a particle weapon which fires in pulse mode.

Trioptic Pulsar

This small weapon is strictly defensive in nature, operating as an anti-fighter device. It fires three pulses (there is no random roll for pulse quantity, nor is there a grouping range statistic) doing random amounts of damage. Its primary advantage is that it can fire each turn.

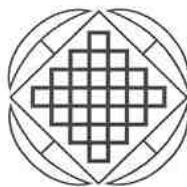
This is a particle weapon which fires in standard mode.



Thought Shields

These defensive devices are a direct extension of the crew's minds, deflecting incoming shots with the pure power of thought.

The thought shield array projects a special shield equal to the number of boxes in the system icon (25 points if undamaged) on each of the ship's four sides. If desired, the Mindriders can voluntarily lower any given side's shields in order to strengthen another, but no side's shield can be more than doubled in strength. This change must be made during the EW Determination Step of the Combat

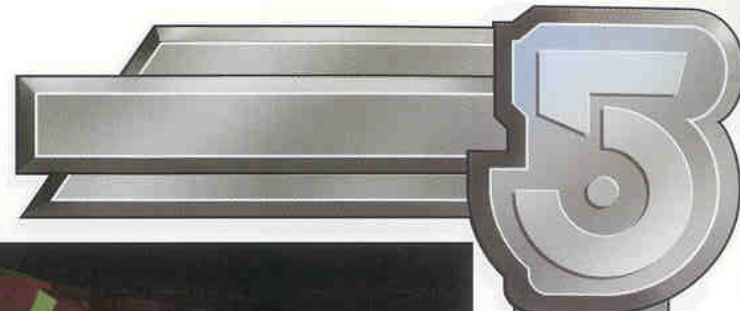


Sequence and is announced along with the ship's EW levels. For example, if anticipating an attack from the forward or port directions, the aft and starboard shields can be lowered to strengthen the forward and port directions. A given side's shield can be lowered partially if desired; e.g., the aft shield could be dropped by 10 and the forward increased by 10. This can be changed each turn, but once set, cannot be altered until the next turn's EW Determination Step.

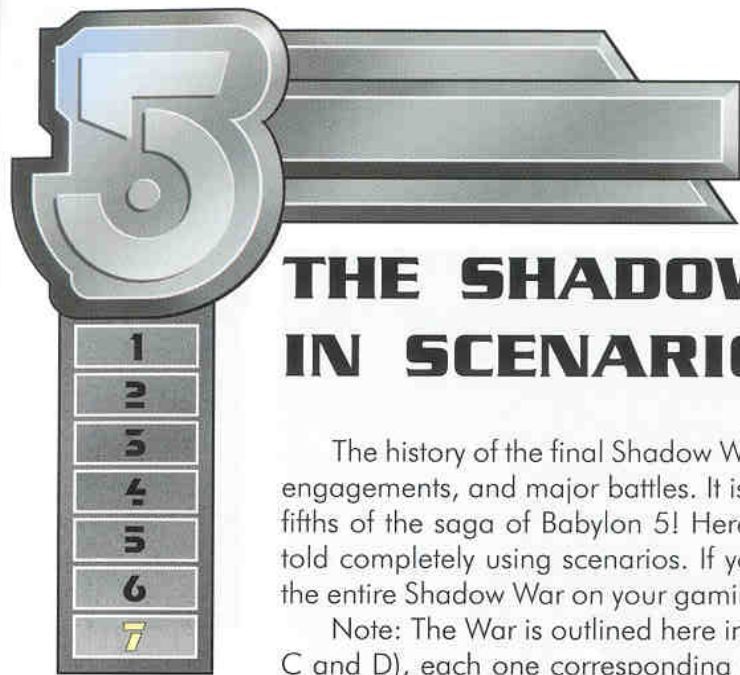
The effect of the shield is to absorb incoming damage. It does not affect the ship's defense ratings or armor level. Each shield point absorbs exactly one point of damage before it is eliminated, and the shield must absorb the first damage that hits the ship (regardless of type). The shield does not protect against attacks that score no damage, such as the involuntary movement caused by a gravitic shifter or plasma net.

For example, an EarthForce Omega Destroyer fires a heavy pulse cannon and a heavy laser at Thoughtforce. The Omega player decides to resolve the laser first, as its 10-point rakes will not be as effective as the HPC against this well-armored target. Earlier in the turn, Thoughtforce deactivated a non-facing thought shield and doubled the thought shield facing the Omega (which could not maneuver to avoid firing at the doubled shield). The laser rolls 40 points of damage, which knocks down 40 points of shields, leaving 10. The heavy pulse cannon scores three 15-point hits, the first of which drops the rest of the shield and does a volley of 5 points, while the other two pass cleanly through for two volleys of 15 points each.

Thoughtforce's shields regenerate completely each turn and can be redistributed as described previously. This occurs because they are in part generated by the ship's crew. If one of the C&C systems is destroyed, the thought shield system's ability to generate shield points is halved (drop fractions), and if the other C&C is destroyed, no thought shields can be produced at all. The thought shield generator does not suffer any critical hits.



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THE SHADOW WAR IN SCENARIOS

The history of the final Shadow War is one of many skirmishes, engagements, and major battles. It is also a story that spans four-fifths of the saga of Babylon 5! Here, we present the entire tale, told completely using scenarios. If you have ever wanted to play the entire Shadow War on your gaming table, here's your chance!

Note: The War is outlined here in four Scenario Groups (A, B, C and D), each one corresponding to one-fourth of the conflict. The early Groups are usually smaller battles, some as small as single-ship duels, while the last in Group D are so huge they take multiple scenarios to play out!

Scenario Group A: Opening Moves

The war began slowly, as they always do. The Shadows needed time to build their forces, and the Vorlons wanted the Shadows to make a decisive move before committing their own allies to the battle. The Vorlons and the Minbari Religious caste were busy constructing the White Star Fleet and readying the Minbari people for another war. The Shadows, meanwhile, had to find allies of their own, and they turned their attention first to the Centauri. A Shadow agent named Morden journeyed to Babylon 5 and approached the Centauri ambassador, Londo Molari.

Molari was an ambitious noble who dreamed of better things for himself and his failing Republic. The Republic was having trouble with the Narns and was not in a military position to do much about it without becoming embroiled in another long, bloody war.

The Narns, meanwhile, were on the rise, their power growing, and they were becoming an ever-increasing threat to the Republic. When Morden arrived on the station he found everything he had hoped for in the beleaguered Centauri ambassador. A simple show of Shadow power allowed Morden to recover a stolen Centauri relic for Molari. At first Kosh warned Morden to leave, but was unwilling to force the issue. This gave Morden enough space to maneuver and ensnare the ambitious Centauri into the Shadow web.

On the eve of 2259 the Shadows began the war in earnest, although few realized it at the time.

Scenario 1: Shadows Fall on Quadrant 37

The Narns had established a large military outpost in Quadrant 37, manned by over 10,000 Narn soldiers and heavily defended. The outpost was not only a listening point for spying on Centauri space, but also served as a constant threat to Centauri security. Worst of all, the Quadrant itself was in disputed space that both the Centauri and Narns had claims to. As much as they would have liked to do otherwise, the Centauri had no feasible means of eliminating the post without starting a war they could very well lose.

Morden offered to take care of the problem for Ambassador Molari in exchange for future considerations. Molari was skeptical, but remembered how Morden had helped him in the past. Molari signaled Centauri Prime that he would take care of the problem of Quadrant 37 in a way that could not reflect badly on the Centauri Republic. This is indeed exactly what happened. The Shadows made their first open assault on one of the younger races in a thousand years. It was only fitting that it should be the troublesome Narn who were the first to fall.



From the Shadow point of view, the attack on the Narn base was more about winning over the Centauri than hurting the Narns (although the latter was a nice bonus). The Centauri showed the ambition and desire for conflict that the Shadows looked for in young races. The Centauri wanted to change the face of the galaxy and reshape it in their own image, all laudable goals as far as the Shadows are concerned. The Narns, on the other hand, for all their hatred of the Centauri, had no grand ambitions beyond defeating their former masters. The Narns were, from the Shadow point of view, a weak race without the will to fight and better themselves as a race. Thus the Shadows would sacrifice the Narn in order to jump-start Centauri ambition.

Thus, when Molari asked the Shadows (not knowing who he was truly dealing with) to take care of the problem in Quadrant 37, they were more than happy to help. A pair of Shadow Cruisers were dispatched to take care of the Narn outpost. They came out of hyperspace and quickly laid into the base, destroying it and its entire fighter compliment, leaving no survivors.

Scenario Rules:

Player One: Narn Ja'Stat Starbase (fully outfitted and loaded with Frazi fighters). One flight of fighters is already in space, on patrol within 5 hexes of the base.

Player Two: Two Shadow Cruisers.

Set-Up: Place the base in the center of the map with the single fighter flight already on patrol within 5 hexes of the base. None of the base's weapons are charged, as they are not expecting an attack, and they cannot begin charging until turn 2 due to surprise. The Shadow Cruisers arrive from hyperspace at the start of turn 1 in any hex they choose, and at any desired speed, so long as they do not appear within 10 hexes of the base.

Special Rules: The Cruisers cannot launch fighters, as they do not want to take the risk of losing one (thus leaving behind evidence of their presence).

Narn Victory Conditions:

Unbelievable Victory: Both cruisers destroyed (not likely).

Major Victory: One cruiser destroyed (also not likely).

Minor Victory: Internal damage, other than energy diffusers, on any of the cruisers.

Loss: No damage to any Shadow ship.

Shadow Victory Conditions:

Victory: Destroy everything.

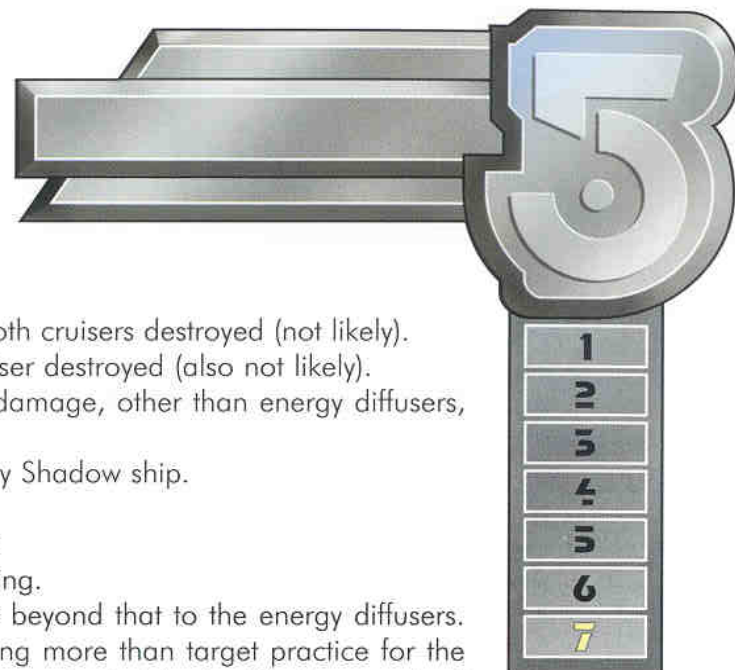
Loss: Take any damage beyond that to the energy diffusers.

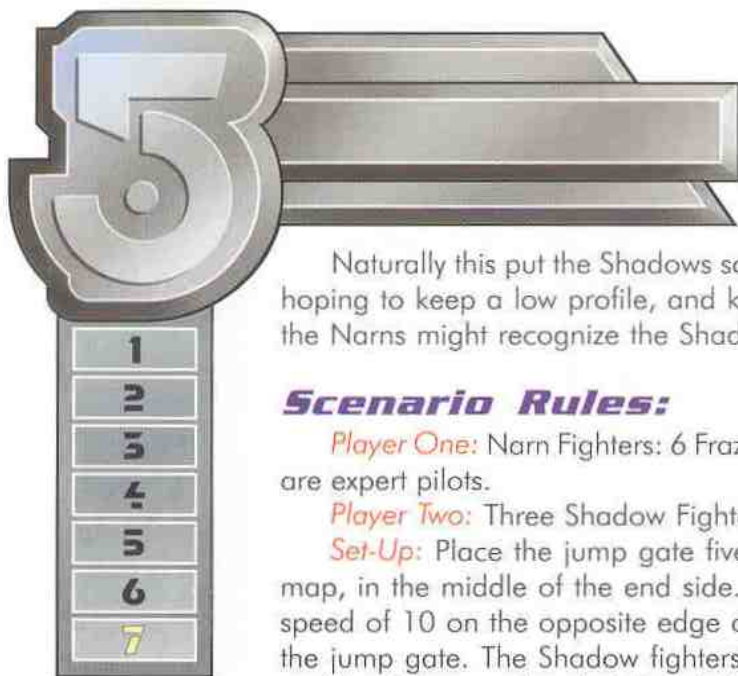
This scenario is really nothing more than target practice for the Shadows, so any damage they actually take is a frivolous waste of materiel (and might leave some substance behind that, if salvaged, could indicate a new and previously unknown race was at work).

Scenario 2: Chasing Shadows

The Narns were naturally quite alarmed at the loss of their outpost in Quadrant 37 and at the unexplained deaths of so many of their people. Ambassador G'Kar, stationed on Babylon 5, could not believe that the Centauri had the military might to undertake such a strike successfully, at least not without leaving some trace of their presence. Determined to find the cause of this new threat to his people, G'Kar led an expedition to the site of the lost base. When nothing could be learned there, G'Kar expanded his search, which ultimately led him out towards the rim of the galaxy, towards Z'ha'dum.

G'Kar unfortunately found the answers he was looking for. On a world near the edge of inhabited space, G'Kar and his fellow Narns came upon a group of Shadow fighters on patrol. In the ensuing battle, the Narns quickly realized that they were outmatched and tried to escape through a jump gate. Only G'Kar managed to make it home safely.





Naturally this put the Shadows somewhat on edge. They were hoping to keep a low profile, and knew that it was possible that the Narns might recognize the Shadows from ancient times.

Scenario Rules:

Player One: Narn Fighters: 6 Frazi class fighters, three of which are expert pilots.

Player Two: Three Shadow Fighters.

Set-Up: Place the jump gate five hexes from one end of the map, in the middle of the end side. The Narn fighters start at a speed of 10 on the opposite edge of the map, heading towards the jump gate. The Shadow fighters start at a speed of 5 in the middle of the map, headed directly for the Narn fighters. The jump gate may not be activated until the start of turn 4.

Special Rules: Ramming is permitted by all Narn fighters except G'Kar. The Shadow fighters may not ram.

Narn Victory Conditions:

Nominate one fighter (secretly) to be G'Kar's fighter. This must be one of the fighters with an expert pilot.

Major Victory: G'Kar escapes.

Minor Victory: Any other fighter escapes.

Loss: All fighters destroyed.

Shadow Victory Conditions:

Victory: Destroy all Narn fighters.

Loss: Any fighters escape.

Scenario 3: Verifying G'Kar's Story

Ambassador G'Kar returned with wild tales from the Rim about a strange new (or ancient) race that was at work in the Galaxy. Naturally, he was greeted by a lot of doubt by his people. Most of them blamed the Centauri for the recent attack, even though they

had no evidence. The idea that some strange race would randomly attack an outpost on the Narn-Centauri border seemed improbable at best. Just as the Shadows had planned, no one could link them or the Centauri to the attack.

Ultimately, G'Kar was insistent enough to force the Narn government to send another ship to investigate Z'ha'dum. Unfortunately, G'Kar told Ambassador Molari about his plans during an attempt to convince the Babylon 5 Council of the impending danger from the Shadows. The Centauri Ambassador then informed his Shadow allies about what G'Kar was up to. The Shadows knew full well that they had to destroy the ship and destroy it before it could get word back as to what it found at Z'ha'dum. The Shadows were not ready for such a public unveiling at this juncture.

The Narns sent a single G'Quan class cruiser to Z'ha'dum to investigate the mysterious system. As they opened a jump point and entered the region they were immediately met by a waiting Shadow vessel, which promptly blew them out of the sky. In the moments after completing the jump, the cruiser was out of contact with the Narn military, so it had no opportunity to report on what had happened. Since the Narns could not imagine something that powerful waiting to destroy the cruiser the instant it came out of hyperspace, they assumed that the cruiser had experienced a malfunction with its jump drive and was thus destroyed. No further expeditions to Z'ha'dum were planned. Thus, the Shadows retained their anonymity for a while longer.

For their part, the Vorlons had seen what was happening to the Narns and the Centauri. They knew that the Shadows were aboard Babylon 5 and that they had approached both the Narns and the Minbari, and probably the Centauri as well. If the Narn government had trouble imagining an ancient race that could easily destroy bases and heavy cruisers, the Vorlons did not. It was obvious that the Shadows were at work, but the Vorlons were not ready. The only way to stop the Shadows from attacking the Narns would be for the Vorlons to use their own ships, something they



were loath to even consider. The Vorlons tried to stay as aloof from actual fighting as possible. They wanted to gather their allies into a fighting force capable of engaging the Shadow vessels on their own, and destroy the Shadows once they had revealed themselves completely. As long as the Shadows remained behind the scenes the Vorlons would hold off. Narns would have to be sacrificed for the greater good.

Scenario Rules:

Player One: Narn: One G'Quan class cruiser, full compliment of fighters.

Player Two: Shadows: One Shadow Cruiser.

Set-Up: Start by placing a Narn jump point marker on the map. The Shadow player then places his ship wherever he likes, and begins arming his weapon (it begins turn 1 at the lowest arming level). The G'Quan jumps into the map through the jump point on turn 1.

Narn Victory Conditions:

Major Victory: Form another jump point and escape (don't count on it!) or destroy the Shadow ship.

Minor Victory: Survive five turns (long enough to send a message).

Pyrrhic Victory: Score some amount of internal damage on the Shadow cruiser (not counting damage absorbed in tendrils).

Shadow Victory Conditions:

Victory: Destroy the Narn cruiser in less than five turns.

Loss: Any other result.

Optional Rules:

The players may want to adjust this scenario to give the Narn more of a chance. Options include allowing the Narn player to deploy fighters in hyperspace and enter the board with the fight-

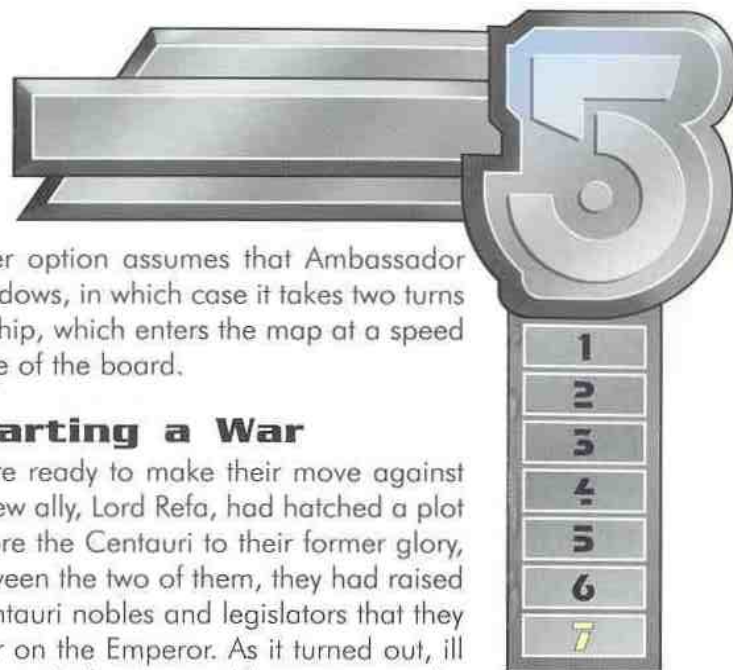
ers already in play. Another option assumes that Ambassador Molari did not warn the Shadows, in which case it takes two turns for the Shadows to send a ship, which enters the map at a speed of 20 from any desired edge of the board.

Scenario 4: Starting a War

Finally the Centauri were ready to make their move against the Narns. Molari and his new ally, Lord Refa, had hatched a plot that they hoped would restore the Centauri to their former glory, starting with the Narns. Between the two of them, they had raised enough support among Centauri nobles and legislators that they could effectively force a war on the Emperor. As it turned out, ill health struck the Emperor down before he could even protest the action. Lord Refa then killed the dead Emperor's Prime Minister, clearing the way for continued Centauri aggression.

Molari consulted with his Shadow allies and arranged for the Narn Military base in Quadrant 14 to suffer a total defeat at the hands of the Shadows. The Shadows were more than happy to oblige and utterly laid waste to the Narn forces stationed there. The Shadow plan was now coming to fruition. No one knew of their involvement in the war and yet they had managed to bring two of the galaxy's greatest powers into a deadly conflict. Not only that, but they had assured that the Centauri would have the upper hand in the coming battle.

The Narn base in Quadrant 14 was a heavily defended position that the Centauri would have taken only at great loss. The planetary base was defended by an orbiting outpost with a full compliment of Frazi fighters. Additionally, a G'Quan class heavy cruiser was stationed in permanent orbit around the planet, itself containing a full compliment of fighters. This was the largest commitment of Shadow ships in the war to date: three Shadow Cruisers. The cruisers came out of hyperspace and descended on the base, taking them unawares. Every Narn in the region died and the Shadows disappeared back into the darkness.





A few hours later, Narn reinforcements arrived in response to the station's distress signal. They were followed almost immediately by a large Centauri fleet sent to occupy the region for the Centauri Republic. The Narn-Centauri War had begun. Note: For details on this war, see the *War of Retribution* supplement.

Scenario Rules:

Player One: Narns: 1 Narn Ja'Dul Warbase, 1 G'Quan Heavy Cruiser. All are fully loaded with Frazi fighters.

Player Two: Shadows: 3 Shadow Cruisers.

Narn Set-Up: Place the base in the center of the map. Select one side of the map to represent the atmosphere and surface of the planet below. The G'Quan starts at a full stop in a hex adjacent to the Narn base. It can be facing any direction the player chooses, and its jump engine is deactivated. The Narn player starts with two flights of fighters out on patrol, secretly writing down the hex in which the fighters start and the speed and direction they are traveling. The Narn also may place their fixed jump gate anywhere on the board as long as it is at least 20 hexes away from the planet and the station.

Shadow Set-Up: The Shadows can phase in from hyperspace at any location that is at least ten hexes from the base and the surface of the planet. The Shadow player should record which hexes its ships will enter during the first turn. The Shadow player must deploy at least one ship on the first turn. It can hold the other ships in hyperspace as long as it wants, but the turn before it wants the ship to arrive, it should write down which hex the Shadow cruiser will fade into. This decision should be made during the EW Determination Step of the Combat Sequence.

Narn Victory Conditions:

Total Victory: defeat all Shadow cruisers (very, very unlikely).

Major Victory: Destroy one Shadow ship.

Victory: Escape with at least one fighter (to warn the others).

Shadow Victory Conditions:

Victory: Destroy everything.

Minor Loss: Any Narn ships or fighters escape into hyperspace.

Major Loss: Lose a Shadow vessel.

Total Loss: Lose all three ships (not bloody likely).

Scenario 5: Finishing a War

As the Narn-Centauri war raged on, the Shadows, pleased with their work, turned their attention elsewhere for a while. They began to concentrate their efforts in the League Worlds, planting the seeds for future conflicts. There had always been a great deal of discord and dislike among various members of the League, and now the Shadows were doing their best to exploit these feelings. Additionally, the Shadows continued to extend their influence on Earth. Their agents were now actively involved with members of the Earth Alliance government and had succeeded in allying themselves with the Psi Corps. Thus, they eliminated any threat from the powerful Earth telepaths. More and more sightings of Shadow ships occurred in hyperspace. As the Shadows expanded their activities it became harder to keep them hidden. Fortunately for them, most of the Galaxy was distracted by the fighting between the Narn and the Centauri.

The war itself was going badly for the Narn, but they were by no means beaten yet. The Centauri had fought the Narns back to deep in their own space, but a substantial portion of the Narn fleet remained, guarding Homeworld. The Centauri began massing their own fleet for a final attack on that planet, a battle which would no doubt be quite bloody and costly. At the same time, the Narns knew that they would need to make a daring blow against the Centauri if they hoped to turn the course of the war. The Narn high command decided that the best way to stall the Centauri advance was to strike at their main supply depot on Goresh 7.



Goresch 7 was the key to the Centauri offensive, and was thus heavily guarded by the Centauri fleet. In order to take the system, the Narns would need almost their entire remaining armada. This would leave the Narn homeworld unprotected for a short while, but the Narns judged the risk worth the possible gain. Unfortunately, the Centauri found out about these plans from captured Narn refugees. Now that they knew, they had to decide what to do. One last time the Centauri called upon their Shadow allies to help destroy the Narns once and for all. The Shadows were naturally more than happy to help.

The Centauri fleet withdrew into hyperspace, massing for a final assault on the Narn homeworld, leaving Goresch 7 undefended. The Narn fleet jumped into the Goresch system and made for the planet, where they fell into the Shadow trap. The Narn fleet managed to inflict some damage on the Shadows, but soon realized they could not win. They tried to escape, but the Shadows deployed vortex disruptors, collapsing the jump points while the Narn ships were in them. Who knows what would have happened if the Narns had stayed to fight? They might have even taken a few Shadows with them.

Meanwhile, the Centauri fleet attacked the Narn homeworld, laying waste to it with mass drivers. The Narns were forced to surrender and the War of Retribution was over.

The Shadows had won the first round of the new war. They had punished the Narn for their thousand-year-old transgressions and raised their new puppets, the Centauri, to new heights. The Centauri government would continue to be a source of chaos and strife in the galaxy, thus furthering the Shadow cause. Likewise, the Centauri Republic would eventually become safe place from which the Shadows could stage their own operations. The Vorlons, meanwhile, were still slow out of the gate. They had lost Earth to the Shadows, but soon they would make their first move to counteract Shadow gains.

Scenario Rules:

Note: This scenario involves a large number of Narn ships and you may wish to have more than one player controlling the Narns.

Side One: Narn: Twelve G'Quan Heavy Cruisers. Each has one flight of fighters (other fighters have been destroyed in battle and not yet replaced).

Side Two: Shadows: Three Shadow Cruisers, one Shadow Carrier.

Set-Up: Select one long edge of the map to be the surface of Goresch 7. The Narn ships enter the map first. The entire fleet must jump into the system at the same time. They can jump into any hex along the edge of the map opposite Goresch 7. The Shadows may then phase in at any time in any hex. However, the Shadow player must choose what hex each Shadow ship will fade in on during the first turn and how many turns the ship will take before it appears.

Narn Victory Conditions:

Major Victory: Destroy or drive off all Shadow Ships.

Minor Victory: Escape with at least half the fleet's point value intact (not counting damage).

Marginal Victory: Escape with at least one large ship.

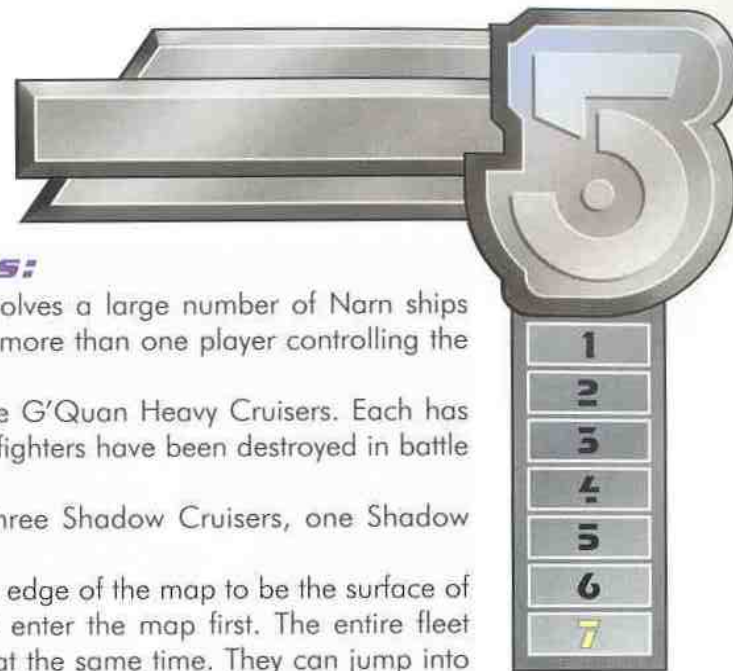
Loss: All ships destroyed.

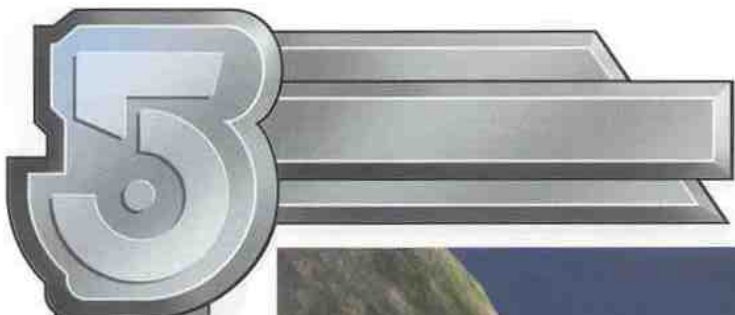
Shadow Victory Conditions:

Major Victory: Destroy all Narn ships.

Minor Victory: Destroy all Narn ships but lose one or more Shadow Cruisers.

Loss: Any Narn ships escape.





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Scenario Group B: Maneuvering for Position

The Shadows had made the first move in the new great war. They now maneuvered to cement their position, convincing the Earth Alliance to sign a non-aggression pact with the Centauri. By the terms of the agreement the Centauri were free to attack whoever they pleased as long as they did not infringe on Earth territories. The Centauri readily agreed since this kept the Earth Alliance off its back.

The Centauri had every intention of continuing their expansion after the defeat of the Narn. They soon launched attacks on both the Drazi and the Pak'ma'ra, taking over a number of worlds on the Centauri border. The Centauri claimed to be creating a "buffer zone" to ensure stability. In reality, they were expanding their empire and giving the Shadows room to maneuver.

Soon the Shadows moved to take advantage of their alliance with the Centauri. Shadow vessels took up positions in hyperspace along the border, putting them in a stronger position to launch attacks into the League worlds. Meanwhile, the Vorlons were about ready to reveal their new weapon in the war. The first of the White Star ships was ready and the Vorlons planned to give it to Captain Sheridan. This would not only allow Babylon 5 a small ability to project force, it would also induce Sheridan to completely commit himself and the station to the war against the Shadows.

Scenario 1: Saving the Saviors

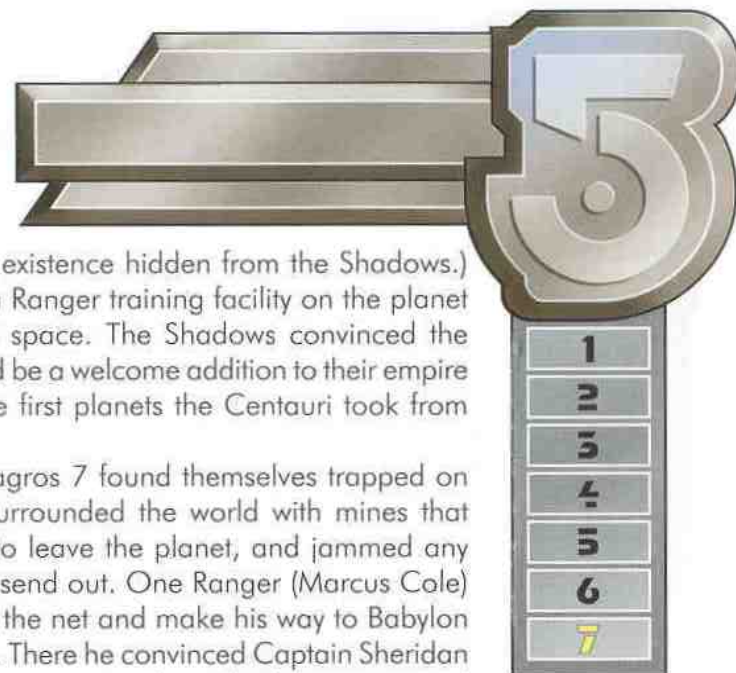
It is now 2260 and the Shadows have recently become aware of another Vorlon tool: the Rangers. (Since the Rangers started recruiting in large numbers from races outside the Minbari, it be-

came difficult to keep their existence hidden from the Shadows.) The Shadows had located a Ranger training facility on the planet Zagros 7, located in Drazi space. The Shadows convinced the Centauri that Zagros 7 would be a welcome addition to their empire and it had been among the first planets the Centauri took from the Drazi.

Now the Rangers on Zagros 7 found themselves trapped on the planet. The Centauri surrounded the world with mines that shot down any craft trying to leave the planet, and jammed any signals the Rangers tried to send out. One Ranger (Marcus Cole) did manage to slip through the net and make his way to Babylon 5, the nearest Ranger haven. There he convinced Captain Sheridan and Ambassador Delenn to come to the aid of the entrapped Rangers. It was at this point that Delenn, with the permission of the Vorlons, first revealed the White Star to Sheridan. The White Star, not yet based out of Babylon 5 but rather moored in space away from any habitations, would soon see its first action.

The Shadows, meanwhile, were preparing to deal with the Rangers. They still did not want to reveal the true nature of their power or their ships to anyone, even the Centauri. Thus they had the Centauri leave the planet unguarded except for the unmanned blockade mines. They then sent a Shadow Cruiser to level the Ranger base from space. Unfortunately, the White Star arrived a few moments before the Shadow vessel and set about destroying enough holes in the minefield to allow the Rangers to escape.

By the time the Shadows arrived, the White Star had almost finished its job and the Rangers were in their ships. The Shadows, unsure of this new ship and its capabilities, took a moment to scan and observe the White Star, giving it enough time to finish destroying the blockade and setting the Rangers free. The Rangers escaped and the Shadow vessel went after the White Star into hyperspace. The White Star managed to destroy the Shadow vessel by opening a jump point within a jump gate while the Shadow cruiser was nearby, destroying both the gate and the enemy ship.





Scenario Rules:

Player One: Babylon 5: 1 White Star.

Player Two: Centauri/Shadows: One Shadow Cruiser, Five Centauri Ocara-E DEW Mines with Command Controllers. (Statistics and rules for this type of mine are found in Showdowns-1.)

Shadow Set-Up: Choose a long side of map to be the surfaces of Zagros 7. Place the mines in any five hexes with the following conditions: The mines must be within ten hexes of the planet and no two mines can be closer than five hexes to another mine. Also place a jump gate in the middle of the side of the map opposite Zagros 7. Pick a hex now (before play begins) and write it down. The Shadow Cruiser will fade onto the map in that hex in the beginning of Turn 3, heading towards the planet with a speed of 5. Note: The mines are under the control of the Shadow player, and will fire at his bidding. They will not fire at the Shadow ship.

Babylon 5 Set-Up: The White Star may either enter through the jump gate or open its own jump point anywhere along the side of the map opposite the planet. It has a starting speed of 10.

Babylon 5 Victory Conditions:

The White Star must destroy at least three mines that are adjacent to one another (thus creating a twenty-hex hole through which the Rangers will escape). It must then try to get away. If it escapes through the jump point, it will have succeeded in luring the Shadow cruiser into hyperspace and will be presumed to destroy it later using the aforementioned "bonehead maneuver."

Major Victory: Destroy 3 mines and escape through jump gate.

Minor Victory: Destroy 3 mines but lose ship or escape by forming own jump point.

Loss: Fail to destroy mines.

Shadow Victory Conditions:

Optimally the Shadows want to destroy the White Star and protect the minefield. However, since the Shadows have never en-

countered a White Star class ship before, they need to gather intelligence on it as well. Thus the Shadow cruiser cannot fire on its first turn in play. It is spending that time scanning the new ship. It can fire after that, however.

Major Victory: Destroy White Star and preserve minefield.

Minor Victory: Preserve minefield but let White Star escape via the jump gate, or lose three adjacent mines but destroy the White Star.

Loss: Lose three adjacent mines and allow the White Star to escape by forming its own jump point.

Total Loss: Lose three adjacent mines and allow White Star to escape through jump gate.

Scenario 2: Let Sleeping Dogs Lie

After the last war the Shadows had gone to ground, hiding their ships throughout the galaxy. We have already seen the results of the uncovering of the Shadow vessel hidden below the Martian surface. Four years later, the humans discovered another Shadow cruiser in their solar system, this one hidden below the surface of Ganymede, one of Jupiter's moons.

By this time the Earth Alliance was well aware of what they were dealing with. Although they had made deals with the Shadows, they did not trust their new allies. Psi Corps in particular was growing more and more mistrustful of the Shadows. EarthGov tried to keep their discovery a secret from the Shadows, hoping to learn more about their mysterious technology.

Human researchers excavated the Shadow vessel, building a protective dome around the burial site in order to keep it hidden and block any signals it might send to other Shadows. After some months of study they determined that the ship needed a pilot to operate it and that the pilot and the vessel needed to merge in some way. They prepared to send someone in to activate the ship (having learned all they could from its inanimate form).



Meanwhile, an Earth traitor managed to make her way to Babylon 5 and inform Sheridan as to what was going on. Alarmed at the possibility of the corrupt Earth government getting control of Shadow technology or that the ship would attack Earth, Babylon 5 dispatched the first White Star to destroy the Shadow cruiser before it became operational.

Unfortunately, they were too late. The human scientist sent into the ship unwittingly joined with it. However, since he had not been properly outfitted with Shadow technology integration devices, the joining was not a complete one. Instead the ship went berserk, broke out of the dome, and laid waste to the research facility. The White Star was on the scene for this and managed to lure the cruiser away from the scene of the battle. By leading the Shadow into Jupiter's atmosphere, the White Star managed to destroy it using Jupiter's high atmospheric pressure. They then turned to make good their escape.

Again unfortunately, the Earth Alliance destroyer *Agamemnon* was waiting for them outside of Jupiter's atmosphere. The White Star had to avoid the *Agamemnon* long enough to activate its jump engines and return to Babylon 5. The White Star had to take some serious punishment from the *Agamemnon* before it could escape since they were unwilling to attack the human ship.

Scenario Rules:

This scenario takes place after the White Star has lured the Shadow ship into the atmosphere. It must now deal with the *Agamemnon*.

Player One: Babylon 5: One White Star.

Player Two: Earth Alliance: One Omega Class Destroyer (no fighters).

Babylon 5 Set-Up: Pick one long side of the map to be Jupiter's atmosphere. The three rows of hexes along this side represent the atmosphere (rather than one as normal). The White Star starts in

the middle of the Jupiter side of the board, in the atmosphere. It can be moving in either direction that keeps it in the atmosphere. It has a speed of 5. While the White Star is in Jupiter's atmosphere treat it as if it were in a nebula due to the storms currently taking place therein. The atmosphere is thickness 1.

Earth Alliance Set-Up: The *Agamemnon* starts in space five hexes out from the atmosphere and 10 hexes behind the White Star. It is moving in the same direction as the White Star with a speed of 7.

Babylon 5 Victory Conditions:

The White Star has just gone through immense strain and its jump engines are off line for the first five turns of the scenario. The White Star can remain in the atmosphere where the *Omega* can't venture, but then its jammers will not function and it will have no EW. The White Star can form a jump gate in the atmosphere.

Major Victory: Escape without harming the *Agamemnon*.

Minor Victory: Escape after harming the *Agamemnon*.

Minor Loss: Escape but destroy the *Agamemnon*.

Major Loss: Die.

Earth Alliance Victory Conditions:

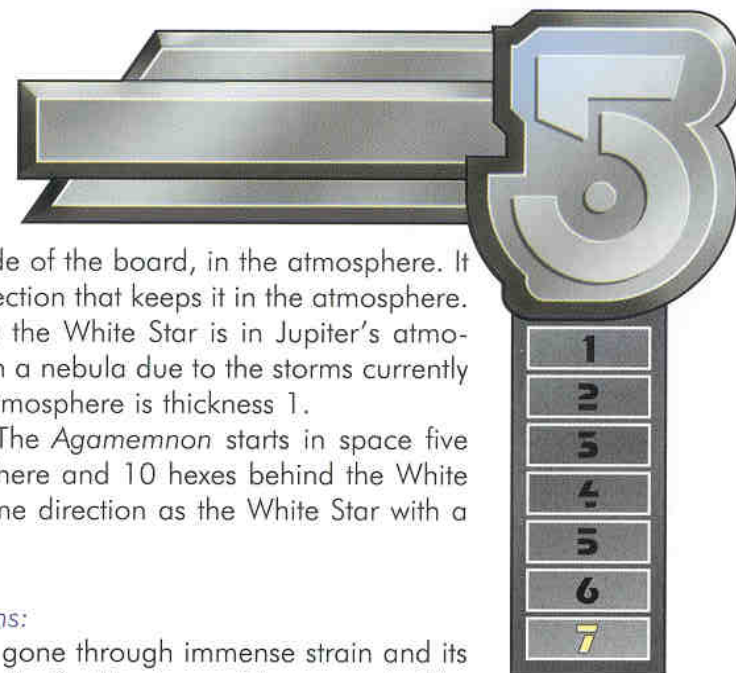
The *Agamemnon* is not permitted to enter an atmosphere hex of its own volition. It will not execute any movement order which would place it into an atmosphere hex or put it into a situation where it is not possible to avoid entering the atmosphere in a future turn.

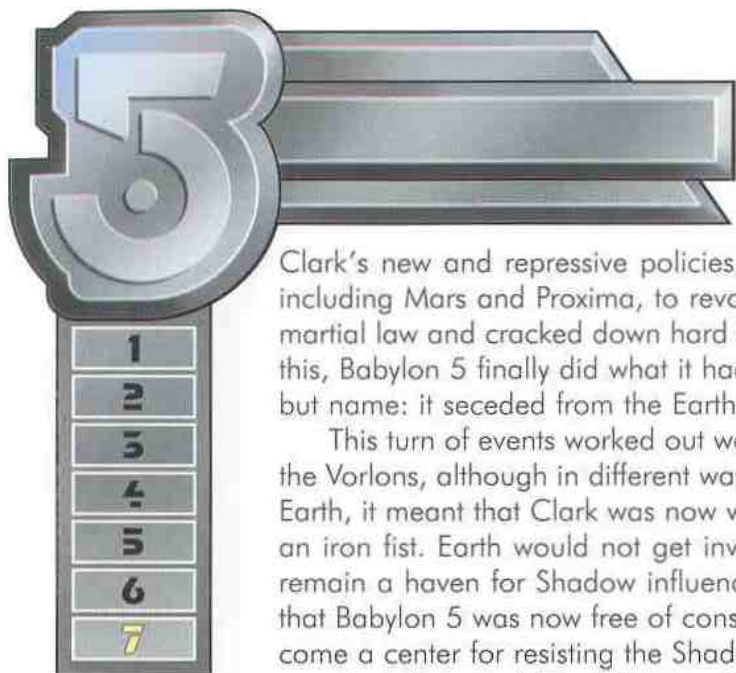
Victory: Destroy or disable the White Star.

Loss: White Star escapes.

Scenario 3: Frozen Dreams

Earth was starting to have problems of its own that had little to do with alien influence. The shadow of doubt that surrounded President Clark and the death of his predecessor, coupled with





Clark's new and repressive policies, led several Earth colonies, including Mars and Proxima, to revolt. Clark declared a state of martial law and cracked down hard on the rebels. In response to this, Babylon 5 finally did what it had already done in everything but name: it seceded from the Earth Alliance.

This turn of events worked out well for both the Shadows and the Vorlons, although in different ways. For the Shadows back on Earth, it meant that Clark was now willing to rule his people with an iron fist. Earth would not get involved in the war and would remain a haven for Shadow influence. For the Vorlons, it meant that Babylon 5 was now free of constraints and could openly become a center for resisting the Shadows. The Minbari could now openly station warships at Babylon 5, and so could other worlds. Once the White Star fleet was operational it could serve as a base of operations for them as well.

Back on Earth, however, not everything was going well. The discovery and loss of the Ganymede Shadow ship did not go unnoticed by the Shadows. They demanded recompense in return for their loss. The Psi Corps had always hunted down rogue telepaths, and most of the more powerful ones were sent to reeducation camps in order to indoctrinate them into the Psi Corps philosophy. Thus there were quite a few imprisoned telepaths with a high psi rating. The Shadows knew that it was only a matter of time before the Vorlons revealed the Shadow susceptibility to telepaths. They now had a plan to counteract this weakness.

The Shadows reasoned that their ships were vulnerable to telepaths because of the crew that piloted them. By replacing the normal sentient crew with telepaths, the Shadow ships would gain some measure of resistance to enemy psi. Because of the traumatic experience of being outfitted as a Shadow pilot, they needed powerful telepaths whose minds could stand up to the strain and yet retain their psychic powers. In return for the loss of the Ganymede cruiser the Shadows asked for and received a shipment of one hundred of the most powerful telepaths in the Psi

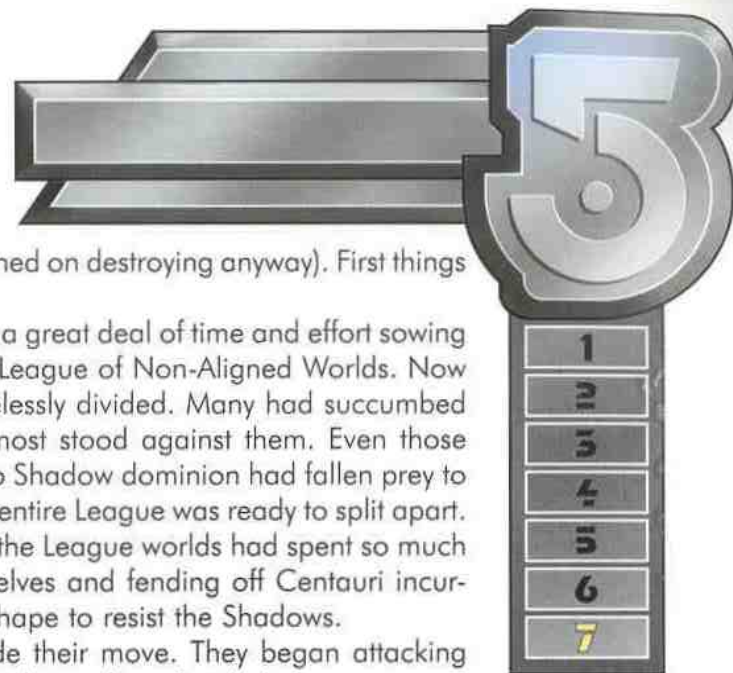
Corps reeducation program. The telepaths were outfitted for Shadow ship operation and put into cryogenic containers. They were then loaded on a freighter and sent off to Z'ha'dum.

Unfortunately for the Shadows, their plan did not go off quite as expected. Although EarthGov agreed with the plan, the Psi Corps was not thrilled with it. A prominent Psi Cop, Bester, convinced some of his fellow Corps members that this was a very bad precedent to set. Always paranoid about what the rest of the world wants to do to them, the Psi Corps agreed. After all, what happened when the Shadows demanded more high level telepaths? Clark may go beyond the reeducation camps to find them! Bester, who had his own personal agenda, set off for Babylon 5.

Babylon 5 and the Psi Corps made an uneasy alliance. At first Bester told them only that the freighter would be carrying weapons for the Shadows, and so the White Star, aided by Bester, set out to intercept the freighter. Using Bester's telepathic abilities, they tracked the ship in hyperspace and attacked the convoy. The White Star engaged six Shadow fighters and defeated them. The Shadow cruiser showed up but inexplicably fled the scene. The White Star captured the freighter and discovered its cargo of dormant telepaths, which were brought back to Babylon 5.

It was after this incident that the Babylon 5 command staff began to realize that there was some connection between telepaths and the Shadows. Never before had a Shadow fled in the face of a White Star, but now a ship had run! The only difference was that the White Star happened to have a powerful telepath on board this time. The connection was obvious.

The Vorlons chose to keep their silence for the moment. They did not want to bring telepaths into the fray yet, hoping to save that weapon for a final strike against the Shadows. Their reasoning went that as long as the Shadows did not know the Vorlons had discovered their weakness, they would take no steps to protect themselves. Contrary to Vorlon plans, their own pawns were well on the way to discovering the secret themselves.



Scenario Rules:

Player One: Babylon 5: One White Star.

Player Two: Shadows: Six Shadow Fighters, one commercial freighter.

Note: This battle takes place in hyperspace!

Babylon 5 Set-Up: The Babylon 5 player comes into play anywhere along one short edge of the map with a speed of 15.

Shadows Set-Up: The Freighter and fighters all start in the center of the map heading in the same direction as the White Star. They have a speed of 10.

Babylon 5 Victory Conditions:

Major Victory: Destroy fighters and disable freighter without harming cargo (you'll want to use called shots).

Minor Victory: Destroy fighters and freighter.

Loss: White Star destroyed or freighter escapes.

Shadow Victory Conditions:

Victory: Freighter escapes. This can only happen if the White Star is destroyed or all its engines are knocked out.

Loss: Freighter captured or destroyed.

Options:

For a time limit, assume the Shadow ship (a Shadow Cruiser which has committed its six fighters as convoy guards) will overcome its fear of Bester and attack on turn 8. It appears from any direction (at the Shadow's option) 25 hexes from the freighter.

Scenario 4: The League Under Attack

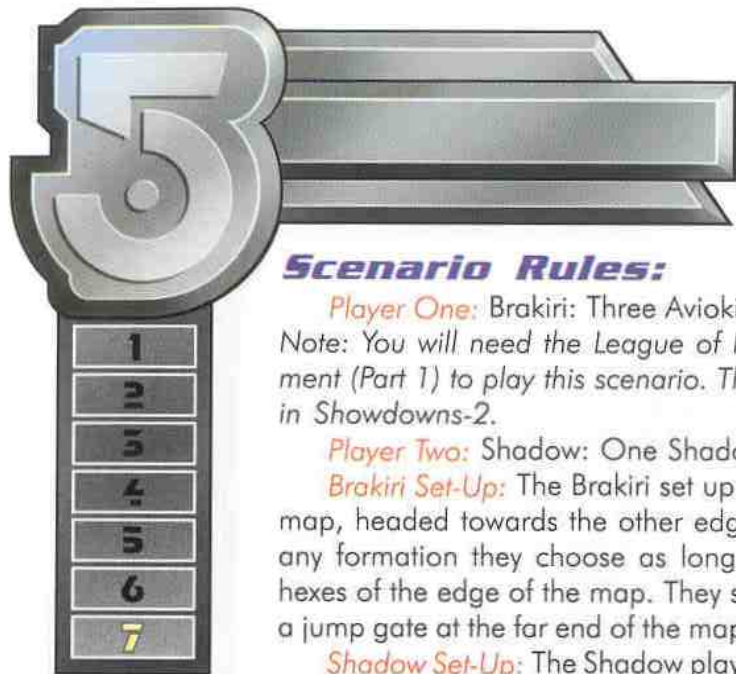
With the loss of their shipment of telepaths, the Shadows knew they would have to act quickly. The time for delay was gone. It seemed likely that they had been betrayed by some or all of their human allies and their suspicions fell naturally upon the Psi Corps

(which they had always planned on destroying anyway). First things first, however.

The Shadows had spent a great deal of time and effort sowing the seeds of war within the League of Non-Aligned Worlds. Now the entire League was hopelessly divided. Many had succumbed to Shadow influence, but most stood against them. Even those who failed to yield directly to Shadow dominion had fallen prey to more subtle influences. The entire League was ready to split apart. Due to Shadow instigation, the League worlds had spent so much time fighting among themselves and fending off Centauri incursions that they were in no shape to resist the Shadows.

Then the Shadows made their move. They began attacking directly those worlds who had not aligned with them, encouraging their pawns to move against their enemies as well. This was the first time that the galaxy at large had been exposed to the power of the Shadow Cruisers. No longer attempting to hide their presence, the Shadows went for maximum possible chaos. They adopted a hit-and-run policy. They would appear out of nowhere and launch their assaults, slicing through fleets with impunity, only to disappear again. This was not, as of yet, a war of conquest; it was a war of terror. Without any discernible pattern to the attacks, it was impossible to guess who would suffer next.

One race to suffer terribly at the hands of the Shadows were the Brakiri, a people who had stood up to the Shadows and thus were among the first to be attacked. Desperately trying to save as many lives as possible, the Brakiri tried to evacuate their civilian population to worlds that were not being attacked by the Shadows. In this scenario we see one such effort. Three Brakiri cruisers were escorting three refugee ships (converted luxury liners) to a jump point when a Shadow cruiser phased in and attacked the convoy. In the ensuing battle two of the liners managed to escape to Sector 83. All three Brakiri cruisers were lost, although the Shadow vessel was damaged and chose not to pursue the fleeing refugees (for reasons that would later become apparent).



Scenario Rules:

Player One: Brakiri: Three Avioki Cruisers, three luxury liners.
Note: You will need the *League of Non-Aligned Worlds Supplement (Part 1)* to play this scenario. The luxury liners can be found in *Showdowns-2*.

Player Two: Shadow: One Shadow Cruiser (no fighters).

Brakiri Set-Up: The Brakiri set up along one short edge of the map, headed towards the other edge. The player may set up in any formation they choose as long as all ships are within two hexes of the edge of the map. They start with a speed of 6. Place a jump gate at the far end of the map, in front of the Brakiri ships.

Shadow Set-Up: The Shadow player starts in hyperspace. Write down a hex and turn in which you want to enter the board (probably the first turn, no time to waste). The Shadow vessel enters with a speed of 12.

Victory Conditions:

This is an odd scenario in that the Shadows and the Brakiri have different ideas as to what the battle is about. In a sense it is possible for both sides to have partial victories. The Brakiri want to evacuate their people, even if it means sacrificing their warships. The Shadows are more concerned about destroying the warships than the transports. Still, it will be clear when it is over who won and who lost.

Brakiri Victory Conditions:

Total Victory: All three refugee transports escape through the jump point.

Major Victory: Two transports escape.

Minor Victory: One transport escapes.

Loss: Transports destroyed.

Shadow Victory Conditions:

Total Victory: Destroy everything.

Major Victory: Destroy all enemy warships.

Minor Victory: Destroy all enemy transports.

Minor Loss: One or more of both warships and transports escape.

Major Loss: Shadow Cruiser destroyed.

Scenario 5: Who's Trapping Who?

In a desperate attempt to forestall the seemingly indomitable Shadow assaults, the Vree came up with a plan to strike back at the enemy. It was now clear that some of the League worlds were in an alliance with the Shadows. Not only were these worlds not suffering from Shadow attacks, but they were refusing any and all refugees who tried to flee there, even destroying them. Faced with the Shadows, none of the other League worlds had the force available to punish these heinous offenses. The Vree, who had recently suffered from a series of vicious and bloody assaults by the Shadows, came up with a plan to try and trap the enemy. They released information to one of these Shadow allies that a lightly guarded convoy of refugees would be passing through their system and begged them not to attack the convoy. The loyal Shadow allies naturally passed this on to their masters, just as the Vree had hoped.

The convoy was in fact composed of Vree warships, ready and waiting for the Shadows to attack. They hoped that the Shadows would send just a single ship to take care of a lightly armed convoy and that they would thus be able to finally destroy a Shadow vessel and then perhaps examine it to learn their weaknesses. Unfortunately, the Shadows sent two ships, and the battle did not go well for the Vree, although they put up a valiant fight.



Scenario Rules:

Note: Six ships is a lot to control and you may wish to have two players for the Vree.

Player One: Vree: 2 Xill Battle Saucers, 2 Xorr War Saucers, 1 Xeel War Carrier (with 12 Tzymm heavy fighters), 1 Vaarl Scout Saucer. **Note:** You will need the *League of Non-Aligned Worlds Supplement (Part 1)* to play this scenario.

Player Two: Shadows: 2 Shadow Cruisers.

Vree Set-Up: The Vree set up in any formation within five hexes of the center of the map with any facing and any speed up to and including 10 that they wish.

Shadow Set-Up: Before the Vree player places his or her ships, the Shadow Player secretly records which hex and at what turn each of the Shadow cruisers will come into play, what heading, and what speed.

Vree Victory Conditions:

Major Victory: Destroy both Shadow cruisers.

Minor Victory: Destroy one Shadow cruiser.

Loss: Lose all ships without destroying any Shadows.

Shadow Victory Conditions:

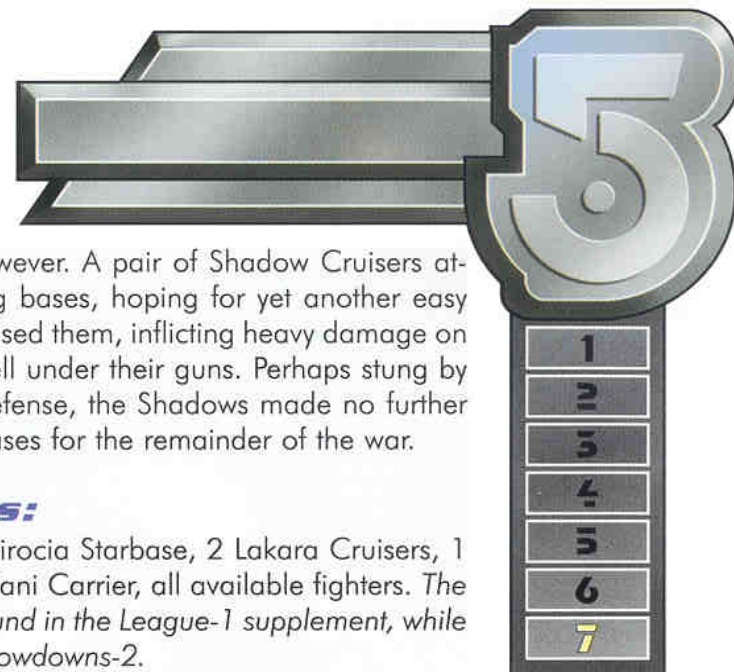
Victory: Destroy all Vree.

Minor Loss: Lose one ship.

Major Loss: Lose both ships.

Scenario 6: The Armadillo Defense

As the Abbai watched their Brakiri and Vree neighbors come under heavy attack, they knew they would be next. Unwilling to take on any kind of aggressive stance that might make targets of themselves, they retreated into their own space and behind the protective guns of their Pirocia starbases. Like an armadillo that rolls up behind its armor, they hoped the Shadows would deem their defenses too hard to crack, and therefore leave them alone.



This was not to be, however. A pair of Shadow Cruisers attacked one of their outlying bases, hoping for yet another easy victory. What they met surprised them, inflicting heavy damage on both ships, but ultimately fell under their guns. Perhaps stung by the ferocity of the Abbai defense, the Shadows made no further attempts to attack Abbai bases for the remainder of the war.

Scenario Rules:

Player One: Abbai: 1 Pirocia Starbase, 2 Lakara Cruisers, 1 Tiraca Attack Frigate, 1 Miliani Carrier, all available fighters. *The ships and fighters can be found in the League-1 supplement, while the starbase appears in Showdowns-2.*

Player Two: Shadows: 2 Shadow Cruisers.

Abbai Set-Up: Place the starbase in the center of the map. The Abbai set up in hexes adjacent to the base in any desired facing, at a speed of zero.

Shadow Set-Up: The Shadow player phases in both ships on turn 1 of the battle and can phase onto the map in any hexes desired, but these cannot be within 15 hexes of the base.

Abbai Victory Conditions:

Major Victory: Destroy both Shadow cruisers.

Minor Victory: Destroy one Shadow cruiser.

Loss: Lose the base without destroying any Shadows.

Shadow Victory Conditions:

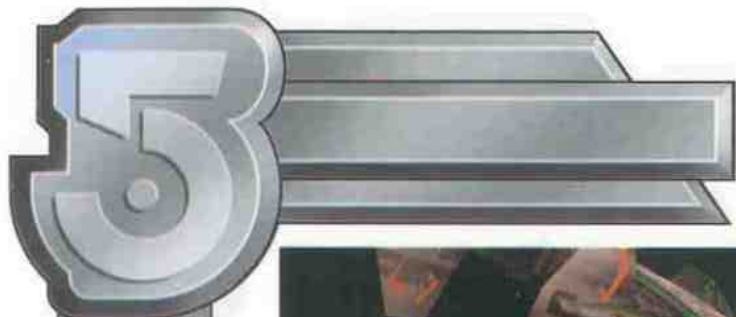
Major Victory: Destroy the base and drive off all ships.

Minor Victory: Destroy the starbase.

Minor Loss: Lose one ship without destroying the starbase.

Major Loss: Lose both ships without destroying the starbase.

Note: It is possible for both sides to win this scenario. If the Shadows destroy the base, they are winners even if they eventually lose both ships, while the Abbai win a victory by defeating at least one Shadow, regardless of what else happens to their forces.



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Scenario Group C: Open War

Now the war entered a new stage, escalating to a level that was nearly unheard of in all the years of fighting between the Vorlons and Shadows. The Vorlons, unlike the Shadows, piloted their own ships. To risk a Vorlon ship in battle was to risk losing a Vorlon life forever. Every loss is a tragedy beyond compare to the Vorlons. To lose multiple Vorlons in the space of a few hours fighting is horrifying. This time, however, the war had begun to spin out of control and all the old rules were being discarded. This time the Vorlons and Shadows would fight face to face.

Scenario 1: First Blood

The battle was joined. The Shadows had the League worlds on the run, and after the losses the Vree and Brakiri had suffered fighting the Shadows, no one was willing to stand against them. The Brakiri ambassador to Babylon 5 begged for help against the Shadows, but Sheridan did not have the ships to engage the enemy as of yet. The Minbari ships guarding Babylon 5 needed to stay in order to protect the station from any attacks by the Earth Alliance. Furthermore, it was impossible to predict where the Shadows would attack next, so he had no idea where to deploy the few ships that he had.

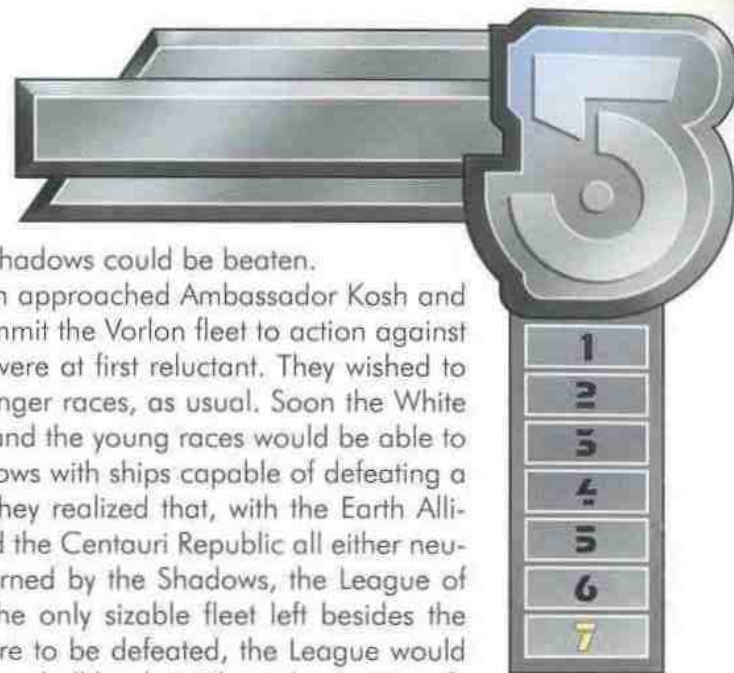
The only logical step was to try and impose some sort of order on the League Worlds themselves. The League had, spread out between its various members, quite a large number of ships, but they were scattered and disorganized. Furthermore, they were loath to commit them to battle. They had seen what happened when you stood against the Shadows. They hoped that by keeping their heads down they would be able to somehow avoid a Shadow attack. They would not commit ships to Sheridan because they

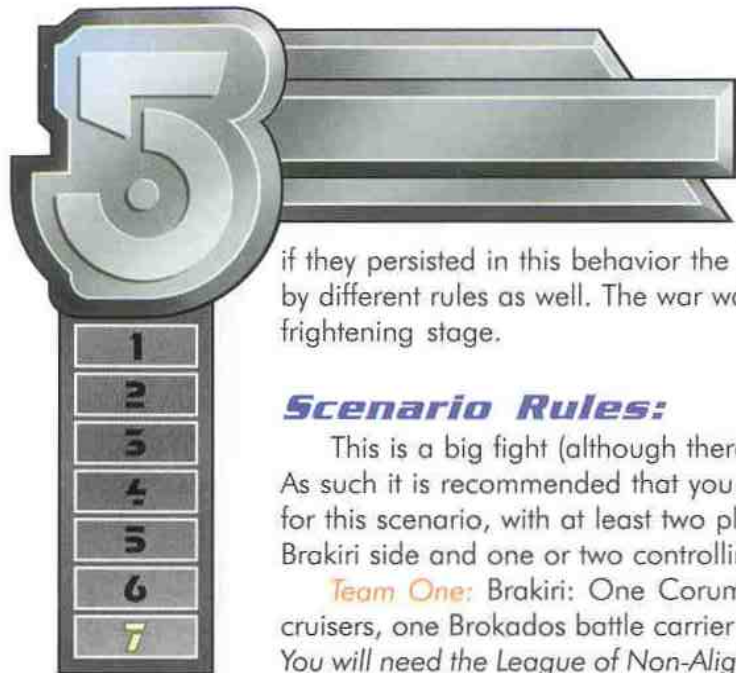
frankly did not believe the Shadows could be beaten.

In desperation, Sheridan approached Ambassador Kosh and tried to convince him to commit the Vorlon fleet to action against the Shadows. The Vorlons were at first reluctant. They wished to leave this matter to the younger races, as usual. Soon the White Star fleet would be on line and the young races would be able to fight back against the Shadows with ships capable of defeating a Shadow cruiser. However, they realized that, with the Earth Alliance, the Narn Regime, and the Centauri Republic all either neutralized, destroyed, or suborned by the Shadows, the League of Non-Aligned Worlds was the only sizable fleet left besides the Minbari. If the Shadows were to be defeated, the League would be the key, but they too seemed all but lost. The only way to unify the League against the Shadows was to give them a force to rally around—not just Babylon 5, but the Vorlon Empire as well.

So, with some trepidation, the Vorlons dispatched a fleet to League space. Vorlon ships have the ability to create hidden pockets within hyperspace itself. This allows them to lie in wait in hyperspace, undetectable by anyone but other Vorlons (unless blundered into by accident). When the Shadows struck at the Brakiri again, the Vorlons were ready. They came out of hyperspace and engaged the Shadows, who were already busy fighting the Brakiri. The combined Brakiri-Vorlon fleet defeated the Shadows. For the first time the Shadows had suffered a setback in their aggression versus the League worlds.

This action had two immediate consequences, both of which the Vorlons had anticipated when they decided to take this drastic step. First, and most beneficial, it served to rally the League worlds together around Babylon 5 and the Vorlon cause. The races of the League now realized that the Shadows could indeed be defeated and were willing to be a part of that fight. Secondly, it meant that the rules of the game had changed yet again. The Shadows, in retaliation, immediately attacked and killed Ambassador Kosh in his quarters on Babylon 5. This was a signal to the Vorlons that





if they persisted in this behavior the Shadows would start to play by different rules as well. The war was falling towards a new and frightening stage.

Scenario Rules:

This is a big fight (although there are bigger fights to come). As such it is recommended that you have more than two players for this scenario, with at least two players controlling the Vorlon-Brakiri side and one or two controlling the Shadows.

Team One: Brakiri: One Corumai dreadnought, two Avioki cruisers, one Brokados battle carrier (with full fighter load). Note: You will need the *League of Non-Aligned Worlds Supplement (Part 1)* to play this scenario.

Team Two: Vorlons: One Dreadnought, Two Cruisers, 24 Fighters.

Team Three: Shadows: Three Shadow Cruisers and two Shadow Carriers.

Brakiri Set-Up: The Brakiri start the battle along one long edge of the map, facing towards the center. They may start anywhere along the map edge with any facing and a starting speed of 10.

Vorlon Set-Up: The Vorlons start off the map. They cannot enter the battle until the fourth turn. However, on the third turn they must pick a hex to enter from. This choice is made during the EW Determination Step of the Combat Sequence. In the beginning of turn four, that jump gate appears and the Vorlons come into play.

Shadow Set-Up: The Shadows start the battle on the map edge opposite the Brakiri, in any hexes with any facing and a speed of 15 (they have just finished destroying another Brakiri task force and are moving to engage the one shown here). None of the Shadow ships have any damage or any energy remaining in their diffusers, and all have successfully recovered their fighters. Their weapons are fully armed and ready to fire.

Vorlon/Brakiri Victory Conditions:

Total Victory: Destroy all Shadow cruisers.

Major Victory: Destroy two or more Shadow Cruisers and force the rest to flee.

Minor Victory: Force the Shadows to flee.

Minor Loss: Lose all Vorlon ships.

Major Loss: Lose all ships to Shadows or be forced to flee.

Shadows Victory Conditions:

Major Victory: Destroy all Vorlon and Brakiri ships.

Minor Victory: Destroy all Vorlon ships.

Minor Loss: Forced to flee.

Major Loss: Lose all ships.

Scenario 2: Achilles Heel

The tide of battle was beginning to turn for the Shadows, as the League was lining up against them. Soon matters would take an even worse turn as the Babylon 5 command staff discovered, with the help of the Narns, the true weakness of the Shadows: telepaths. Sheridan and his forces finally figured out that the Shadows were in some way susceptible to telepaths, based on the accounts from the Book of G'Quan and previous experiences in battle. Just how vulnerable they were and what this meant was as yet indeterminate. That had to be put to the test.

Sheridan took the White Star out on a hunting expedition, with the human telepath Lyta Alexander on board. Alexander had been in the service of the Vorlons for the past two years and they had increased her natural telepathic ability. The White Star laid in wait for a Shadow vessel to arrive, ready to try their new weapon out against the enemy. They found and engaged a Shadow Cruiser, and though they were hard pressed, they did manage to defeat it.



The Shadow vessel called for help, although too late for its own survival. Four more Shadow cruisers came to their fallen comrade's aid, ready to destroy the White Star. Fortunately the Babylon 5 alliance had been prepared for such an eventuality, and had a Minbari cruiser with telepaths on board waiting in hyperspace. The Minbari joined the White Star to fight the Shadows. Not too long after this, the rest of the Babylon 5 fleet arrived, with Narn, Drazi, Vree, and Brakiri ships all joining in the fray. The Shadows were routed and the Babylon 5 alliance finally saw a possible path to future victory.

Scenario Rules:

This is another large scenario which may require more than two players to control all the ships.

Team One: Babylon 5: 1 White Star (with Lyta Alexander, a P13 equivalent), 1 Minbari Sharlin War Cruiser (with three P10-level telepaths), 1 Narn G'Quan cruiser, 2 Brakiri Avioki cruisers, 2 Vree Xorr War Saucers, 2 Drazi Sunhawks. *Note: You will need the League of Non-Aligned Worlds Supplement (Part 1) to play this scenario.*

Team Two: Five Shadow Cruisers (no fighters).

Shadow Set-Up: A single Shadow Cruiser has just finished destroying a Drazi convoy. It starts in the middle of the board facing towards one of the long sides of the map with a speed of 5. The remaining Shadow vessels cannot enter the battle until four turns after the White Star first uses its telepath or any weapons are fired against the first Shadow ship. As soon as either of these occur, the Shadow player must secretly choose which hex (or hexes) the four reinforcements will enter in and at what speed and facing. They arrive four turns later by phasing in.

Babylon 5 Set-Up: The Babylon 5 fleet does not start the game together. In fact, the majority of the fleet is still on its way to the scene of the battle. The White Star forms its own jump point and

enters from any hex at least twenty hexes from where the Shadow player began with a speed of 10. The Minbari Sharlin cruiser is waiting in hyperspace. It can enter the battle at any point after the Shadow reinforcements arrive. It enters through the same hex that the White Star originally used with a speed of 10. Three turns later, the rest of the Babylon 5 fleet enters through that same hex, also with a speed of 10.

Shadow Victory Conditions:

Total Victory: Destroy all enemy ships.

Major Victory: Destroy the White Star and the Sharlin cruiser.

Minor Victory: Destroy the White Star and the Sharlin, but lose two or more ships.

Major Loss: Lose two or more ships without destroying both the White Star and Sharlin.

Total Loss: Lose all ships.

Babylon 5 Victory Conditions:

Total Victory: Destroy all enemy ships.

Major Victory: Destroy at least one enemy ship and cause the remainder to flee.

Minor Victory: Destroy one or more enemy ships but White Star and Sharlin are forced to flee.

Minor Loss: White Star or Sharlin destroyed.

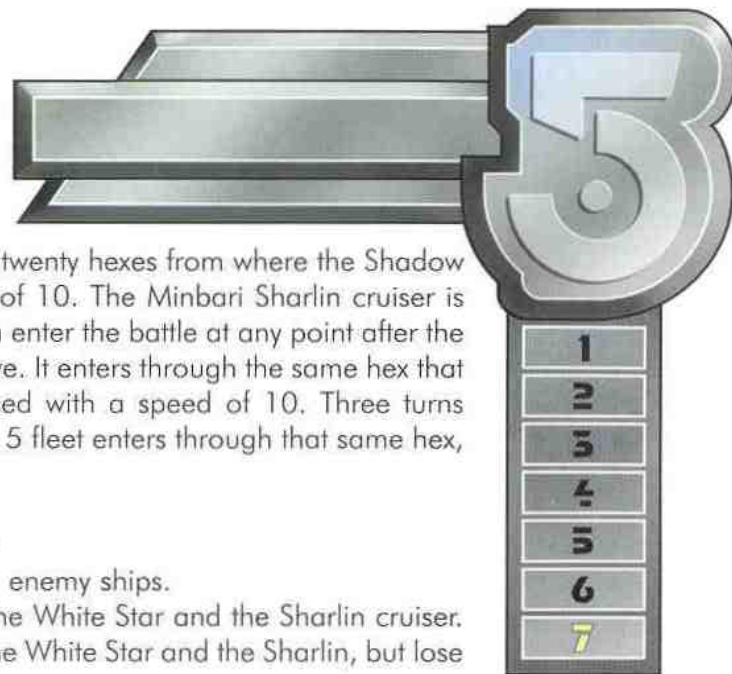
Major Loss: Both White Star and Sharlin lost.

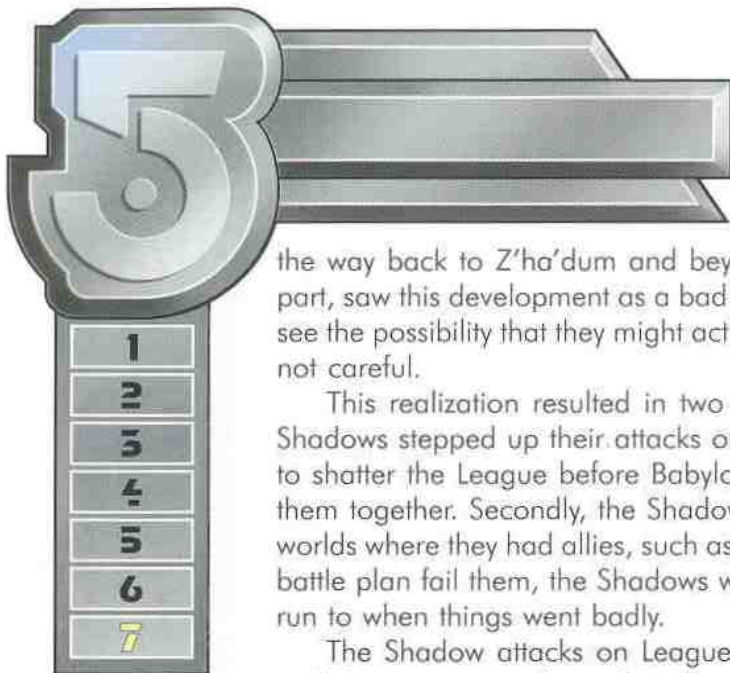
Total Loss: Entire fleet destroyed.

The White Star and Sharlin are important in this scenario because they are the only ones who know whether or not the telepaths work against the Shadows and just how to use them.

Scenario 3: Mounting Resistance

Now that they knew their new weapon was effective, Babylon 5 was ready to take the fight to the Shadows, to chase them all





the way back to Z'ha'dum and beyond. The Shadows, for their part, saw this development as a bad sign indeed. They could now see the possibility that they might actually lose the war if they were not careful.

This realization resulted in two courses of action. First, the Shadows stepped up their attacks on the League worlds, hoping to shatter the League before Babylon 5 could successfully bring them together. Secondly, the Shadows started to dig in on those worlds where they had allies, such as Centauri Prime. Should their battle plan fail them, the Shadows wanted to have someplace to run to when things went badly.

The Shadow attacks on League Worlds seemed as random and chaotic as ever, but in fact there was a very clear method to their madness. The Shadows were purposefully avoiding attacking Sector 83 and as a result many of the League world refugees were heading for this region of space. Like hounds before the hunters, the Shadows were rousting the prey from its hiding places and driving them all into this one sector. There the Shadows planned to launch one attack to strike a devastating and demoralizing blow against the League refugees. They would break their resolve and take them out of the war for good (or so the Shadows hoped).

Babylon 5, meanwhile, was busy acting on the new discovery they had made concerning the Shadow's weakness. They set about busily recruiting as many telepaths as possible from every race. These recruits were then distributed among the League fleets offering them some added protection against the Shadows. The Vorlons were pleased with how matters were proceeding and felt that their pawns had done better than they could have hoped for. The Shadows seemed to be on the defensive and soon the White Star fleet would come on line, hopefully providing the final push that would send the Shadows running for the next thousand years.

Meanwhile, the Shadow attacks continued, but now they were not having so easy a time of it. The following scenario details one such battle between a group of Drazi and a Shadow Cruiser. In

this instance the Drazi were actually able to strike back at their enemy and almost succeeded in destroying the Shadow vessel. Almost.

Scenario Rules:

Player One: Drazi: 4 Warbirds (one with a P9-level telepath on board). *Note: You will need the League of Non-Aligned Worlds Supplement (Part 1) to play this scenario.*

Player Two: Shadows: One Shadow Cruiser (no fighters).

Drazi Set-Up: The Drazi begin the game along one short edge of the board, in any hexes they want with a speed of 15. Before the game starts, they secretly select one ship to carry the telepath.

Shadows: The Shadow cruiser sets up opposite the Drazi with a speed of 10, heading towards the Drazi fleet.

Drazi Victory Conditions:

Major Victory: Destroy the Shadow Cruiser.

Minor Victory: Shadow Cruiser flees.

Loss: All Drazi Ships destroyed or forced to flee.

Shadow Victory Conditions:

Victory: Destroy all Drazi ships.

Minor Loss: Forced to flee.

Major Loss: Ship destroyed.

Scenario 4: The Battle of Sector 83

The Shadow raids continued, although each attack was growing more difficult for the Shadows. Still, their plan had worked, and millions of refugees from a dozen different races had gathered in Sector 83. Unfortunately for the Shadows, Sheridan had discerned what it was the Shadows were planning and set about getting ready to stop them.



The first step was to assure the cooperation of the League Worlds. Despite the recent victories of the Vorlons and the Babylon 5 fleet over the Shadows, many League worlds were still suffering terribly under the Shadow attacks and were not happy about the idea of committing more ships to the battle. It took some convincing, but they finally agreed to join the assembling fleet. The Minbari also committed a number of warships to the effort, and the core fleet was reaching quite a size.

Just in time for this battle, the White Star fleet finally became fully operational, allowing Sheridan access to over a hundred new ships. Sheridan decided to keep the existence of the White Stars a secret until the battle since he knew the Shadows had spies everywhere within the League Worlds. The plan for battle was simple. The original White Star would go into the sector ahead of time and watch for signs of Shadow activity. Once the Shadows made their move, the rest of the fleet would come out of hyperspace and engage the Shadows.

The Shadows sent in a scout to the system first, wary about what they might find there (having heard rumors of the fleet Babylon 5 was assembling). The advance White Star destroyed the Shadow scout, jamming its attempts to send a warning signal. The rest of the Shadow fleet arrived and prepared to attack. Then the Babylon Fleet entered from hyperspace and battle was joined. Ultimately the Babylon Fleet proved successful, destroying many Shadows and driving the rest off, although they themselves took heavy casualties. It cost them two ships for every Shadow they destroyed, but they had dealt the Shadows a heavy blow.

Because this is such a large battle we have broken the battle down into more manageable pieces. This will allow you to play the battle in segments. If you are feeling ambitious and want to play the whole fight in one large engagement we give you rules for that as well. In almost every case you will want to have more than two players since there are a lot of ships to control.

Scenario 4A: One On One

This recreates the fight between White Star One and the Shadow scout sent in to make sure the way was clear for their assault on Sector 83. The White Star has been waiting patiently for the Shadows to arrive, its systems powered down to make it hard to locate. When finally found, the White Star destroyed the scout, preventing it from warning the rest of the Shadow fleet about the trap.

Scenario Rules:

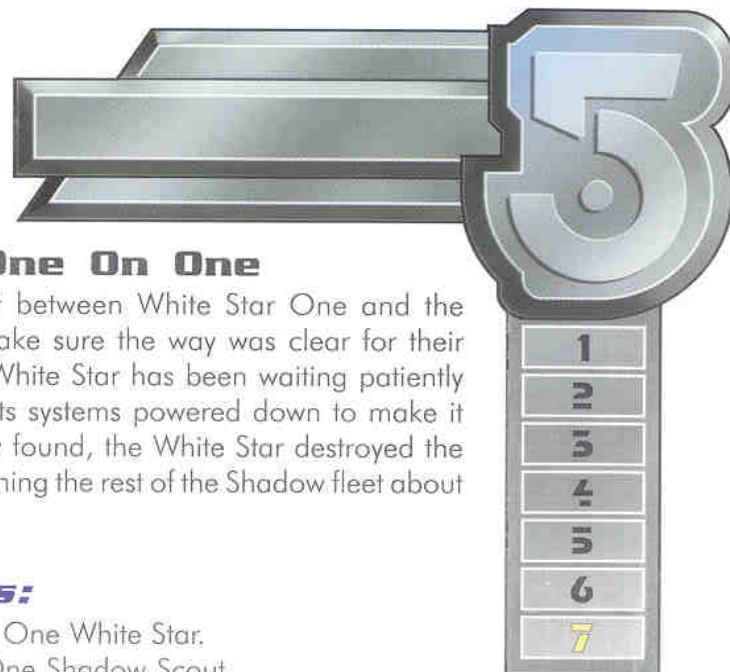
Player One: Babylon 5: One White Star.

Player Two: Shadows: One Shadow Scout.

Babylon 5 Set-Up: The White Star player secretly chooses one hex on the map in which the White Star is hiding; he must choose a facing as well. It can activate and reveal itself at any time. It is also revealed if it moves, or if the scout comes within ten hexes of its location.

Shadow Set-Up: The Shadow can choose any hex to enter the map at a speed of 5 (it cannot exceed this speed until it discovers the White Star as it is making detailed scans of the area). It does not know where the White Star is, but will find it if it ever comes within ten hexes of the hidden ship (at the end of the movement step). Once this happens, the scout needs to move at least twenty hexes away from the White Star (at the end of movement) in order to escape the White Star's jamming. If it manages to escape, it sends a signal to the Shadow fleet, warning them that something is afoot in the sector. Note: The Scout has its phasing drive shut down in order to use its scanners to full effect. It cannot begin to recharge them until it has discovered the White Star. If it manages to phase into hyperspace, it succeeds in sending the signal regardless of the range to the White Star.

Special Rules: Ramming by the Shadow scout is permitted.





White Star Victory Conditions:

Victory: Destroy scout before it can send a signal.

Minor Loss: Shadow scout sends signal.

Major Loss: Shadow scout escapes.

Shadow Victory Conditions:

Major Victory: Destroy White Star and escape.

Minor Victory: Send warning signal.

Loss: Ship destroyed.

Scenario 4B: Fighter Engagements

This was the first stage of the battle as the fighter groups of each side rushed forward. The Shadows wanted to do as much damage to the Babylon 5 fleet's telepaths as they could before they committed their cruisers. Sheridan countered by intercepting with his own fighters and other light ships while the capital ships maneuvered into position.

Scenario Rules:

Team One: Babylon 5: 10 White Stars, 60 Minbari Nial Heavy Fighters, 24 Narn Frazi Heavy Fighters, 12 Minbari Flyers.

Team Two: Shadows: 6 Shadow Destroyers, 4 Scouts, 90 fighters.

Babylon 5 Set-Up: The Babylon 5 players sets up along one short edge of the map in any formation they want with a starting speed of 15.

Shadows Set-Up: The Shadows set up on the edge opposite the Babylon 5 force, again with any formation they want, headed towards the Babylon 5 fleet with a speed of 10.

Shadow Victory Conditions:

The Shadows want to engage the Babylon 5 heavy ships with their fighters in hopes of taking out some of their telepaths. Thus

they want to get as many fighters past the enemy fighters as possible. At the same time, they want to take down as many enemy ships as possible in the process.

Major Victory: 60 or more fighters escape across the opposite side of the map while destroying at least half the Babylon 5 fighters.

Minor Victory: 60 or more fighters escape but destroy less than half the Babylon 5 fighters.

Draw: 30 or more fighters make it through having destroyed half of the Babylon 5 forces.

Minor Loss: 30 or more fighters make it through without destroying half the Babylon 5 forces.

Major Loss: Less than 30 fighters make it through.

Babylon 5 Victory Conditions:

The B5 fighters want to destroy as many enemy fighters as possible, simple as that.

Total Victory: Destroy all enemy ships and fighters.

Major Victory: Destroy 60 or more enemy fighters.

Minor Victory: Destroy between 45 and 60 enemy fighters.

Draw: Destroy between 30 and 45 enemy fighters.

Loss: Destroy less than 30 enemy fighters.

Scenario 4C: White Stars vs. Shadows

Once the fleets had drawn closer together, the Babylon 5 fleet began using their telepaths to disrupt the Shadow cruisers. The White Stars and Drazi ships were among the first to engage the Shadows directly with the help of a few telepaths.

Scenario Rules:

Side One: Babylon 5: 15 White Stars, 1 Drazi Sunhawk, 1 Drazi Warbird, 12 Minbari Nial Fighters. There are two P8-level



telepaths, two P10s, and one P12 available, which should be secretly allocated to ships before the scenario begins. No more than one telepath may be on any ship and none may be on the fighters.

Side Two: 8 Shadow Cruisers, 2 Destroyers, 1 Scout. Two of the cruisers have their fighters available; the others have lost theirs in previous fighting (and should each mark 6 structure boxes destroyed as a result).

Babylon 5 Set-Up: The Babylon 5 forces set up at one corner of the map, with all ships starting within five hexes of the corner, facing the opposite corner, with an initial speed of 15.

Shadow Set-Up: The Shadow vessels start in the corner opposite the B5 player, also within five hexes of the corner, facing the B5 fleet and with a starting speed of 15.

Note: This is a no-holds-barred fight, both sides trying to destroy as many enemy ships as possible. Any ships that leave the board are considered to have wandered into other parts of the battle and cannot rejoin. They are treated as having fled.

Babylon 5 Victory Conditions:

Major Victory: Destroy five or more Shadow cruisers and cause the rest to flee.

Minor Victory: Destroy three or more Shadow cruisers and cause the rest to flee.

Minor Loss: Destroy only one or two Shadow cruisers.

Major Loss: Fail to destroy any Shadow cruisers.

Shadow Victory Conditions:

Major Victory: Destroy 12 or more White Stars without losing more than two cruisers.

Minor Victory: Destroy 8 or more White Stars without losing more than two cruisers.

Minor Loss: Lose three or four cruisers.

Major Loss: Lose five or more cruisers.

Scenario 4D: The Capital Ships Engage

Last, but certainly not least, the Babylon 5 Fleet capital ships engaged the enemy fighters and Shadow cruisers. The Shadows inflicted significant losses but were ultimately beaten off by the allied fleet.

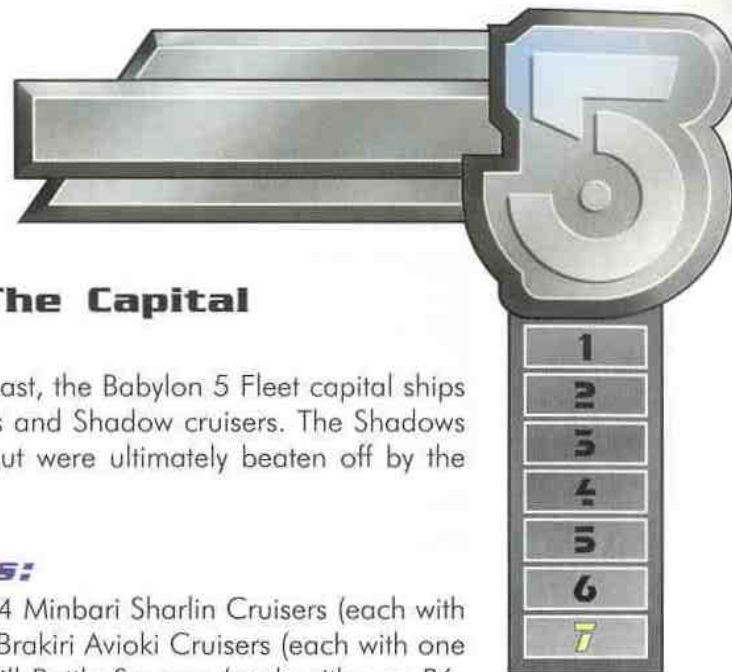
Scenario Rules:

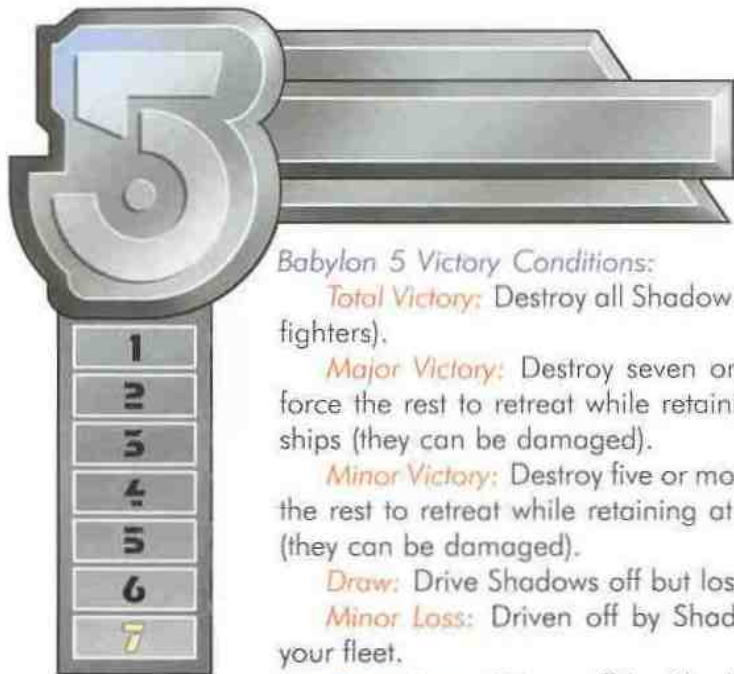
Team One: Babylon 5: 4 Minbari Sharlin Cruisers (each with three P8-level telepaths), 4 Brakiri Avioki Cruisers (each with one P6-level telepath), 3 Vree Xill Battle Saucers (each with one P6-level telepath), 2 Narn G'Quan Heavy Cruisers (with no telepaths), 10 White Stars, 12 Minbari Nial Fighters. *Note: You will need the League of Non-Aligned Worlds Supplement (Part 1) to play this scenario.*

Team Two: Shadows: 10 Shadow Cruisers, 3 Destroyers, 2 Scouts. Three of the cruisers have fighters available; the rest have lost theirs in previous fighting and should each mark 6 structure boxes destroyed to represent this.

Babylon 5 Set-Up: The Babylon 5 Fleet sets up along one short edge of the map. The ships can be anywhere within five hexes of the map edge, facing towards the opposite edge. Capital ships begin with a speed of 5, while the White Stars and fighters begin with a speed of 10.

Shadow Set-Up: The Shadows have been fighting their way towards the Alliance capital ships from several different quarters. Thus, the Shadows may start anywhere along the three map sides that the Babylon 5 player did not set up on. The only conditions are that no Shadow vessel can start within 15 hexes of a Babylon 5 ship and they must start within two hexes of the map edge. All Shadow vessels begin with a speed of 15.





Babylon 5 Victory Conditions:

Total Victory: Destroy all Shadow vessels (including scouts and fighters).

Major Victory: Destroy seven or more Shadow cruisers and force the rest to retreat while retaining at least half your capital ships (they can be damaged).

Minor Victory: Destroy five or more Shadow cruisers and force the rest to retreat while retaining at least half your capital ships (they can be damaged).

Draw: Drive Shadows off but lose more than half the fleet.

Minor Loss: Driven off by Shadows with more than half of your fleet.

Major Loss: Driven off by Shadows with less than half your fleet.

Total Loss: All your ships destroyed.

Shadow Victory Conditions:

Total Victory: Destroy all Babylon 5 ships.

Major Victory: Drive off Babylon 5 ships after having destroyed at least half of their capital ships.

Minor Victory: Drive off Babylon 5 fleet after destroying at least a third of their ships.

Minor Loss: Driven off by Babylon 5 fleet.

Major Loss: Driven off by Babylon 5 fleet and lose more than five cruisers.

Total Loss: Lose all ships to Babylon 5 fleet.

Scenario 4E: Consolidated Fleet Action

The preceding scenarios can be combined into this huge fleet battle, if you like monstrous scenarios. You will need at least two, probably three map sets to have enough room to set up and a whole day to play it.

Scenario Rules:

Team One: Babylon 5: 4 Minbari Sharlin Cruisers (each with three P8-level telepaths), 4 Brakiri Avioki Cruisers (each with one P6-level telepath), 3 Vree Xill Battle Saucers (each with one P6-level telepath), 2 Narn G'Quan Heavy Cruisers (no telepaths), 3 Drazi Sunhawks, 2 Drazi Warbirds, 30 White Stars, 60 Minbari Nial Heavy Fighters, 24 Narn Frazi Heavy Fighters, 12 Minbari Flyers. *Note: You will need the League of Non-Aligned Worlds Supplement (Part I) to play this scenario.*

Team Two: Shadows: 1 Shadow Dreadnought, 2 Shadow Carriers, 12 Shadow Cruisers (all fighters available for use), 5 Shadow Scouts.

Map Set-Up: You will need at least two full map sets to play this scenario. Set them short end touching short end, thus forming one long, somewhat thin map. If you have additional maps you may wish to but them along one or both sides to make the map wider.

Babylon 5 Set-Up: One White Star starts in the middle of the map, facing the Shadows (having just destroyed the scout). The rest of the fleet, fighters already deployed, starts at one end of the map, within five hexes of the edge, facing the opposite side of the map. The capital ships start with a speed of 5. The fighters, Drazi, and White Stars start with a speed of 10.

Shadow Set-Up: the Shadow Fleet starts on the opposite end, within five hexes of the edge, facing the B5 fleet. They have a starting speed of 10.

Victory Conditions:

Whoever is left holding the field of battle wins. Go get 'em!



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Scenario Group D: Final Conflict

With the Shadow defeat in Sector 83, the entire tone of the war took a sudden shift. The Shadows now knew that it was entirely possible that they would lose this war. Although they held sway over the Centauri and Earth governments, they could not persuade either to actually fight for them in the war. The League of Non-Aligned worlds now seemed to be firmly under the control of Babylon 5 (and thus the Vorlons). More importantly, they seemed to have rallied around the leadership of a single man: Captain Sheridan. The Shadows knew that they would have to do something about him if they were going to turn the tide.

What the Shadows did not realize was that the Babylon 5 alliance's position was far from secure. The League worlds were not happy about the tremendous losses they took fighting the Shadows. They knew what the Shadows, in their panic, did not: too many more victories such as this and they would lose the war. Still, they were encouraged by the victory, and were not ready to desert the alliance yet. Secretly they all yearned for the Vorlons to become involved again, but as always the ancient First Ones remained enigmatic. The closer victory seemed, the more they withdrew. What no one knew was that the Vorlons were developing a new plan of their own.

Meanwhile, the Shadows almost immediately set their plan to take care of Sheridan in action. Years before, Sheridan's wife Anna had been on board the *Icarus* when it came to Z'ha'dum. Like the rest of the crew, she had been captured by the Shadows and given a choice: serve or become a slave. She chose the latter, and was outfitted with the cybernetic enhancements necessary for piloting a Shadow vessel. This effectively stripped her of her free will, making her loyal to the Shadow cause. However, when the Shadows

realized who she was and her relation to their nemesis, they removed her from her ship and restored her to her original state. She was once again human, but the Shadow mental conditioning remained in place. In the wake of Sector 83 the Shadows sent her to Babylon 5.

Anna Sheridan managed to convince her husband to return with her to Z'ha'dum. Against the advice of everyone close to him, Sheridan took a White Star out by himself and went to Z'ha'dum. What Anna did not realize was that Sheridan had discovered that she had been modified by the Shadows and knew he was heading for a trap. He had preprogrammed the White Star and stowed two 500-megaton nuclear devices on board. He accompanied Anna to the surface and met with agents of the Shadows. The Shadows laid out their position to him, stating that they did what they did to foster evolution and that it was the Vorlons who were truly evil. So indoctrinated by the Vorlons was Sheridan that he did not even consider their arguments. He tried to escape, and called down the White Star from orbit. Sheridan jumped into a gaping chasm at the center of the Shadows' largest city just as the White Star impacted and detonated. The explosion destroyed the city, sending the Shadows reeling once again.

The Shadows had hoped to win Sheridan over to their cause and thus break up the Babylon 5 alliance or, better yet, turn it against the Vorlons. They knew their chances of success were not good, so they had a backup plan. While Sheridan was on Z'ha'dum, they dispatched a task force of cruisers to Babylon 5. As soon as he refused they were to attack and destroy the station. However, with the destruction of the Shadow capital, the Shadows recalled the fleet immediately. Things had suddenly gone terribly wrong for them. Never in the course of millions of years of conflict with the Vorlons had Z'ha'dum itself been attacked in such a manner, with such success. In a flash of nuclear energy more Shadows died than had been lost in the last hundred Shadow wars over the last hundred thousand years!



The Vorlons were at first almost as shocked as the Shadows at this defeat. It did not take long, however, before they realized the full import of what had happened. Sheridan had open an unexpected gateway with his act of martyrdom. The Shadows now lay on the edge of defeat. In all likelihood they would soon go to ground, preparing to wait another thousand years. The fact was that the Shadows could not hope for total victory now, at best they could win a stalemate. If they took cover now the Shadows could hide a large number of ships all across the galaxy, the most they had ever secreted after a war. When the time for the next great war came the Shadows would be more prepared than ever. Now, however, they were weak. The Vorlons decided to strike while they still had a chance and began to make preparations.

In the meantime the Shadows ceased all offensive actions across the galaxy. They started looking around for places to hide their ships, and for new bases. They had not given up the war yet, but they needed time to regroup. They convinced many of their allies to take on more ships. They even finally convinced the Centauri, by influencing their mad Emperor Cartagia, to allow the Shadows to build a base on Centauri Prime and base a fleet of Shadow cruisers there. They had similar plans for Earth and were preparing to approach their puppet, President Clark, when the Vorlons made their move.

Meanwhile, the Babylon 5 alliance was beginning to fall apart. The death of Sheridan came as a great blow. Added to this was the fact that the Shadow attacks had ceased. Many of the League worlds decided that maybe the Shadows were done. Delenn wanted to mount an attack on Z'ha'dum, but the League worlds opposed it, fearing it would rouse the Shadows to begin their attacks once again. Then, out of nowhere, Sheridan returned alive and well. He had been saved on Z'ha'dum by a First One who antedated even the Shadows and the Vorlons. He called himself Lorien and offered to help the Babylon 5 alliance to defeat their enemies. He agreed to help Sheridan round up the rest of the

remaining First Ones still at large in the galaxy (besides the Shadows and Vorlons) and bring them in to fight the enemies of the younger races—enemies being an important term, since now the young races had more than just the Shadows to worry about.

Scenario 1: Armageddon Comes

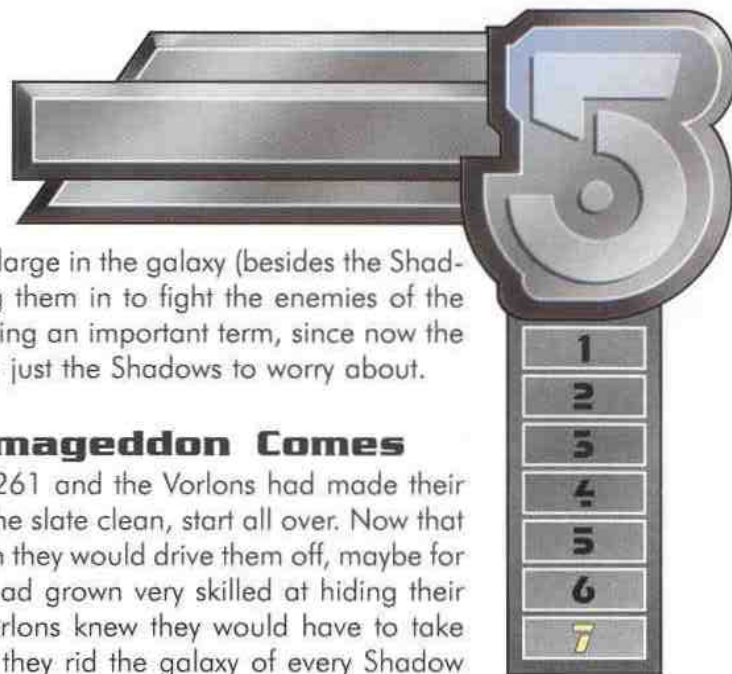
The year changed to 2261 and the Vorlons had made their decision. They would wipe the slate clean, start all over. Now that the Shadows were on the run they would drive them off, maybe for good. Since the Shadows had grown very skilled at hiding their ships between wars, the Vorlons knew they would have to take drastic measures to ensure they rid the galaxy of every Shadow vessel in existence. The Vorlon fleet sallied forth from the home world, revealing for the first time a class of ship that no one had seen before, except maybe the Shadows: the planet-killers were on the march!

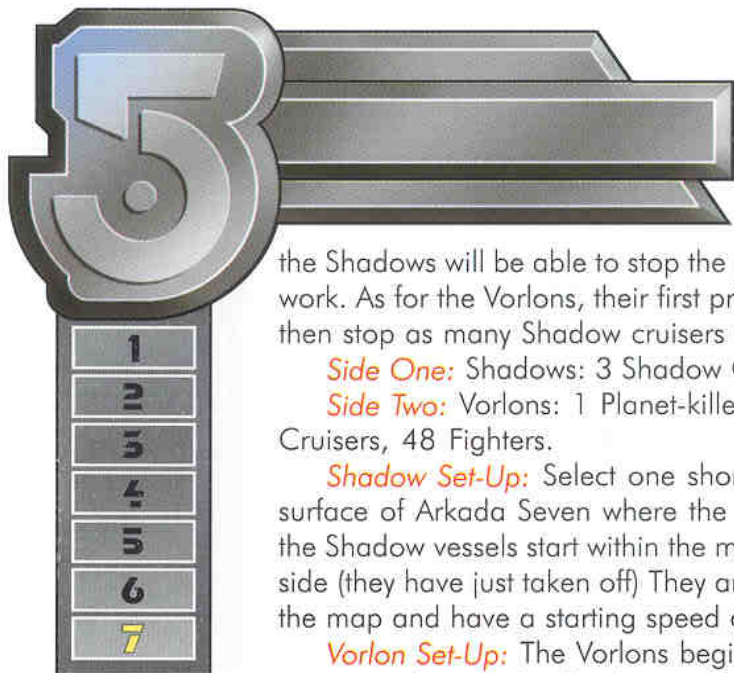
The Vorlons had decided to destroy every single planet that had ever shown any signs of Shadow influence, thus destroying every place the Shadows might choose to hide. They would then remake the galaxy in their own image.

They began with the large Shadow base on Arkada Seven. The Vorlon fleet jumped out of hyperspace and brought its weapons to bear on the planet below. The Shadow cruisers stationed there sortied out to intercept the Vorlons, but were not able to stop the Planet-killer from firing and destroying the planet. Along with the Shadow base, four million sentients died as well. The war had entered a new and terrifying phase. Now the Babylon 5 alliance had to commit itself to fighting both the Vorlons and the Shadows.

Scenario Rules:

This is a pretty substantial engagement, but allows you to have the Vorlons and Shadows go head to head. In this instance, the Vorlons have the distinct advantage, as there is little chance that





the Shadows will be able to stop the planet-killer before it does its work. As for the Vorlons, their first priority is to destroy the planet, then stop as many Shadow cruisers as possible.

Side One: Shadows: 3 Shadow Cruisers, 2 Shadow Carriers.

Side Two: Vorlons: 1 Planet-killer, 2 Dreadnoughts, 3 Heavy Cruisers, 48 Fighters.

Shadow Set-Up: Select one short side of the map to be the surface of Arkada Seven where the Shadow base is located. All the Shadow vessels start within the middle five hexes of the planet side (they have just taken off) They are facing the opposite side of the map and have a starting speed of 5.

Vorlon Set-Up: The Vorlons begin the game opening a jump point anywhere within five hexes of the side of the map opposite Arkada Seven. They have a starting speed of 10.

Shadow Victory Conditions:

Major Victory: Destroy Vorlon task force's capital ships.

Minor Victory: Destroy the planet-killer.

Loss: Arkada Seven destroyed.

Vorlon Victory Conditions:

Major Victory: Destroy Arkada 7 and all Shadow cruisers.

Minor Victory: Destroy Arkada 7 but some enemy cruisers escape.

Major Loss: Planet-killer lost without destroying Arkada 7.

Total Loss: All ships destroyed without destroying Arkada 7.

Scenario 2: Death and Madness

The Vorlon destruction of Arkada Seven sent the galaxy into an uproar. Panic swept through every corner the news reached (Earth and Centauri Prime remained calm and unknowing under a media blackout). The Shadows, more than anyone, realized the import of what was happening. Suddenly all the rules had changed yet again. The Vorlons were actually playing for keeps now, and

the Shadows spent a few desperate days in dazed and confused state. Never before had the Vorlons taken such drastic steps, nor acted so swiftly. The Vorlons hardly paused to catch their breath after Arkada Seven. Other planet-killers were already converging on additional Shadow bases. Next came Ventari Three, Tezino Prime, and Dura Seven. The Shadows began to scramble their ships, calling them out of known bases. They began to converge on Z'ha'dum, reinforcing the home base, although they began to fear that if they did not act quickly that too would be lost. Worse, the departure of the Ancient One from Z'ha'dum removed any chance that the Vorlons would avoid the ancient base, as they had done so many times before.

Meanwhile, the younger races were having their own problems. Refugees started clogging the spaceways, trying to find somewhere safe to hide from the Vorlon planet-killers. Many came to Babylon 5 where Sheridan and his followers were planning their next move. The only advantage to this new turn of events was that the League was now fully behind Sheridan again. After all, they had nowhere else to turn.

Sheridan began to assemble the largest fleet he could, at the same time trying to come up with a way to stop both the Vorlons and the Shadows, for the latter had not remained quiet for long. On Centauri Prime, the resistance plotted to overthrow the Emperor, who had decided to give his world up to the Vorlons in an act of madness, thinking he would become a god.

The Shadows began to strike back at the Vorlons, destroying planets formerly loyal to the Vorlon cause. They attacked a Vorlon base on a planet in Sector 900, bombing with thousands of missiles that penetrated to the planet's core and tore it apart from within. Now it looked as if the First Ones planned to tear the entire galaxy down around their heads. The two giants engaged each other in a series of hit and run attacks across the frontiers of the galaxy, leaving mangled and destroyed planets in their wake and killing hundreds of millions of innocent bystanders.





Scenario Rules:

This scenario recreates a Shadow attack on a Vorlon convoy on its way to destroy the Shadow base on Tezino Prime. This battle takes place in hyperspace.

Team One: Vorlons: 1 Planet-killer, 2 Dreadnoughts, 4 Heavy Cruisers; all ships are fully loaded with fighters.

Team Two: Shadows: 7 Shadow Cruisers.

Vorlon Set-Up: The Vorlons begin in the center of the map, headed towards one short end. All Vorlon ships must start within five hexes of the map center. They have a starting speed of 10.

Shadow Set-Up: The Shadows can converge on the Vorlon convoy from any side of the map. After the Vorlons set up, the Shadow players can start their ships anywhere along the map edge.

Vorlon Victory Conditions:

Major Victory: Planet-killer survives and all Shadow vessels destroyed or driven off.

Minor Victory: Planet-killer manages to escape field of battle.

Minor Loss: Planet-killer destroyed.

Major Loss: Planet-killer and more than half of other ships destroyed.

Shadow Victory Conditions:

Major Victory: Destroy all Vorlon ships.

Minor Victory: Destroy planet-killer.

Minor Loss: Planet-killer escapes.

Major Loss: Lose more than half of ships and planet-killer escapes.

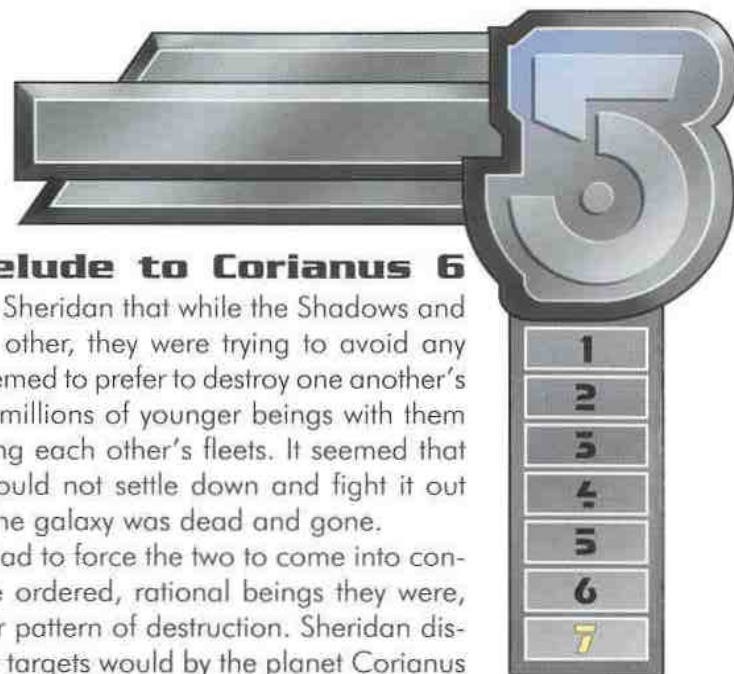
Scenario 3: Prelude to Corianus 6

It soon became clear to Sheridan that while the Shadows and Vorlons were fighting each other, they were trying to avoid any large engagements. They seemed to prefer to destroy one another's bases and outposts, taking millions of younger beings with them rather than actually engaging each other's fleets. It seemed that the two ancient enemies would not settle down and fight it out until after everyone else in the galaxy was dead and gone.

Sheridan knew that he had to force the two to come into conflict. The Vorlons, being the ordered, rational beings they were, were following a pretty clear pattern of destruction. Sheridan discerned that one of their next targets would be the planet Corianus Six, home to six billion sentients and one Shadow base.

Now that he knew where the Vorlons would be, Sheridan set about assembling a fleet to meet them, calling on all the League Worlds, the Minbari, and the entire White Star fleet. The next trick was to get the Shadows to show up in force as well. Sheridan dispatched a suicide mission to attack the Shadow base on Dorax Seven. The plan was for the White Stars to destroy the base, which was only ten light-minutes away from a major Shadow staging area. The Shadows would then retaliate almost immediately, and one of the White Stars would allow itself to be captured. On board that ship was false information about a new alliance base about to go on-line near Corianus Six. They hoped to lure the Shadows into attacking there.

The Shadows, for their part, were now quite worried. They had no idea that the Babylon Alliance had turned against the Vorlons. As far as they knew the entire galaxy was now aligned against them. They needed to eliminate the threat of the younger races as quickly as possible so that they could concentrate their forces on fending off the Vorlons. When they captured White Star 14 and decoded its message, they were more than happy to make preparations and fall right into the trap.





Scenario Rules:

This is an odd scenario in that one of the Babylon 5 Alliance ships is actively trying to get destroyed. Since the Shadows do not realize this, it is possible for both sides to meet their victory conditions, although not to the same degree.

Side One: Babylon 5: 8 White Stars.

Side Two: Shadows: 1 Regeneration Outpost, 5 Cruisers.

Shadow Set-Up: Pick one long side of the map to represent Dorax Seven. The middle hex along this side of the map is the location of the Shadow Base. The Shadow player starts with only the Shadow base on the map. The Cruisers do not come into play until four turns after the base comes under attack (when the White Stars first fire on it). They can then phase in from hyperspace in any hex more than ten hexes away from the planet's surface, with any heading and a speed of 15.

Babylon 5 Set-Up: The White Stars may form a jump point anywhere more than 20 hexes from the planet's surface and have a starting speed of 10.

Shadow Victory Conditions:

Total Victory: Save Base (not very likely), rout B5 fleet.

Major Victory: Destroy all White Stars.

Minor Victory: Destroy two or more White Stars.

Loss: All enemy ships escape.

Babylon 5 Victory Conditions:

Total Victory: Destroy base and lose only one ship to Shadows, plus destroy a Shadow Cruiser.

Major Victory: Destroy base and lose only one ship to Shadows.

Minor Victory: Lose only two White Stars.

Minor Loss: Lose three or more White Stars.

Major Loss: Fail to lose any White Stars.

Scenario 4: Distractions

Meanwhile, the Vorlon attacks continued unabated. Sheridan knew that he had to make sure that the conflict at Corianus 6 was pivotal. He knew the Shadows would send a lot of ships, and needed to make sure that the Vorlons did the same. Thus, he began attacking Vorlon convoys and bases, hoping to make them increase the number of ships they sent on every mission, especially to Corianus 6. The Vorlons responded to these aggressive moves predictably, assigning more and more capital ships to each fleet, condensing their forces around the planet-killers.

Scenario Rules:

Team One: Babylon 5: 10 White Stars.

Team Two: Vorlons: 3 Heavy Cruisers.

Babylon 5 Set-Up: The White Stars begin the game by opening a jump point anywhere within five hexes of one of the short edges of the map, facing the opposite side, with a speed of 9.

Vorlon Set-Up: The Vorlons begin on the map edge opposite the White Stars, heading towards the opposite map edge with a speed of 5.

Babylon 5 Victory Conditions:

Total Victory: Destroy all three cruisers.

Major Victory: Destroy two cruisers.

Minor Victory: Destroy one cruiser.

Loss: Destroy no cruisers.

Vorlon Victory Conditions:

Total Victory: Destroy all White Stars, lose no cruisers.

Major Victory: Destroy at least 6 White Stars, lose no cruisers.

Minor Victory: Destroy at least 4 White Stars, lose no cruisers.

Minor Loss: Lose one cruiser.

Major Loss: Lose two cruisers.

Total Loss: Lose all three cruisers.



Scenario 5: Blinding Strike

As portions of the White Star fleet sought to divert the Vorlons' attention, Sheridan needed to assemble his fleet at Corianus Six. However, he could not let the Vorlons know what it was he was planning. If they got word that a huge fleet was assembled at Corianus Six, waiting for them, they might change their plans, and Sheridan would not be able to force the engagement he had hoped for.

The key to getting the fleet into place unnoticed was destroying a Vorlon observation post located along the route between Babylon 5 and Corianus Six. With all the other diversionary attacks the White Stars were making, the destruction of this base would not be seen to have any special significance. Sheridan himself led a force of twenty White Stars to attack the base, and succeeded in destroying it. Had he not, the whole plan for Corianus Six may well have come unraveled.

Scenario Rules:

Note: This is a pretty big scenario for the White Star side, and you will probably want a few players to control all those White Stars.

Team One: Babylon 5: 20 White Stars.

Team Two: Vorlons: 1 Vorlon Observation Post, 48 fighters (12 on the base, 36 on patrol).

Vorlon Set-Up: The Vorlon base is placed in the center of the map. 12 of the fighters are in the hangar, while the others are on patrol within 5 hexes of the observation post.

Babylon 5 Set-Up: The White Star players may approach the base in any way they want. They start in hyperspace and can open jump points anywhere on the map more than 15 hexes away from the outpost. They come onto the board with a starting speed between 5 and 9.

Vorlon Victory Conditions:

Total Victory: Destroy all White Stars and preserve base.

Major Victory: Destroy 10 or more White Stars and preserve base.

Minor Victory: Preserve base.

Loss: Base destroyed.

Babylon 5 Victory Conditions:

Major Victory: Destroy base with 15 or more White Stars surviving.

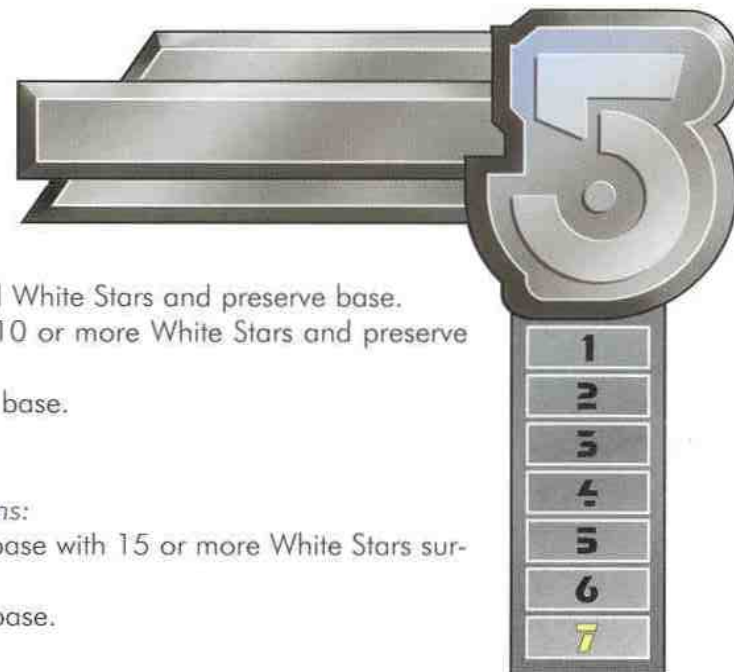
Minor victory: Destroy base.

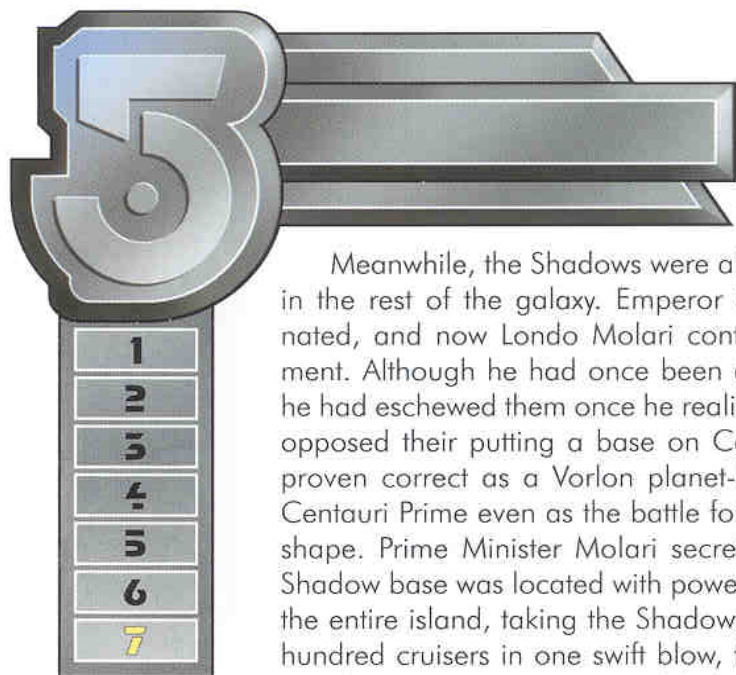
Loss: Base survives.

Scenario 6: The Final Battle at Corianus Six

The way was now clear. The Babylon 5 fleet jumped out of hyperspace and took up position near Corianus Six. Led by the White Star fleet, the armada consisted of over two thousand heavy ships, medium war craft, and fighters from two dozen different races—the largest fleet of ships ever assembled by the young races. They would be taking on the combined fleets of the Shadows and Vorlons, and there was almost no possibility that they could survive.

Lorien, the Ancient One who had saved Sheridan, had meanwhile assisted the war effort by helping to gather the remaining Ancients from across the galaxy. They would add a potent reserve to Sheridan's armada, a weapon of last resort. In preparing for the battle Sheridan seeded the space around Corianus Six with a series of nuclear devices like the ones he had used on Z'ha'dum. These could be detonated remotely from the command ship, giving the alliance armada another surprise weapon against the Vorlons and Shadows.





Meanwhile, the Shadows were already suffering other defeats in the rest of the galaxy. Emperor Cartagia had been assassinated, and now Londo Molari controlled the Centauri government. Although he had once been a supporter of the Shadows, he had eschewed them once he realized their true nature and had opposed their putting a base on Centauri Prime. His fears had proven correct as a Vorlon planet-killer was bearing down on Centauri Prime even as the battle for Corianus Six began to take shape. Prime Minister Molari secretly seeded the island where Shadow base was located with powerful explosives and destroyed the entire island, taking the Shadows with it. The Shadows lost a hundred cruisers in one swift blow, their greatest loss of the war thus far, and the destruction of their entire reserve.

As Molari was unveiling his trap, the Vorlons entered the Corianus system, a huge fleet surrounding a planet-killer. Soon thereafter the Shadows came on the scene as well, a horde of cruisers and fighters accompanied by a billowing cloud of black dust. The Vorlons and Shadows, taking note of one another, immediately moved to engage. The planet-killer, however, started to move into position to destroy Corianus Six. Both First One fleets studiously ignored the Alliance armada. It was then that Sheridan activated the first of his atomics, destroying several Vorlon and Shadow vessels. This drew their attention, and soon a three-way battle was in full swing. The Alliance armada moved out and engaged both enemies head-on. Space for hundreds of miles erupted in a dazzling display of energy weapons and exploding spacecraft.

All the while the planet-killer moved into position. Ever intractable, the Vorlons meant to do what they had come here to do. It was then that the other Ancients joined the battle, destroying the planet-killer before it could bring its weapon to bear on the planet below. The Ancient Ones then moved out into the general fray to engage the enemy at large, shooting Vorlons and Shadows at random or as their individual dispositions preferred.

The Vorlons sent an immediate call out to the rest of their fleet across the galaxy. The battle seemed to grow larger by the moment, with thousands dying everywhere one turned, punctuated by the occasional detonation of more of the alliance's nuclear weapons. The Shadow cloud swept onto the scene of battle, neutralizing engines and bringing a terrible, debilitating cold. Within the cloud hid the powerful Shadow missiles, each enough to destroy a large ship, or enough of them together could destroy a planet.

It was at this point that Sheridan and Delenn, with the help of Lorien, made contact with the leaders of the Shadows and the Vorlons. It was now that he made them see just how far they had strayed from the path they had chosen for themselves so many years before. They were no longer shepherds to the younger races. They did not care about making the galaxy better or bringing the young races up to their level. They only cared about the fight, about beating each other at their desperate game, their war without end. Now the pawns in that game had shown that they would fight back against their masters, that they would not choose between the two any more. They would fight them both and go down fighting rather than be puppets for the First Ones. Lorien persuaded the two ancient rivals that it was time to give up this war. Time to leave the galaxy to the younger races. Chastised, ashamed, and confused, the Vorlons and Shadows agreed. They withdrew from the battle, and soon thereafter from the galaxy as well.

The war without end was over.

Scenario Rules:

This battle makes the fight for Sector 83 look like a minor skirmish. There are just too many ships involved to play this battle out in full. It would require seven or eight map sets, thousands of counters and or miniatures, and about a hundred players to control them all. We have instead broken the battle up into more manageable chunks.



Whereas the battle ended prematurely because of Lorien and Sheirdan's "talk" with the Shadows and Vorlons, that does not mean you cannot fight the full conflict out to its bloody conclusion. The following scenarios follow the course of the battle and the various engagements that took place within it. To see who wins the whole battle, simply tally up each side's victories and see who comes out on top. Consider each Total Victory worth five points, each Major victory worth three, and each Minor victory worth one (not all scenarios have total victory conditions). Consider each Total Loss negative five points, Major Loss negative three, and Minor Loss negative one. It will take a number of game sessions to play through the entire battle, but in the end you will know who would have really won the war.

The Force Lists:

Vorlons:

Initial Deployment: 1 Planet-killer, 5 Dreadnoughts, 12 Heavy Carriers, 36 Heavy Cruisers, 20 Light Cruisers, 30 Battle Destroyers, 20 Destroyer Escorts, 15 Light Carriers, 10 Scouts, 50 Transports, 500 fighters.

Reinforcements: 2 Planet-killers, 2 Dreadnoughts, 6 Heavy Carriers, 24 Heavy Cruisers, 10 Light Cruisers, 20 Battle Destroyers, 10 Destroyer Escorts, 5 Light Carriers, 350 fighters.

Shadows:

Initial Deployment: 8 Dreadnoughts, 60 Cruisers, 10 Carriers, 30 Destroyers, 25 Scouts, 1 Energy Cloud (containing 100 missiles).

Reinforcements: 3 Dreadnoughts, 30 Cruisers, 6 Carriers, 20 Destroyers, 15 Scouts, 1 Cloud (containing 100 missiles).

Babylon 5 Alliance Fleet:

Minbari: 120 White Stars, 30 Sharlin War Cruisers, 360 Nials.

Narn: 1 Bin'Tak Dreadnought, 1 G'Quan Heavy Cruiser, 14 G'Quan Heavy Cruisers, all available Frazi fighters.

Abbai: 12 Lakara Cruisers, 6 Bimith Defenders, 10 Tiraca Attack Frigates, 4 Miliani Carriers, 8 Shyarie Jammer Frigates, 4 Skiatha Escort Scouts, all available Kotha fighters.

Brakiri: 36 Avioki Cruisers, 18 Halik Fighter-Killers, 2 Corumai Dreadnoughts, 4 Tashkat Advanced Cruisers, 2 Brokados Battle Carriers, all available Falkosi fighters except 24, which are Pikitos heavy fighters.

Drazi: 30 Sunhawks, 30 Warbirds, 6 Stormfalcons, 12 Strikehawks, 16 Stareagles, all available fighters (Star Snakes or Sky Serpents as applicable).

Gaim: 1 Tiac Explorer, 6 Moas Gunships, 4 Suom Light Carriers, all available Koist fighters.

Pak'ma'ra: 6 Pshul'shi Dreadnoughts, 3 Thar'not'ak Plasma Cruisers, 15 Sim'sall'e Transports, 19 Urik'hal Fast Destroyers, all available Por'fa'tis fighters.

Vree: 1 Xonn Dreadnought, 24 Xill Battle Saucers, 12 Xorr War Saucers, 6 Xeel War Carriers, 6 Vaarl Scout Saucers, all available Tzymm fighters.

Earth Alliance: 24 Thunderbolts, 36 Starfuries (from B5).

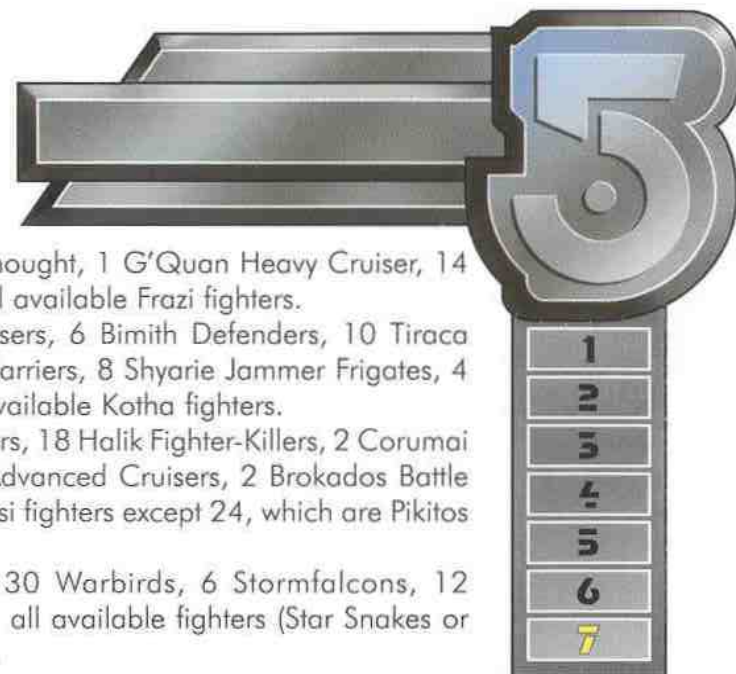
Telepaths: There are 40 telepaths of various strengths in the armada, totaling 300 points of psi-levels.

Scenario 6A: Opening Engagement

The battle began with the two First Ones fleets converging upon each other at breakneck speed. The smaller Vorlon ships engaged the lead Shadow cruisers and fighters, while the larger ships moved into position, only to have their attentions drawn by the nuclear mines set by the alliance armada.

Scenario Rules:

Side One: Vorlons: 10 Light Cruisers, 60 fighters.





Side Two: Shadows: 3 Shadow Cruisers, 10 Shadow Scouts.

Vorlon Set-Up: The Vorlon ships all begin within 5 hexes of a corner of the map, facing the opposite corner, with a speed of 12.

Shadow Set-Up: The Shadows begin within five hexes of the opposite corner, facing the Vorlons, with a speed of 15.

Vorlon Victory Conditions:

Major Victory: Destroy all three cruisers and at least half the other ships.

Minor Victory: Destroy two Shadow cruisers.

Minor Loss: Destroy only one cruiser.

Major Loss: Fail to destroy any cruisers and lose more than half of your ships.

Shadow Victory Conditions:

Major Victory: Destroy at least two thirds of Vorlon ships and lose only one cruiser.

Minor Victory: Destroy at least half of Vorlon ships and lose only one cruiser.

Minor Loss: Lose two cruisers.

Major Loss: Lose all three cruisers.

Scenario 6B: Incoming Fighters

Once the Babylon 5 armada had made its presence known, the Shadows and Vorlons both turned part of their attention on the younger races. Shadow and Vorlon vessels disengaged to deal with the upstarts, and the armada's fighters rushed out to meet the enemy.

Scenario Rules:

Side One: Babylon 5: 5 White Stars, 60 Minbari Nials, 48 League fighters (choose, but no more than 12 from any race, and no more than 6 Sky Serpents), 12 Starfuries, 12 Narn Frazis.

Side Two: Shadows: 5 Shadow Scouts, 72 fighters.

Babylon 5 Set-Up: The Babylon 5 ships set up along one short end of the map, all ships on the map's edge, facing the opposite side, with a speed of 10.

Shadow Set-Up: The Shadows set up opposite the Babylon 5 ships, along the map edge, facing the enemy, with a speed of 15.

Victory Conditions (same for both sides):

Major Victory: Destroy two thirds of the enemy units and drive the rest off.

Minor Victory: Destroy half of the enemy units and drive the rest off.

Minor Loss: Lose half of your units and retreat.

Major Loss: Lose two-thirds of your units and retreat.

Scenario 6C: Incoming Fighters, Part II

Side One: Babylon 5: 5 White Stars, 30 Starfuries, 48 Minbari Nial fighters, 60 League fighters (choose, but no more than 12 from any race, and no more than 6 Sky Serpents).

Side Two: Vorlons: 5 Light Cruisers, 60 fighters.

Babylon 5 Set-Up: The Babylon 5 ships set up along one short end of the map, all ships on the map's edge, facing the opposite side, with a speed of 12.

Vorlon Set-Up: The Vorlons ships set up along the opposite short end of the map, all ships on the map's edge, facing the opposite side, with a speed of 10.

Victory Conditions (same for both sides):

Major Victory: Destroy two thirds of enemy units and drive the rest off.

Minor Victory: Destroy half of enemy units and drive the rest off.

Minor Loss: Lose half of your units and retreat.

Major Loss: Lose two-thirds of your units and retreat.



Scenario 6D: Incoming Fighters, Part III

Side One: Babylon 5: 5 White Stars, 30 Starfuries, 48 Minbari fighters, 60 League fighters (choose, but no more than 12 from any race, and no more than 6 Sky Serpents), 12 Narn Frazz Fighters.

Side Two: Shadows: 1 Shadow Cruiser, 72 fighters (this includes those from the cruiser).

Side Three: Vorlons: 96 fighters.

Babylon 5 Set-Up: The Babylon 5 forces have the unenviable position of starting in the middle of the map. They set up anywhere within six hexes of the center of the map, with any facing, and a starting speed of 10.

Shadow Set-Up: The Shadows enter from one short side of the map, starting along the map's edge, facing the opposite side. They have a starting speed of 15.

Vorlon Set-Up: The Vorlons begin on the side opposite the Shadows, along the map edge with a starting speed of 15.

Victory Conditions:

All three sides want to kill as many of the two opposing sides as possible and drive the rest off the map.

Major Victory: Be the only force left on the map and have at least half of your units.

Minor Victory: Be the only force left on the map and have at least a quarter of your units.

Minor Loss: Be forced off the map, with at least one-quarter of your units remaining.

Major Loss: Be forced off the map and more than three-quarters of your units destroyed.

Scenario 6E: In Among Them, Part I

As the White Stars and Alliance fighters managed to slip through the enemy fighter screens, they engaged the Vorlons and Shadows directly, trying to swarm the enemy ships. The Shadows and Vorlons, for their parts, were doing very similar things.

Scenario Rules:

Side One: Babylon 5: 7 White Stars, 12 Starfuries, 24 Minbari fighters, 24 League fighters (choose, but no more than 6 from any race, and no Sky Serpents).

Side Two: Shadows: 3 Shadow Cruisers.

Shadow Set-Up: The Shadows set up within three hexes of the middle of the map, facing one corner, with a speed of 10.

Babylon 5 Set-Up: The Babylon 5 forces enter the map from any corner of the map, choosing after the Shadow player has set up. All B5 ships start within four hexes of the corner, facing the Shadows, with a speed of 15.

Babylon 5 Victory Conditions:

Major Victory: Destroy all Shadow cruisers.

Minor Victory: Destroy two Shadow cruisers.

Minor Loss: Destroy one or no cruisers and driven off field with more than a third of your ships.

Major Loss: Destroy one or fewer cruisers and driven off field with less than a third of your ships.

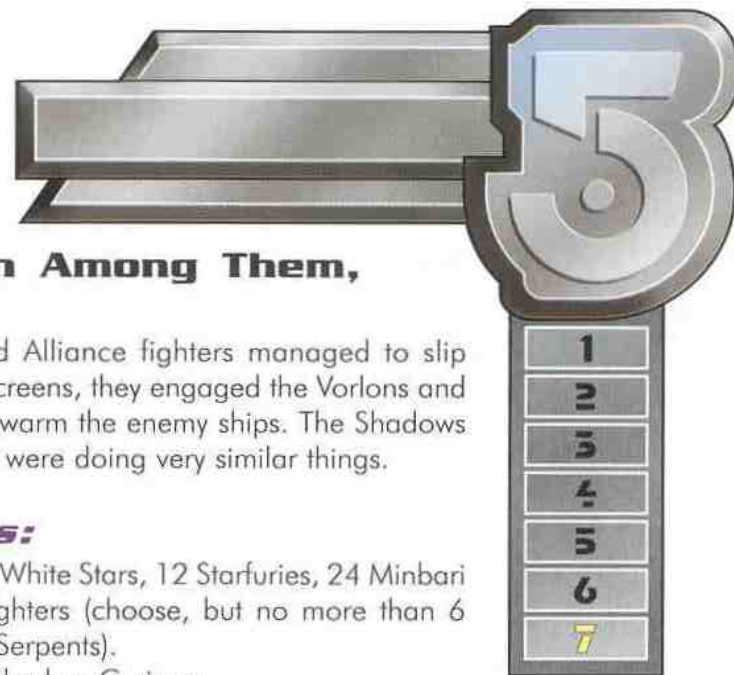
Shadow Victory Conditions:

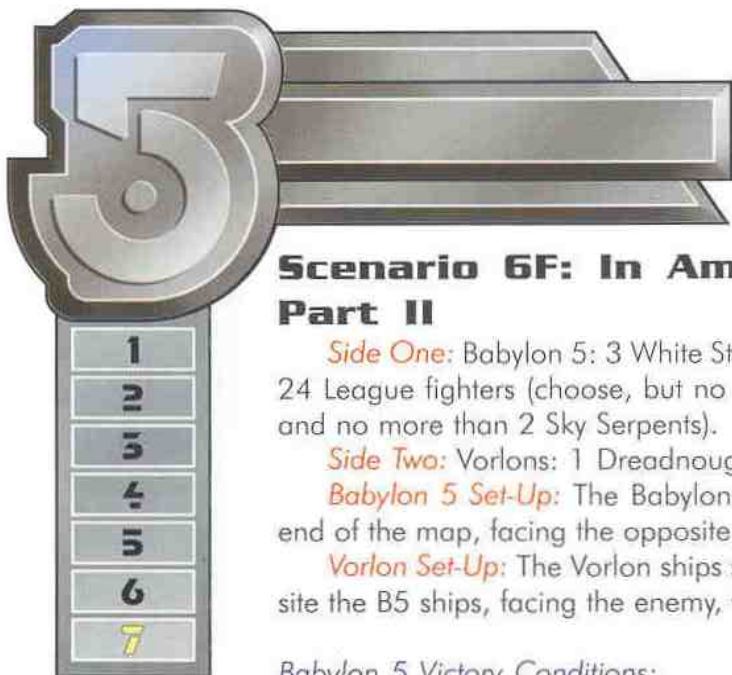
Major Victory: Destroy more than two thirds of enemy ships and retain two cruisers.

Minor Victory: Drive enemy off and retain two cruisers.

Minor Loss: Lose two cruisers.

Major Loss: Lose three cruisers.





Scenario 6F: In Among Them, Part II

Side One: Babylon 5: 3 White Stars, 36 Minbari Nial fighters, 24 League fighters (choose, but no more than 6 from any race, and no more than 2 Sky Serpents).

Side Two: Vorlons: 1 Dreadnought, 12 fighters.

Babylon 5 Set-Up: The Babylon 5 player starts at one short end of the map, facing the opposite side with a speed of 15.

Vorlon Set-Up: The Vorlon ships start on the map edge opposite the B5 ships, facing the enemy, with a speed of 10.

Babylon 5 Victory Conditions:

Major Victory: Destroy dreadnought.

Minor Victory: Force dreadnought to retreat.

Minor Loss: Fail to defeat dreadnought but retain one third of your fleet.

Major Loss: Fail to defeat dreadnought and lose more than two thirds of fleet.

Vorlon Victory Conditions:

Major Victory: Dreadnought survives, destroy more than two thirds of enemy ships.

Minor Victory: Dreadnought survives, destroy more than a third of enemy ships.

Minor Loss: Dreadnought forced to withdraw.

Major Loss: Dreadnought destroyed.

Scenario 6G: In Among Them, Part III

Side One: Babylon 5: 2 Minbari Sharlin Cruisers, 1 Narn G'Quan War Cruiser, 2 Vree Saucers (1 Xill, 1 Xorr), 2 Brakiri Avioki Cruisers, 1 Pak'ma'ra Pshul'shi Dreadnought.

Side Two: Shadows: 10 Shadow Scouts, 72 fighters.

Babylon 5 Set-Up: Babylon 5 fleet sets up anywhere within eight hexes of the middle of the map, all facing the same corner of the map with a speed of 5.

Shadow Set-Up: The Shadow ships start within four hexes of the corner of the map which the fleet is facing with a speed of 15.

Babylon 5 Victory Conditions:

Major Victory: Preserve more than two-thirds of your ships, drive off Shadows.

Minor Victory: Preserve more than half of your ships, drive off Shadows.

Minor Loss: Lose more than half of your ships.

Major Loss: Lose more than two-thirds of your ships.

Shadow Victory Conditions:

Major Victory: Destroy more than two-thirds of enemy ships.

Minor Victory: Destroy more than one-third of enemy ships.

Minor Loss: Driven from map, lose more than half of your ships.

Major Loss: Driven from map, lose more than two-thirds of your ships.

Scenario 6H: In Among Them, Part IV

Side One: Babylon 5: 1 Narn Bin'Tak Dreadnought, 3 Brakiri Avioki Cruisers, 3 Abbai Lakara Cruisers, 2 Gaim Moas Gunships, 4 Drazi Sunhawks, 2 Drazi Warbirds, 12 Narn Frazis.

Side Two: 5 Vorlon transports, 48 Vorlon fighters.

Babylon 5 Set-Up: The Babylon 5 ships start within ten hexes of one short edge of the map, facing the opposite edge, with a speed of 5.

Vorlon Set-Up: The Vorlon ships enter from the opposite side, starting on the edge, facing the B5 ships, with a speed of 12.



Babylon 5 Victory Conditions:

Major Victory: Preserve more than two-thirds of your ships, drive off the Vorlons.

Minor Victory: Preserve more than half of your ships, drive off the Vorlons.

Minor Loss: Lose more than half of your ships.

Major Loss: Lose more than two-thirds of your ships.

Vorlon Victory Conditions:

Major Victory: Destroy more than two-thirds of enemy ships.

Minor Victory: Destroy more than one-third of enemy ships.

Minor Loss: Driven from map, lose more than half of your ships.

Major Loss: Driven from map, lose more than two-thirds of your ships.

Scenario 6I: Behemoths Engage

After the initial fighter skirmishes, the large capital ship fleets moved into range and began engaging one another directly. The Babylon 5 fleet also began using more of its nuclear mines as the enemy ships came into range of them. Thousands died on all sides in a matter of minutes as capital ships were turned to dust and wreckage one after the other.

Scenario Rules:

Side One: Babylon 5: 10 White Stars, 5 Minbari Sharlin War Cruisers, 3 Narn G'Quan Heavy Cruisers, 5 Vree Xorr War Saucers, 3 Gaim Moas Gunships, 2 Pak'ma'ra Urik'hal Fast Destroyers, 5 Drazi Sunhawks, 1 Drazi Strikehawk, 2 Drazi Warbirds, 24 Minbari Nial fighters, 36 League fighters (choose, but no more than 6 from any race, and at most 1 Sky Serpent).

Side Two: Shadows: 15 Shadow Cruisers, 24 fighters (mark the remainder destroyed).

Babylon 5 Set-Up: The Babylon 5 ships set up within ten hexes of the middle of the map with any facing (different ships can have different facings) and a starting speed of 5.

Shadow Set-Up: The Shadows can enter the map from any or the map edges and have a starting speed of 15.

Babylon 5 Victory Conditions:

Total Victory: Destroy all Shadow cruisers.

Major Victory: Destroy 10 or more Shadow cruisers.

Minor Victory: Destroy 7 or more Shadow cruisers.

Minor Loss: Fail to destroy 7 Shadow cruisers, lose less than half the fleet.

Major Loss: Fail to destroy 7 Shadow cruisers, lose more than half the fleet.

Total Loss: Fail to destroy seven Shadow cruisers, entire fleet destroyed.

Shadow Victory Conditions:

Total Victory: Lose less than 7 cruisers, destroy entire B5 fleet

Major Victory: Lose less than 7 cruisers, destroy more than half of B5 fleet.

Minor Victory: Lose less than 7 cruisers, destroy less than half B5 fleet.

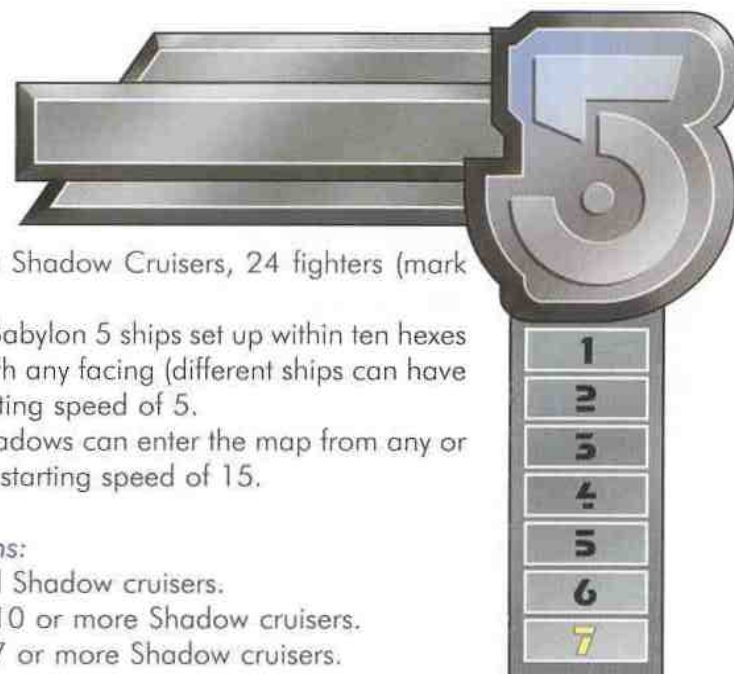
Minor Loss: Lose 7 to 9 cruisers.

Major Loss: Lose 10 or more cruisers.

Total Loss: Lose all your cruisers.

Scenario 6J: Davids Against Goliaths

In one remarkable encounter, a fleet of younger race ships met the Vorlons head-on.





Scenario Rules:

Side One: Babylon 5: 10 White Stars, 1 Narn Bin'Tak Dreadnought, 6 Brakiri Avioki Cruisers, 5 Vree Xill Battle Saucers, 5 Abbai Lakara Cruiser, 2 Pak'ma'ra Pshul'shi Dreadnoughts, 3 Drazi Warbirds, 2 Minbari Sharlin War Cruisers, 60 League fighters (choose, but no more than 12 from any race, and no more than 6 Sky Serpents).

Side Two: Vorlons: 1 Dreadnought, 4 Heavy Cruisers, 1 Heavy Carrier, 4 Battle Destroyers, 3 Destroyer Escorts, 24 fighters (on the carrier).

Babylon 5 Set-Up: The Babylon 5 ships start within eight hexes of one corner of the map, facing the opposite corner, with a speed of 10. Before the Vorlons set up, the B5 player chooses two hexes that contain nuclear mines which can be detonated at any time, even during the Vorlon movement. These cannot be detected (they probably could be, but the Shadows and Vorlons will not think to check) and score 100 points of flash damage when detonated.

Vorlon Set-Up: The Vorlon fleet starts within five hexes of the corner opposite the B5 fleet, and has a starting speed of 8. They can have any facing the Vorlon player wants.

Babylon 5 Victory Conditions:

Total Victory: Destroy all Vorlon ships.

Major Victory: Destroy the dreadnought and cruisers.

Minor Victory: Destroy the dreadnought and two cruisers.

Minor Loss: Fail to destroy the dreadnought and lose less than half your fleet.

Major Loss: Fail to destroy the dreadnought and lose more than half your fleet.

Total Loss: Entire fleet destroyed.

Vorlon Victory Conditions:

Total Victory: Destroy all Babylon 5 ships.

Major Victory: The dreadnought survives and destroy more than half enemy fleet.

Minor Victory: The dreadnought survives and destroy less than half enemy fleet.

Minor Loss: Lose the dreadnought and two cruisers.

Major Loss: Lose the dreadnought and all cruisers.

Total Loss: Lose everything.

Scenario 6K: Sweet Vengeance

The battle was raging out of anyone's control, but the Vorlon planet-killer seemed almost oblivious to its surroundings as it moved into position above Corianus Six. Unable to stop the planet-killer with his own fleet, Sheridan called in the Ancient Ones from hyperspace. The five ancient spacecraft engaged the planet-killer and destroyed it, then moved into the general fray.

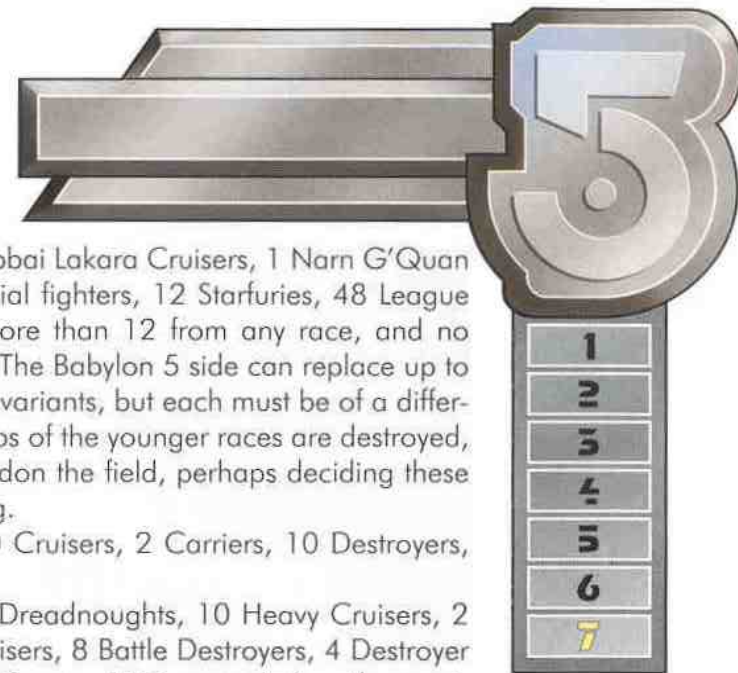
Scenario Rules:

Side One: The five Ancient ships.

Side Two: Vorlons: Planet-killer, 1 Dreadnought, 3 Cruisers.

Vorlon Set-Up: The Vorlons begin the scenario with just the planet-killer on the map. Choose one long side of the map to be Corianus Six. The Vorlon planet-killer starts the game in the middle of the map, facing the planet with a speed of 3. Before play starts, pick which short edge of the map the Vorlon reinforcements will enter from. The reinforcements do not arrive until turn two, and have a speed of 15. The planetary annihilation beam can fire on turn 6, but not before.

Ancient Ones Set-Up: The Ancients create jump points or phase in anywhere on the board at least ten hexes from the planet and ten hexes from the planet-killer. They have a starting speed of 5.



Vorlon Victory Conditions:

Total Victory: Destroy Corianus Six.

Major Victory: Planet-killer survives and Ancient Ones driven off.

Minor Victory: There is no minor victory for the Vorlons.

Minor Loss: There is no minor loss for the Vorlons.

Major Loss: Planet-killer destroyed before Corianus Six, but at least three Ancient Ones destroyed as well.

Total Loss: Planet-killer destroyed before Corianus Six, and at least three Ancient Ones survive.

First Ones Victory Conditions:

Total Victory: Save Corianus Six, destroy all Vorlon ships.

Major Victory: Save Corianus Six and destroy planet-killer.

Minor Victory: Save Corianus Six, planet-killer destroyed, but lose three or more Ancient Ones.

Minor Loss: There is no Minor or Major Loss.

Total Loss: Corianus Six destroyed.

Scenario 6L: Three-Edged Sword

This final engagement of ships from all sides is, as the Vorlons say, a three edged sword: the Vorlons, the Shadows, and the Younger Races. This is a big battle and requires two full map sets placed side by side.

Scenario Rules:

Side One: Babylon 5: 5 Ancient Ones, 20 White Stars, 8 Drazi Sunhawks, 2 Drazi Strikehawks, 6 Drazi Warbirds, 1 Drazi Stormfalcon, 5 Minbari Sharlin War Cruisers, 1 Brakiri Corumai Dreadnought, 6 Brakiri Avioki Cruisers, 1 Vree Xonn Dreadnought, 4 Vree Xorr War Saucers, 4 Vree Xill Battle Saucers, 1 Pak'ma'ra Pshul'shi Dreadnought, 3 Pak'ma'ra Urik'hal Fast Destroyers, 3

Gaim Moas Gunships, 4 Abbai Lakara Cruisers, 1 Narn G'Quan War Cruiser, 36 Minbari Nial fighters, 12 Starfuries, 48 League fighters (choose, but no more than 12 from any race, and no more than 3 Sky Serpents). The Babylon 5 side can replace up to 3 of its units with published variants, but each must be of a different race. Note: If all the ships of the younger races are destroyed, the Ancient Ones will abandon the field, perhaps deciding these people are not worth saving.

Side Two: Shadows: 20 Cruisers, 2 Carriers, 10 Destroyers, 5 Scouts, 3 Dreadnoughts.

Side Three: Vorlons: 4 Dreadnoughts, 10 Heavy Cruisers, 2 Heavy Carriers, 5 Light Cruisers, 8 Battle Destroyers, 4 Destroyer Escorts, 2 Light Carriers, 5 Scouts, 10 Transports (use the semi-autonomous rules), all available fighters.

Babylon 5 Set-Up: The Babylon 5 player sets up in the middle of the double map, with its ships facing in any direction desired, and a speed of 10.

Shadow Set-Up: The Shadow fleet starts within three hexes of one map edge, facing the B5 ships, with a starting speed of 15.

Vorlon Set-Up: The Vorlon fleet starts on the opposite side of the board from the Shadows, within three hexes of the edge, with a starting speed of 12.

Victory Conditions:

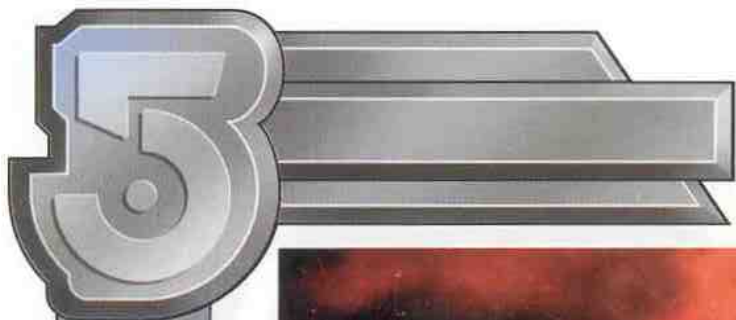
Everyone has the same goals: destroy the enemy. If you are keeping score, this battle is worth ten points rather than five.

Total Victory: Only your fleet remains on the map.

Total Loss: Your entire fleet destroyed or driven off the map.

Historical Note:

Of course, the battle represented in this scenario was halted before its conclusion. Who would have won, though? Here's your chance to find out! Enjoy!



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