



## Rules for using Farscape ships in Babylon 5 Wars

Revision 0.7

*Rules largely by Charles Taylor*

*Icon design largely by Ben Rubey*

*LCV Control and Drive icons by Shadowscout*

*Background information taken from [www.farscape.com](http://www.farscape.com)*

### **Changes introduced in Revision 0.6**

- Added description of the *Ultralight Chakan Cannon*.
- Added description of the *Peacekeeper Marauder-B Combat Shuttle*.
- Added description of *Scarran Striker* variants.
- Added Luxan technology and ship descriptions.
- Added various race descriptions.
- Added Leviathan morale rules.



## **General Notes and Terminology**

### **Hammond**

Farscape word for Port.

### **Metra**

Unit of length, 1 hex is approximately 1 metra.

### **Microt**

Unit of time, 1 combat turn is equal to 4 microts.

### **Treblin**

Farscape word for Starboard



## Standard Equipment

The following items are standard equipment found on many of the ships in *Farscape*.

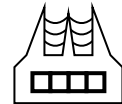
### Bulkheads

These are the same as the speciality Gaim system of the same name, except in *Farscape* they are in general use in most ships.



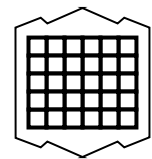
### Docking Web

This is functionally identical to a standard Tractor Beam (RC, page 92), and obeys all of the same rules and restrictions



### Hetch Drive

This is the standard faster-than-light drive system used in *Farscape*, it is slower than the Leviathan's *starburst drive* or wormhole travel. The hetch drive is a 'real-space FTL drive', and as such, uses slightly different rules than the standard Babylon 5 Wars jump drive.



Every hetch-capable ship has a *Hetch Rating* (represented by a number in the top of the hetch drive icon) which is its 'speed' in FTL travel. Should a ship disengage using its Hetch drive, other ships may attempt to pursue, and will be able to catch up if their Hetch rating exceeds that of the pursued. A hetch drive can have its rating reduced by damage. Even quite small craft (marauders, prowlers, and, after upgrading, the *Farscape 1* capsule) can be hetch-capable, in which case they will have a hetch rating listed in their special notes box.

A Hetch drive is assumed to be powered in 'standby' mode when it is not in use, consuming the amount of power listed in its power icon. When it is engaged, its power requirement doubles. Should a hetch drive be shut down for any reason, it will have to be 'warmed up' (using its standard power requirement) for a number of turns as listed on the SCS as 'Hetch Delay' before it can be used.

### Hetch Drive Criticals

Damaged hetch drives do not have a chance of catastrophically failing as jump drives do, instead, they roll for criticals like other systems:

- 1 - 10: No critical hit.
- 11 - 14: Hetch capability slightly reduced. Reduce hetch rating by 1 for the remainder of the scenario.
- 15 - 18: Hetch capability noticeably reduced. Reduce hetch rating by 2 hereafter.
- 19 - 22: Hetch capability significantly reduced. Reduce hetch rating by 3 hereafter.
- 23 - 26: Hetch capability severely reduced. Halve hetch rating (round down) hereafter.
- 27+: Hetch capability critically reduced. Quarter hetch rating (round down) hereafter.

In addition, if the critical hit roll was a natural "20", then the hetch drive will be deactivated.



## **Transport Pod**

This is the common Farscape term for shuttles, as noted, many have *Hetch* capability.

## **Crossover Games**

If using Farscape ships in a crossover game with Babylon 5 ships, note that all the standard rules apply unless otherwise stated. For instance, Minbari jammers provide their normal protection unless the attacking ship possesses advanced sensors or is otherwise noted as ignoring jammers.



# Halosians

## Background

*These tough, taloned creatures measure their individual evolution by how many adversaries each kills, and they define “adversaries” as anyone available for them to attack.*

*Halosians seem to have no scruples about their behaviour, though sometimes they manufacture false stories to justify their assaults. To score a victory, they will kill innocents, rebel against their leaders, and employ all manner of treachery. Moreover, their highly acidic, independently mobile vomit can function as a weapon of sabotage — a characteristic we discovered when a Halosian captain named Tak became “sick” while on a supposedly peaceful visit to Moya.*

*Whether Halosian “evolution” constitutes merely an increase in rank, or something more, remains unknown because none of the Halosians we encountered received the opportunity to “evolve”. Considering our experiences during that incident, I must presume we were lucky in that regard.*

## Technology



# Hynerians

## Background

*Hynerians are small, greenish, amphibious creatures whose lives span hundreds of cycles. Much of that time they spend eating: with three stomachs to fill, they're almost always hungry. Their bodies are capable of some unique chemical reactions: they sometimes involuntarily excrete helium gas when nervous, and, if they happen to ingest tannot root, their urine becomes a volatile explosive.*

*I confess to a degree of ignorance about Hynerian reproductive practices — and I further confess that I feel no great desire to learn more. I have heard that their ear-brows are sensitive erogenous zones, that they generally sleep deeply after sexual gratification, and that they are not body breeders, but rather lay eggs and fertilize them externally.*

*It is hard to say if our resident Hynerian, His Eminence Dominar Rygel XVI, is representative of his species; after all, he was born to rule it, which, I suspect, makes him rather atypical. As the Dominar of more than 600 billion subjects in the Hynerian Empire, Rygel had multiple wives and enjoyed great material pleasures. He rarely did a thing for himself, including walk. He still prefers to float around in his ThroneSled — an ingenious device that, if indeed a product of his home, speaks volumes about the high quality of Hynerian engineering.*

*There is a class structure in the Hynerian Empire, which, at the least, distinguishes sharply between royalty and commoners. I suspect that the average Hynerian commoner is slightly less self-serving than Rygel; the Dominar's ethics, which include the idea that anything he desires should rightfully be his, strike me as those of someone born to privilege. For example, I have heard Rygel speak of his multiple wives as if these females were mere possessions. But Hynerian women can be quite independent; some even serve as soldiers.*

*It is similarly difficult to say if Rygel's diplomatic brilliance is a product of his position in life or a trait common to Hynerians. Regardless, the Dominar's genius in this area has served us well on many occasions.*

*The Hynerian Empire, which includes tens of thousands of planets and species, has a long and complex history. In the past, Hynerian Dominars even held sway over distant colonies of humanoids, such as the Acquarans, who were exiled by Rygel X to a world deep within the Uncharted Territories. One thousand cycles ago, the Empire suffered the trauma of a Charrid invasion. Millions of Hynerians were killed, but multitudes of brave suicide attackers finally defeated the invaders. Another of Rygel's personal heroes is one of his forefathers, Rygel IX, who led his troops to victory in the Battle of Katreen.*

*Our Rygel was deposed in a coup more than 300 cycles ago and rudely imprisoned on a Peacekeeper ship while his disloyal cousin, Bishan, claimed his throne. Rygel has vowed to regain his rightful place as ruler of the Empire, and looks forward to the day when his subjects will bow to him once more.*

*Rygel has come very close to achieving his dream. While aboard Scorpius' Command Carrier, Rygel obtained recent Peacekeeper reports on the Hynerian political situation. Citizens on four of the Hynerian Empire's ruling planets have expressed disgust with Bishan and called for his abdication. Rygel is now more eager than ever to return home.*



## Technology



# Illanics

## Background

*Illanics are bipeds, genetically related to Luxans. (As Crichton puts it, you'd never mistake an Ilanic for a Luxan, but there's a family resemblance.) According to D'Argo, Luxans and Ilanics have been blood allies for more than a thousand cycles.*

*Illanics are long-time enemies of another species, the Scorvians, and presently are at war with them. Verell, the Ilanic scientist who came aboard Moya with his assistant Matala, told D'Argo that the Scorvians launched an unprovoked attack on an outlying Ilanic colony and slaughtered two million civilians. (D'Argo believes this utterly, but I suspect Verell's view is somewhat biased.)*

*Though Luxans and Ilanics have a mutual treaty, evidently it doesn't require Luxans to join the war on the Ilanic side (although D'Argo was willing to volunteer to do so). Luxan involvement in the Ilanic-Scorvian war consists of limited aid — supplies, armaments, and so forth.*

*Illanics and Scorvians both appear to be devious warriors. There are Scorvians, in fact, who have undergone extensive genetic surgery in order to masquerade as Ilanics to engage in infiltration, intelligence gathering, and sabotage.*

## Technology

From what little we've seen of them, the Illanics appear to have some knowledge of gravitic technology.



# Leviathans

## Background

Leviathans, such as *Moya* are unarmed bio-mechanoid transports constructed by an ancient race known as the *Builders* to foster peaceful relations between races by providing a source of accessible, fast, interstellar transportation (at least that is what they claim). Sentient Leviathans are a relatively recent development, *Moya* is of the fifth generation of sentient leviathans.

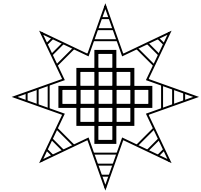
Leviathans are self-aware, but are often bonded to a *Pilot*, a member of a race of large arthropods who have astounding multi-tasking cognitive abilities, one is whole sufficient to operate all functions on a leviathan.

## Technology

As bio-constructs created by an advanced race, Leviathans have a number of advanced technology systems not found on other vessels. Due to their heritage, leviathans possess *Advanced Sensors* and *Advanced Armour* (and are treated as Ancient ships for the purposes of special weapon effects). They are *Atmospheric Capable*, and can land on planetary surfaces, but rarely wish to use this capability unless absolutely necessary (a pilot-less leviathan will never use this ability).

## Starburst Drive

The major feature of a leviathan is its ability to enter *Starburst*, a form of extra-dimensional drive faster than any other FTL drive technology in the Farscape universe other than wormholes. The leviathans *Starburst Drive* need only be powered on the turn that it is used, at other times it can be deactivated and the power freed for use elsewhere.



The use of a Starburst drive is announced during the *Jump Point Formation Segment* of the *Initial Actions Step* of the combat sequence. The ship will actually enter Starburst during the *Vortex Activation/Closure Segment* of the *End of Turn Actions Step* of the combat sequence.

While the leviathan is entering Starburst, it is partially outside 'real space', and gains the same defensive benefit that a Shadow ship gains while *half-phasing* (RC, page 238). If the Starburst drive suffers damage during this turn, it must immediately roll a critical hit, if it is destroyed, the leviathan becomes trapped in Starburst, but may survive if it can rebuild the drive in time.

There is a minimum required time interval between uses of the Starburst Drive, similar to the jump delay, this is called the *Starburst Delay*.

If a leviathan jumps into a combat (usually as part of a scenario), use the procedure for *Jumping into Combat* (RC, page 142), except that the leviathan arrives immediately, instead of on the next turn.

Unlike conventional jump drives, Starburst Drives roll for criticals if they are used while damaged, or suffer damage on the turn they are used, using the standard roll of 1d20 plus damage suffered.

## Starburst Drive Criticals

1-20:	No critical hit.
21-26:	The drive does not function this turn.
27+:	Leviathan becomes trapped in Starburst.



In addition to Starburst, leviathans also possess a *Hetch* drive, for simplicity, I have combined both systems into a single icon.

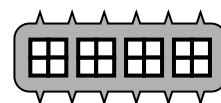
If using Leviathans in games with 'standard' Babylon 5 ships, it should be noted that Starburst utilises a different extradimensional space than hyperspace. Only the Walkers of Sigma 957, the Triad, and Lorien can track a leviathan in Starburst, or enter Starburst themselves.

## Bio-Drives

Like Shadow Ships, leviathans use *Bio-drives* (RC, page 236), however, unlike those used by the Shadows, the leviathan bio-drives are also classed as *Gravitic Drives*.

## Control Collar

The *Control Collar* is represented on the SCS by an icon, and can be hit on the forward section hit location chart, note that it is a fairly thin item, so attacks will tend to 'blow through' it into the body



of the leviathan. This is represented by grouping its structure boxes into groups of 4, once all 4 boxes of a group have been destroyed, the remaining damage of the attack will overkill as normal. Attacks that do no overkill (i.e. matter) cannot destroy more than 4 boxes.

## Diagnostic Repair Drones

Usually referred to as *DRDs*, these are small, semi-autonomous bio-mechanoid devices that function as maintenance, repair, and security on board a leviathan.



In game terms, they are treated as a number of self-repair systems, each with 1 structure box and a repair rate of 1, and they follow all the rules for 'standard' self-repair systems (RC, page 231), except that they can replace a destroyed *Leviathan Transport Pod*, but not in the timescale of Babylon 5 Wars.

DRDs can also act as a defending force should a boarding attempt be made, with each DRD icon present being equivalent to one contingent of marines for defensive purposes. This replaces the usual defensive crew of one contingent per 20 points of ramming factor, as leviathans rarely have large crews, if a leviathan is transporting a large number of passengers who are capable of aiding the defence, they will provide additional contingents.

## Pilot's Den

The pilots on a leviathan provides much of the guidance and fine control of a leviathan. A leviathan without a pilot suffers the same limitations (where relevant) as a Vorlon ship operating under *Limited Autonomy* (RC, page 233).



The shield rating reduction, lowered capacitor recharge rate, and restriction on holding a jump point open do not apply.

If a pilot is present, his or her 'den' is represented using the C&C icon, and it suffers the standard C&C critical hits (RC, page 63), however, if critical hit #24+ occurs, the leviathan will panic, and will starburst out during the next turn, if possible, or flee the area until the pilot regains control. If the Pilot's Den is destroyed, the same happens, except that, obviously, the pilot will not be able to regain control.

Leviathans suffer the same effects from pain as shadow ships (RC, p 238), but do



not automatically die if the pilot is killed.

## **Sonic Ascendancy Cannon**

**Class: Molecular**

**Mode: Standard, Piercing**

This is obviously not a sonic weapon (sonics do not work well in the vacuum of space), in fact, the name may well be a translator microbe glitch, however, it is a fearsome weapon for its size. So far, it appears to be unique to Talyn, which leaves several questions open; if the Peacekeepers added its specifications to basic Leviathan genetics - why do they not use them on other ships? If the Peacekeepers did not provide its specifications, who did?



A possible answer to the first is that the use of Leviathan bio-mechanoid technology allows for the construction of weapons that Peacekeeper scientists can design, but lack the technology to actually construct. A somewhat sinister (and very *Babylon 5*) answer to the second is that the Builders included the weapon specifications in the Leviathan's 'genetic code' for reasons of their own.

## **Typical Leviathans**

As 'living ships' no two leviathans are ever exactly alike, varying considerably in size, and aging as living creatures do. To represent this, I have produced a number of 'typical' leviathan SCSs, representing different sizes and stages of growth.

### **Special Rule: Leviathan Morale**

As leviathans are 'living ships' with a mind of their own, and are, with one exception, unarmed, they will tend to avoid danger. For game terms, danger is considered to be one of the following:

- Leviathan has taken damage
- Another ship has allocated OEW to the leviathan
- One of the six forbidden cargos has been detected by the leviathan with 10 hexes. A leviathan can identify the presence of the forbidden cargos using the rules on Ship Identification (RC, page 172) if the Ship Identification roll is succeeded by 5 or more.
- The leviathan is in or near a hazardous celestial phenomena.

Whenever a leviathan is in one of the following situations, it must make a check against its morale rating by rolling 1d20, if the roll is less than the morale rating, the leviathan will attempt to flee the scenario by any means possible (usually starburst). Each leviathan has its own morale rating, listed below. Note that Talyn uses a special version of this rule. An adult leviathan with young gains a +4 bonus to their morale. If a leviathan's morale breaks and it is still on the board in the following turn (usually meaning its starburst drive has not yet recharged or is non-functional), then a successful morale check with a -2 penalty will allow control to be regained.

### **Immature Leviathan**

**Base Hull (Special Deployment)**

**Morale: 6**

This Light Combat Vessel sized leviathan represents those who have yet to reach full maturity. A leviathan is unlikely to spend more than a few cycles in this state unless something occurs to stunt his or her growth. A leviathan of such a young age will usually be still travelling with his or her mother, and so such leviathans are rarely



encountered alone, so they are considered Restricted Deployment (10%) unless accompanied by an adult leviathan, in which case they are Limited Deployment (33%).

### **Average Leviathan**

**Base Hull (Unlimited Deployment)      Morale: 8**

This is a leviathan of similar size to Moya, and is classed as a medium ship. It is either a mature adult, or an as yet immature specimen of a Large or Huge leviathan.

### **Large Leviathan**

**Base Hull (Special Deployment)      Morale: 10**

This is an unusually large leviathan, the size of a HCV. Leviathans of this size are unusual, hence it is of Limited Deployment (33%).

### **Huge Leviathan**

**Base Hull (Special Deployment)      Morale: 12**

This is a leviathan of immense size, equal to that of a Capital ship. Such enormous leviathans are very rare, and so are considered Restricted Deployment (10%).

## **Leviathan Variants**

The following are all considered variants of one of the 'typical leviathan base hulls.

### **Elderly Leviathan**

**Leviathan Variant (Uncommon)      Morale: +3**

When leviathans reach the end of their 350-odd cycle lifespans, they suffer from the same deterioration due to age of most other life-forms. This can be represented using the unreliable ship rules from Showdowns-5, as a rule of thumb, apply at least 1 unreliable feature for every 5 cycles of age over 300.

### **Pregnant Leviathan**

**Leviathan Variant (Uncommon)      Morale: -4**

Leviathans are viviparous, bearing live young, if a female leviathan becomes pregnant she gains an additional 'system' in her primary section, the baby.

The baby will begin as a 1-box system, with the same armour value as the pilot's den, but will grow larger over time. While the baby has less than 13 structure boxes he or she will consume 1 point of power per box. Once the baby reaches 13 boxes, he or she will start producing their own power, and the power drain will drop off. Once the baby reaches 20 boxes, he or she is 'born'.

In addition, the DRDs of the mother are vital for the healthy development of the baby, with the result that a pregnant leviathan will produce additional DRDs, adding an additional one for every two boxes in size the baby has reached. Due to the requirements of the baby, the pregnant leviathans will only operate at half efficiency for repair purposes. On the other hand, a pregnant leviathan is a dangerous ship to board, as the DRDs are counted in full for the purposes of repelling boarders, and will do so with extra ferocity, in addition, the mother will probably be doing unpleasant things to her internal environment, adding +3 to all boarding activity rolls.

### **Peacekeeper Leviathan**

**Leviathan Variant (Common)      Morale: special**

The Peacekeepers have been known to capture leviathans and to install a *Control*



*Collar* to ensure obedience, and a *Paddac Beacon* to enable then to track any leviathan that escaped the Control Collar.

If the control collar is disabled (roll of 16+ on a critical hit) or destroyed, the leviathan will attempt to flee the scenario (by Starburst if possible) until the Control Collar is restored to functioning, also, roll a second critical for the Control Collar (even if it was destroyed), if the result is less than 20, the Paddac Beacon immediately activates, otherwise it activates in 1d10 days. The *Paddac Beacon* has no icon on the SCS, its only game effect is that all Peacekeeper ships in the scenario automatically have a weapons lock-on on any leviathan with an active Paddac Beacon, regardless of how they allocate their EW.

## **Peacekeeper Experimental Leviathan**

**Leviathan Variant (Rare or Unique)      Morale: special**

Sometimes the Peacekeepers use captured leviathans for various experiments, the most (in)famous of which was the Peacekeeper Leviathan Hybrid Technology Gunship project that resulted in *Talyn*.

### ***Moya***

**Leviathan Variant (Unique)      Morale: varies**

Moya started out as a *Peacekeeper Experimental Leviathan* who was also in service as a prison ship. During the first episode her 'passengers' had broken out, seized control, deactivated and jettisoned the control collar, and fled into Starburst. Later on one of the Defence Shield generators of the legendary (and wrecked) Peacekeeper Command Carrier 'Zelbinion' was installed on her.

Moya operates as a normal leviathan, but she has a Defence Shield generator that has *Pre-existing Damage* and is *Vulnerable to Criticals* installed in her primary section.

Moya is highly protective of Talyn, and will not willingly leave any scenario where Talyn is present.

### ***Talyn***

**Base Hull (Unique)      Morale: 10**

Talyn was the result of the Peacekeeper Leviathan Hybrid Technology Gunship project, he is a leviathan with exceptional combat capabilities, including the deadly *Sonic Ascendancy Cannon*, Light Chakan Cannons, and a Missile Rack. In addition to the presence of DRDs, he has a number of internal defence weapon emplacements, all boarding parties against Talyn must add +2 to their mission effect die rolls. He also has a *Peacekeeper Defence Shield*.

Talyn has his own special morale rules, if he fails a moral check, instead of attempting to flee, he will go berserk, and attempt to destroy whatever triggered his morale check. In game terms, he will treat whatever he triggered his morale check as a *priority target*.

Talyn is especially protective of Moya, and will aggressively attack any perceived threat to her as a threat to himself.

If Talyn is in a scenario with Moya he *will* scan all other ships for the six forbidden cargos, starting with the nearest to Moya.



# Luxans

## Background

*Taken from the Farscape website:*

*Luxans are gifted with great physical strength and endurance, both fuelled by the beating of their two hearts. They can even survive in the vacuum of space for limited periods of time. Thus, when threatened, they can fight, retreat or stun their attackers with a strike from their unexpectedly long — and frighteningly agile and accurate — prehensile tongues.*

*The long tentacles on their heads — known as tenkas — are highly sensitive. I doubt D'Argo considers this a liability, however, considering that the tenkas are just as sensitive to pleasure as to pain.*

*When Luxans are wounded, a quirk of their physiology requires that their blood, which flows black at first, must be made to appear translucent before they can heal. To bring this about, they or their comrades must deliberately inflict more pain on the wounded area.*

*If provoked to anger, Luxans are capable of entering a rare state known as Hyper-Rage, in which they become mindlessly, furiously violent. Typically, Hyper-Rage is relieved only by an act of lethal violence, though occasionally it dissipates over time.*

*It is clear why a species with such traits evolved a warrior-based culture. Luxans are proud of their fighting skills, and value honour, courage and loyalty. Family loyalty is particularly important to Luxans, and they endorse the pursuit of revenge for wrongs inflicted on loved ones and blood relations. They also cherish heirlooms: D'Argo's prized Qualta Blade belonged to several generations of his family's warriors.*

*Luxan spirituality remains mysterious to me, despite our encounter with an aged orican — a Luxan holy woman — who was able to call upon and manipulate profound spiritual energies. Tradition demanded that an elaborate and dangerous ritual accompany her death. D'Argo has confided to me that the majority of Luxans practice simpler, but no less significant, funeral rites.*

*Tattoos are significant cultural icons in Luxan society, indicating much about an individual's status. They symbolize rank in Luxan military hierarchies, and couples adorn themselves with matching "union tattoos" when they are wed.*

*It seems that any species whose warriors rely on swords must not be technologically advanced, but, of course, D'Argo's Qualta Blade converts into a high-powered energy rifle. Similarly, I have been astonished by the mysterious Luxan ship D'Argo recovered. Its incredibly advanced engineering, complex automated systems, and powerful weapons contrast sharply with the Ancient Luxan language programmed into its computer. Overall, Luxan technology — like its culture — is intriguingly dualistic in nature.*

*Still, for all their skill at fighting and weapons design, and despite their alliance with their genetic cousin species, the Ilanics, Luxans are not the dominant military force in this region of space. Until recently, the Peacekeepers seemed to regard Luxans merely as a lesser species threatening Sebacean racial purity. Recently, however, we have learned that the Luxans and Peacekeepers have forged a defence alliance, uniting in the face of the Scarran threat. D'Argo is suspicious of this pact, and it angers him to see his people allied with his personal enemies. It remains to be seen if this new alliance will, ultimately, be strong enough to resist the overwhelmingly powerful Scarrans.*



## Technology

Luxans have been a space-faring race for some 10,000 years, and so have some mastery of space-faring technologies. They also have a long history of friendship with the Illanics, with the result that some technologies have been shared between the two races. An example of this is the Kkore Cannon, a Luxan weapon developed from Illanic gravitic technology.

### Qualta Spear

**Class:** Particle

**Mode:** Standard

This is a scaled-up versions of the Luxan Qualta Blade, designed for use as light spaceship weaponry. Qualta weapons mounted on fighter-scale craft have blade-like muzzle sheaths that pop open to fire. When closed, these sheaths give the fighter the equivalent of a ramming prow, but without the limited vision problem.

The Qualta Spear is actually a fighter-mounted version of a heavy portable weapon.

### Qualta Lance

**Class:** Particle

**Mode:** Standard

A larger version of the Qualta Spear, also used as a light field-mounted weapon in land combat. This weapon is mounted on Luxan heavy fighters and assault shuttles.



### Qualta Rake

**Class:** Particle

**Mode:** Standard

This is a pair of Qualta Lances mounted in a single turret, analogous to a twin array. A Qualta Rake mounts two Qualta Lances. Unlike the smaller Qualta weapons, the weapons mounted in a Qualta Rake are not fitted with protective blade-sheaths. This weapon follows the same special critical rules as the twin array and similar weapons.

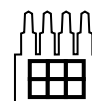


### Heavy Qualta Rake

**Class:** Particle

**Mode:** Standard

This is similar to the Qualta Rake, but mounts four Qualta Lances, rather than two. This weapon follows the same special critical rules as the quad array, but, unlike that weapon is not prone to overheating.



### Kkore Cannon

**Class:** Gravitic

**Modes:** Standard, Piercing

These weapons were developed by the Luxans from gravitic technology originally invented by the Illanics. As is common with gravitic-class weapons, Kkore cannons can have their damage increased by the addition of extra power.





## Light Kkore Cannon

**Class:** Gravitic

**Modes:** Standard, Piercing

A lighter version of the Kkore Cannon, this has reduced range and maximum damage, but has improved anti-fighter fire control.

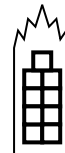


## Heavy Kkore Cannon

**Class:** Gravitic

**Modes:** Standard, Piercing

A heavier version of the Kkore Cannon, conversely to the Light Kkore Cannon, this version has greater range and increased maximum damage, but with a reduced anti-fighter capability.



## Grappling Ram

**Class:** Special (Matter)

**Modes:** Special

The Grappling Ram functions in a similar way to the Grappling Ram (RC page XX), except that when used, if the grappling attempt succeeds, it inflicts 1 point of matter-class damage for each point of difference in speed between the ramming ship and its target, per grappling ram.



## Wetox Missile

**Class:** Ballistic (Missile)

**Mode:** Piercing (Special)

This is a Luxan heavy missile system, the missile has an armour piercing warhead (reduce armour values to half, rounded up, unless the target has advanced armour). When it hits, it penetrates deeply then explodes, this is treated as piercing damage, but only split between the section hit and the primary section against an LCV or medium ship, the damage is treated as a single matter-class weapon hit. The Wetox missile takes up two missile spaces in a missile launcher.

*(from an idea by Tarstarkas here: <http://www.frelled.net/modules.php?name=Content&pa=showpage&pid=3>)*

## Military

The Luxans are an aggressive warrior race, with a long history of space travel (10,000 arns). Luxan warriors are much feared in hand-to-hand battles.

## Starships and Fighters

Luxan starship designs tend to have streamlined hulls, with sharp, swept-forward projections. The Luxan philosophy of space combat has some similarities with that of the Drazi (their *assault piercer* class starships are very similar in concept to the Drazi claweagle). Most Luxan ship designs usually have a certain amount of reserve power, this is usually used either to boost their weapons firepower, or to prove additional trust. Luxan engines are unusually efficient at converting excess power to thrust.

### Assault Piercer

#### Deep Space Voyager Variant (Common)

The Luxan Assault Piercer is a Deep Space Voyager specially outfitted for boarding actions, mounting two Grappling Rams, and having the cargo hold fitted out as marine barracks. Assault Piercers use their kkore cannons to soften up a target at



range, then divert power to their engines for the ram.

### **Deep Space Voyager**

#### **Base Hull (Unlimited Deployment)**

This is one of the more common Luxan ships, a multi-role design suited for both civilian and military usage. This design is the nearest that the Luxans come to a civilian ship.

### **T'Kast Heavy Fighter**

#### **Base Hull (Unlimited Deployment)**

The T'Kast heavy fighter is a typical Luxan fighter. (*The T'Kast was introduced in the Farscape Role-Playing Game*).



# **‘Pathfinders’**

## **Background**

*We met the Pathfinders under traumatic circumstances, so it is hard to say if our impressions of them — and theirs of us, no doubt — are accurate.*

*Nonetheless, I will record what I can.*

*The Pathfinders have skin whose hues are subdued yet colourful. Their most striking physical features are pouches on either side of their heads from which they can shoot poison-tipped, metallic spines — a most effective weapon. They generally are soft-spoken, intelligent, and logical, and they obey their commanders with trust and loyalty.*

*Their most prominent trait is their obsession with the acquisition of knowledge. The crew of Pathfinders we encountered valued their research vessel and its accumulated store of wormhole data more than their own lives; we eventually learned that it is Pathfinder custom for the families of research teams to serve as collateral for its safe return. In other words, if the ship we met and the knowledge it bore did not return to the Pathfinder homeworld, the families of its crew would be killed. The Pathfinders themselves seemed to accept that practice with relative equanimity.*

*As a result of that incentive, the species is technologically quite advanced. For example, they possess ships whose phase compensation generators enable them to fly through wormholes. This Phaztillon Generator also is able to phase-shift both objects and the Pathfinders themselves into parallel quantum states; in this manner the Pathfinders were able to render some of their crew invisible so they could sabotage Moya.*

*For all their advancements, however, their homeworld must be either distant or isolated because, like Crichton, the crew we met had never before encountered Translator Microbes. Injecting their captain with the microbes to facilitate communications was a delicate affair because their accidental (and ultimately disastrous) collision with Moya left them highly agitated and suspicious.*

*The Pathfinders we met were not evil; I cannot deny that they had a horrifyingly clear reason for the actions they took to preserve their ship and data. Still, given their disregard for Moya's life, it is clear to me that their species is fanatical, and therefore dangerous.*

## **Technology**



# Peacekeepers

## Background

The Peacekeepers are an aggressive faction of the *Sebacean* race, a race of bipeds that are visually indistinguishable from humans. The Peacekeepers sell their services as law-enforcement and mercenaries, and often use this to gain control over their employers. Like most of the sebacean races, Peacekeepers have no organ to regulate their body temperature, and thus are vulnerable to heat. In game terms, Peacekeeper ships suffer a +1 penalty to all critical hits and fighter dropout rolls caused by heat-inducing weapons (such as masers).

## Technology

The Peacekeepers have demonstrated a significant level of technical and scientific knowledge, including (as yet not totally successful) research into wormholes.

### Chakan Weapons

Also known as Chakan weapons, this is the most common form of Peacekeeper weapons technology, and are used for everything from hand-held pulse pistols up to full-sized starship weaponry. Chakan weapons are considered Plasma-class weapons, but typically disperse less than other plasma weapons.

#### Heavy Chakan Cannon

**Class: Plasma**

**Mode: Pulse**

This charged plasma pulse weapon has similar capabilities to the common *Heavy Pulse Cannon*, except that it is a plasma-class weapon whose damage is reduced by range. It has been superseded by the development of the *Frag Cannon*, and so is mostly used on older Peacekeeper capital ships and bases.



#### Medium Chakan Cannon

**Class: Plasma**

**Mode: Pulse**

This is a smaller version of the Heavy C-P Pulse Cannon, similar in capability to a *Medium Pulse Cannon*. Unlike its larger sibling, it remains in use as the mainstay Peacekeeper medium weapon.



#### Light Chakan Cannon

**Class: Plasma**

**Mode: Pulse**

This is an even lighter version of the Heavy C-P Pulse Cannon, similar in capability to a *Light Pulse Cannon*. It is a common anti-fighter weapon on Peacekeeper ships.



#### Dual Chakan Cannon

**Class: Plasma**

**Mode: Pulse**

This is a pair of *Light Chakan Cannons* in a single mount, analogous to a *Twin Array*. It uses the same special critical hit rule as the twin array.





## Triple Chakan Cannon

**Class: Plasma**

**Mode: Pulse**

This is three *Light Chakan Cannons* in a single mount, analogous to a *Quad Array*. Due to its large size, it is usually only mounted on bases. It uses the same special critical hit rule as the quad array.



## Chakan Gun

**Class: Plasma**

**Mode: Standard**

This is a small version of the Chakan weapons designed for use on fighters. It is somewhat equivalent to the *Uni-Pulse Cannon*.

## Ultralight Chakan Cannon

**Class: Plasma**

**Mode: Standard**

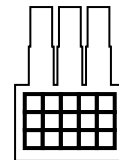
A somewhat heavier weapon than the *Chakan Gun*, the *Ultralight Chakan Cannon* is used on the new Maruder-B combat shuttles.

## Frag Cannon Turrets

**Class: Matter**

**Mode: Flash**

These are a more recently developed (within the last few hundred cycles) heavy ship weapon that has replaced the Heavy Chakan Cannon on many Peacekeeper Capital Ships. It projects a large number of fragments carried within a massive charged plasma bolt. On impacting with a target, the charged plasma bolt explodes, scattering the fragments at extremely high velocities.



For game mechanics, this weapon is treated as a matter-class flash weapon, but levels of adaptive armour adapted to *plasma* will provide protection.

Frag Cannons are mounted in gimbled turrets, the largest of which can house four Frag Cannons, but such large turrets are only found on bases. The largest turrets found on ships mount three cannons, a typical example being those mounted on the *Command Carrier*.

Frag Cannon Turrets mounting more than one frag cannon use the same special critical hit rule as other multi-weapon arrays; should a critical hit against the turret roll a 20 or more then one of the Frag Cannons is destroyed, reducing the rate of fire by 1 turn while the others are unaffected.

## Immobiliser Pulse

**Class: Electromagnetic**

**Mode: Pulse**

This is a specialised weapon used to disable enemy ships for capture, resembling, in part, a heavier, pulsed, variant of the *shock cannon*. Each pulse ignores armour, and has the same effects as a shock cannon hit (RC, p 87).



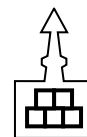
## Torpedo Launcher

**Class: Ballistic**

**Mode: Special**



This is the peacekeeper equivalent to a missile rack, it is roughly equivalent to a class-S missile rack, but has differing fire control ratings and has improved compartmentalization of the magazine to prevent magazine explosions.



Peacekeeper capital ships are sufficiently large that it is not necessary to track ammunition usage for torpedo launcher unless specified in the scenario. Ships smaller than capital size may not mount a torpedo launcher, but mount conventional missile racks instead.

A torpedo launcher may fire special torpedoes, these are equivalent to special missile types being fired from a class-L missile rack. All special missile types are available to Peacekeepers, at normal (i.e. non-Kor-Lyan) costs.

## Janz-Two Torpedo

A Peacekeeper missile, equivalent to a Babylon 5 Wars type-H missile.

## Type-FXH Extra Heavy Fighter Missile

This is a fighter-launched missile almost as large as some ship-launched missiles, it is normally carried by *Marauders*, but can, with some risk, be carried by a *Prowler*. It has the same damage effects as a basic ship-launched missile (Type-B), but has a shorter range (10 rather than 20). If used against a fighter-sized target it suffers a -3 penalty to hit. A fighter (or shuttle) may only carry one Type-FXH missile, and only medium or larger fighters may do so. If carried by a vehicle smaller than a shuttle or super-heavy fighter, the carrying vehicle will suffer significant penalties; heavy fighters will suffer a -2 reduction to their jinking limit, free thrust, and a -2 penalty to their dropout rolls, while medium fighters suffer a -4 penalty to these. An *Expert Missileer*, *Expert Pilot*, or *Redline Pilot* will halve these penalties.

Special versions of FXH missiles exist, as follows:

Class	Cost	Warhead	Range	Available	Special
FXH	TBA	20	10	1924	
FXH-F	TBA	20	10	1932	Flash
FXH-L	TBA	15	20	1928	
FXH-P	TBA	30	10	1956	Piercing
FXH-X	TBA	0	20	1992	Disrupts Sensors
FXH-AL	TBA	special	10	2002+	See below

## Type-AL Anti-Leviathan Missile

This experimental weapon is designed to damage or kill the biological components of a leviathan without injury to its passengers. This is accomplished by carefully controlling the missiles warhead so that the majority of its energy is absorbed by the target leviathan's hull.

A Type-FXH anti-leviathan missile inflicts 100 points of damage in Flash mode to any leviathan it hits, ignoring armour. All system damaged suffer a -4 penalty to their critical hit rules.

Against a non-leviathan organic ship it inflicts 50 points of damage, advanced armour provides half its normal protection, and the critical hit rolls are only at -3. Note that this damage is doubled for the purposes of filling *Shadow Tendrils*.

Against a non-biological ship, there is no organic hull to absorb the bulk of the missile's energy (although a normal hull will provide some shielding), treat the missiles



effect as being equal to a *Radiation Cannon* hit.

## Defence Shield Generator

This creates an energy barrier surrounding a ship, a standard defence shield generator is sufficient to protect vessels of up to HCV size, but is insufficient to completely protect larger vessels. Capital sized vessels require two defence shield generators, while enormous bases require one for every two external sections.



Unfortunately, the defence shield blocks matter and energy in both directions, with the result that a ship with a raised shield can neither fire weapons, either offensively, or for interception purposes, or use sensors for any purposes. A raised defence shield also presents a larger profile than the unshielded ship, increasing its defensive profiles by +4.

The decision to use the defence shield must be declared during the ship power adjustments step, however, the shield takes time to power up, and is not considered active until the jump point formation step. Likewise the decision to deactivate a shield is also made during the ship power adjustments step.

A defence shield contributes 100 points of protection against damage in and out, including the movement of fighters from inside the shield to outside and vice versa. The protection offered by multiple shields is added together. Any attacks that hit the ship will first apply their damage to the shield, reducing its strength by 1 for every point of damage inflicted. The shield does not regenerate damage while active. A radiation cannon hit will not destroy a defence shield generator, but will inflict 10 damage to the shield.

If fighters try to cross a shield they are destroyed and score their ram factor as damage to the shield.

If a ship rams a shielded target it takes damage equal to the remaining shield strength in that arc, but destroys the shield.

Shields that are filled to capacity collapse and must be recharged for two turns. If a shield is not yet full, it may be voluntarily lowered for a turn, and this clears the damage from the shield.

If insufficient defence shield generators are active for the size of ship, then the resulting defensive shield automatically suffers from the *spotty coverage* critical hit effect, applied once for each shield less than the minimum required. Shield generators that are poorly maintained, damaged or not operating at full power, like those salvaged from the *Zelbinian* by the crew of *Moya*, may suffer from a critical hit.

On the critical table reductions to capacity affect only capacity remaining.



## Defence Shield Criticals

- 1-14: No critical hit.
- 15-18: Capacitor bank short out, reduce capacity left by 50% and add 1 to future criticals.
- 19-24: Spotty shield coverage. Any shot fired at the shield has a 30% chance of penetrating without being absorbed. The same applies to fighters attempting to cross the shield. This effect is cumulative until the chance to penetrate the shield reaches 90%.
- 25-28: Control short out. The shield cannot be lowered or raised, and loses 50% of its capacity.
- 29+: All the preceding criticals are applied, and the effects are cumulative.

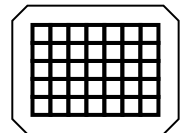
*(Based on an original suggestion by Ben Rubey)*

## Docking Bay

The hanger bays on larger Peacekeeper craft are sufficient spacious that not only can they dock fighters and Shuttles, they can dock vessels of up to LCV size with ease. Each LCV size vessel takes up the space that two Marauders would occupy.

## Scientific Research Facilities

This will usually only have an effect in specific scenarios, in other scenarios it can be deactivated to provide extra power unless otherwise specified.



## Military

The Peacekeepers are a highly militarised society, effectively ruled by their warriors, who are trained from birth.

## Starships & Fighters

Peacekeeper spacecraft come in a variety of designs, from the sleek, sharp-prowed Prowler fighter through the boxy Marauder, to the huge Command Carrier with its distinctive annular biplane 'wings'. The names of Peacekeeper ship classes vary from the strictly utilitarian ("Command Carrier") to threatening and aggressive ("Prowler", "Marauder"), the Pantak class ship is named after a rather vicious Peacekeeper martial arts manoeuvre (which could be named for a fast, aggressive animal).

### Aggressor Class Missile Destroyer

#### Atavistic Variant (Uncommon)

This is a missile-armed variant of the Atavistic class destroyer, usually used to provide additional ballistic support in fleet actions. It is one of the few Peacekeeper vessels mounting R-Racks in the current era, as their vulnerability to criticals has made their usage unpopular.

### Antagonist Class Patrol Destroyer

#### Atavistic Variant (Common)

This variant of the Atavistic class destroyer is designed to police Peacekeeper-controlled space, and is equipped for anti-piracy and anti-smuggling missions, having



the frag cannon mounts of the Atavistic class replaced by wide angle medium chakan cannons.

## **Atavistic Class Destroyer**

### **Base Hull (Unlimited Deployment, Restricted (10%) in Uncharted Territories)**

This is a smaller Peacekeeper warship, usually used either to patrol the more controlled or 'friendly' systems, or as a support unit for larger ships.

## **Battle Carrier**

### **Base Hull (Special Deployment)**

The battle carrier is the Peacekeeper's main ship of the line, each carries a huge wing of fighters and marauders, and mounts a frightening array of short-range weapon systems. Battle carriers are almost always commanded by at least one *command carrier*.

In Babylon 5 Wars, these ships are considered to be Restricted Deployment (10%) unless accompanied by one or more *command carriers*, in which case they are considered Unlimited Deployment.

## **Command Carrier**

### **Battle Carrier Variant (Rare)**

This is the Peacekeeper capital ship seen most often in the series (in fact, the *only* Peacekeeper capital ship so far seen), it is a long endurance carrier that can either function independently, usually under the command of a high ranking officer on an important diplomatic, intelligence, or research mission, or can function as a fleet command ship. It has superlative sensors, fleet command & control systems, troop quarters, and scientific research facilities, but at the cost of a reduced prowler and marauder load.

The command carrier appears to possess some method of destroying planets, but the mechanism for this (and its availability on other ship types) is unknown at this time, although it appears to require a certain amount of preparation.

*The Babylon 5 Wars rarity rules work quite well for this unit, as it can often be encountered singly, patrolling the spaceways, conducting scientific research, pursuing a personal vendetta etc. or commanding a fleet of other vessels, but you're unlikely to see more than one at a time unless there is a very large Peacekeeper fleet involved.*

## **Marauder Assault Shuttle**

### **Base Hull (Unlimited Deployment)**

This is the standard Peacekeeper troop transport, used to transport squads of Peacekeeper commandos. A marauder has exceptional range and sensor capabilities for a ship of its size. In game terms a marauder is considered to have sensor rating of 8, but can only use it to identify ships (RC, page 172), search for ships hiding in asteroids (RC, page 174), and issuing sensor 'pings' in dark matter clouds (RC, page 183).

## **Marauder-B Combat Shuttle**

### **Base Hull (Unlimited Deployment)**

A much more recent design, the Marauder-B is more heavily designed for combat than its older sibling. It has enhanced manoeuvrability and speed (equivalent to that of a super-heavy fighter), and heavier fire-power, while retaining troop-carrying capability.



It lacks, however, the enhanced sensor abilities of the older Marauder. Large search and destroy missions will usually use a mix of both Marauder types.

### **Missile Carrier**

#### **Battle Carrier Variant (Rare, Uncommon with Command Carrier)**

This is a battle carrier variant that replaces the frag cannon turrets with multiple torpedo launchers. Due to the logistics requirements of using such a unit, they are rarely deployed except as part of a larger fleet action.

### **Pantak Class Vigilante**

#### **Base Hull (Unlimited Deployment)**

This is a smaller Peacekeeper vessel, usually used for patrol missions, or as assault landers for larger squads of Peacekeeper Commandos than can be transported by *Marauders*. It is named for a peacekeeper martial arts combat manoeuvre (it is assumed that 'Vigilante' in this context is the general descriptive term for Peacekeeper ships of this role).

#### **Pantak Class Vigilante, Immobilise Variant**

##### **Pantak Variant (Rare)**

This variant of the Pantak is usually used for special missions, such as capturing a specific ship. They are armed with an *immobiliser pulse*, and carry *ravager armed breaching pods*. In order to alleviate the large power shortage caused by the energy-hungry immobiliser pulse, the reactor on these ships is enlarged, and automatically has the *improved reactor* option (RC, page 152), the additional power from which has already been factored in on the SCS. Xhalax Sun used one in her attempts to capture Talyn.

#### **Pantak Class Vigilante, Missile Variant**

##### **Pantak Variant (Uncommon)**

A variant of the Pantak Vigilante that replaces its heavy chakan cannon with a class-R missile rack, they are usually used for hit-and-run missions, and often are armed with special missiles.

### **Prowler Medium Fighter**

#### **Base Hull (Unlimited Deployment)**

The Peacekeeper Prowler is a superb medium fighter, possessing significant speed and firepower.

### **Ravager Armed Breaching Pod**

#### **Marauder Variant (Uncommon)**

The Ravager Armed Breaching Pod is actually a modified Marauder Assault Shuttle that has been fitted with breaching gear. The addition of the breaching gear requires the removal of the Marauder's special sensor suite and long-range capability, so Ravagers rarely operate far from their mothership.

### **Zelbinion**

#### **Command Carrier Variant (unique)**

The Zelbinion was a ship of legendary status among the Peacekeepers, and infamous status among other races. The Zelbinion should be treated as a Command Carrier with the following enhancements:



- Gunsights (all weapons)
- Advanced Defensive Targeting
- Improved Sensors
- Improved Engines
- Improved Thrust Rating (+1 to each thruster)
- Hardened Armour
- Expert Helmsman
- Expert Navigator
- Expert Security Officer
- *Insane Military Commander* (Captain Durka)
- Ultra Elite Crew

The fighters carried had the following enhancements:

- Improved Thrust
- Improved Targeting Computer
- Expert Dogfighter
- Expert Motivator
- Expert Co-ordinator
- Expert Pilot

The Zelbinion was destroyed by a *Nebari Standard Host Vessel* 100 cycles ago.



# Scarran Imperium

## Background

*Scarrans are a powerful, intelligent, ambitious species with a steadfast belief in their own superiority.*

*Physiologically they have strikingly high body temperatures. Their bodies are also able to employ heat as a tool: Their heat-projection abilities can be used to extract truth from, and even kill, their victims. (Stark, a Banik, is one of the few lifeforms we know of who can resist Scarran heat torture.) Scarrans have great strength, which, combined with their thick hides, makes them difficult to subdue. Removal of their heat-producing gland, however, weakens them severely.*

*The Scarran Imperium constitutes the Peacekeepers' most significant enemy. Currently, there is a balance of power between the two antagonists, with both sides fighting for the advantage. The Scarrans' bid for control of the Breakaway Colonies, a strategic buffer state, constituted one effort in this ongoing struggle. Furthermore, both sides are racing to develop wormhole technology and associated weaponry; whichever side attains those abilities first likely will devastate its opponent.*

In addition to the Scarrans, the Scarran Imperium includes a number of client races, including the Charrads, a race of aggressive humanoids who are largely used as soldiers, and the Kalesh who often serve in technical roles.

## Technology

The Scarran Imperium may well possess a higher level of technology than the Peacekeepers (although not as high as the Nebari). Although they relatively low-tech particle weapons for their light and anti-fighter weapons, Scarran heavy weapons technology has developed on a divergent path, giving rise to specialist laser- and molecular-based weapons. Scarran ship designs tend to rely on their overall weight of fire, rather than a few very powerful weapons.

### Ionic Weapons

Due to their resistance to radiation (it may even make them stronger!) Scarrans have developed a number of Ionic weapons, however, these are not widely used, as most Scarran client races do not share their resistance (especially the Kalesh). The few ships that do carry such weapons usually are uncommon or rare variants, or have special deployment rules. Any Scarran ship that carries ionic weapons other than the ballistic ion torpedo will be resistant to radiation effects (Radiation Cannons and Phased Radiation Cannons will have half effects), and will be noted as such in the special notes boxes.

Ionic weapons used by the Scarrans include Ion Cannons, Ion Torpedoes, and Radiation Cannons.

### Melting Mode Weapons

Weapons with (Melting) after their damage mode will have each sub-volley inflict damage in a similar manner to a Drazi solar cannon (RC, page 69), i.e. resolve the damage of the sub-volley, ignoring overkill, then reduce the armour value of the system hit by an amount determined by the weapon description, then inflict the damage again (reduced by the armour value of the system hit) to the facing structure.

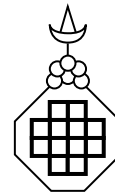


## **Ballistic Ion Torpedo**

**Class: Ballistic (Ion)**

**Mode: Standard**

This weapon is based on similar technology to the Narn ion torpedo, but with the volley-fire capability of the Centauri ballistic torpedo. It follows the same rules for holding shots and saturation fire as the ballistic torpedo (RC, page 106). The weapon is also heavily shielded against radiation leaks, with the result that its bulk is increased to the point that it is only usually fielded on larger vessels.



## **Guardian Array**

**Class: Particle**

**Mode: Standard**

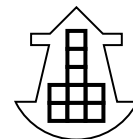
This weapon is identical to the Centauri weapon of the same name (RC, page 72), however, the Scarrans field them in rather greater quantities.

## **Melter Cannon**

**Class: Laser**

**Mode: Standard(Melting)**

This is a laser-based weapon that is very similar in effect to that of the Drazi solar cannon (RC, page 69), except for the differences between laser and particle weapons. Standard(Melting) mode indicates that the weapon resolves damage in standard



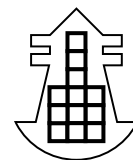
mode, with the same special effects as the solar cannon. Each hit by a melter reduces the armour value of the system or structure hit by 2.

## **Melter Beam**

**Class: Laser**

**Mode: Raking(Melting)**

This is a heavier version of the melter cannon, instead of delivering one intense burst of heat, it delivers a more prolonged blast that rakes across the surface of the target, melting structure and multiple systems. Raking(Melting) mode indicates that the weapon resolves damage in raking mode, with each sub-volley



resolved as a solar cannon hit. Each sub-volley of a melter beam that hits reduces the armour value of the system or structure hit by 1.

## **Point Pulsar**

**Class: Particle**

**Mode: Pulse**

This weapon is identical to the Dilgar weapon of the same name. The point pulsar is usually mounted on small, fast attack ships, such as the Striker.

## **Quad Particle Array**

**Class: Particle**

**Mode: Standard**

This weapon is identical to the Earth Alliance weapon of the same name (RC page 71), however, many Scarran vessels are of sufficiently large size to mount these in quantity.

## **Quad Scrambler Cannon**

**Class: Molecular**

**Mode: Raking, Piercing**



These are the main Scarran ship-mounted weapon, consisting of four scrambler cannons in a single, huge, turret. In effect each scrambler cannon resembles a molecular disruptor (RC, page 82) but with a greater range. Like molecular disruptors, each hit will reduce the structure armour of the target section by 1.



## **Light Quad Scrambler Cannon**

**Class:** Molecular

**Mode:** Raking

A lighter version of the quad scrambler cannon, the light quad scrambler cannon typically does half the damage of its larger brother, with a shorter range, but has a quicker rate of fire. Each hit will reduce the structure armour of the target section by one-half



(round non-integer armour values up, alternatively, each two hits will reduce the structure armour by 1).

## **Light Particle Gun**

**Class:** Particle

**Mode:** Standard(Linked)

This very light weapon (RC, page 75) is used on the Scarran Predator Interceptor, which mounts four, making up of the low damage by increasing the number of attacks. These are rather more effective against the light armour of fighters than against full-sized warships.

## **Docking Bay**

Like those of Peacemaker craft, the hanger bays on larger Scarran craft are sufficient spacious that not only can they dock fighters and Shuttles, they can dock vessels of up to LCV size with ease. Each LCV size vessel takes up the space that two fighters would occupy.

## **Sentinels**

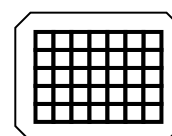
These resemble the DRDs found on Leviathans (although allegedly uglier), and perform similar roles. However, Scarran sentinels tend to be built more for defence than for repair capabilities.



In game terms, they are treated the same as Leviathan DRDs, except that they cannot repair structure at all, or any system that has been totally destroyed. They have the same defensive capabilities as Leviathan DRDs, however note that this will be in addition to the usual defensive crew of the ship.

## **Scientific Research Facilities**

This will usually only have an effect in specific scenarios, in other scenarios it can be deactivated to provide extra power unless otherwise specified.



## **Special Thrusters**

Scarran ships of larger than LCV size use special directional thruster assemblies that negate the need for side thrusters. In game terms, a Scarran ship may use one or more of its main thrusters to perform the function of a side thruster on the same side of the ship.



## **Military**

The Scarran Imperium possesses an extremely powerful military force including some of the largest war-vessels in the *Farscape* universe. They frequently use Charrads that guards and ground troopers, and it is likely that they use members of their various client races to fill various roles within a ship's crew.

## **Starships and Fighters**

*Scarrans are, clearly, a technologically advanced species. They have gigantic ships, called Dreadnoughts, that are twice the size of Peacekeeper Command Carriers. Like Scarrans themselves, Dreadnoughts are extremely difficult to destroy.*

### **Scarran Combat Tug**

#### **Base Hull (Special)**

This craft consists largely of engines, some weapons, and a lot of armour, its primary feature is that it can pull large loads (including some enormous bases!), and can be used to form a forward 'drive module' for large ships (such as the Scarran dreadnought). A combat tug in this mode is firmly attached to it's load, requiring many arns to attach or remove. An attached combat tug can share power with its load.

### **Scarran Dreadnought**

#### **Base Hull (Unlimited Deployment)**

These huge vessels form the backbone of the Scarran Imperium Fleet, each is of enormous size, greatly larger than a Peacekeeper command carrier. One notable feature is that the ships thrusters are all mounted near the bow, however they appear to be heavily armoured. Due to this special thruster arrangement, the rear thrusters will also act as side thrusters. The forward 'drive' section can in fact be removed (see *Scarran Combat Tug* q.v.), leaving the remaining hull in place as a fixed base. Note that removal (or destruction) of the forward section will affect the fire arcs of some weapons.

### **Scarran Freighter**

#### **Base Hull (Unlimited Deployment)**

The Scarran freighter consists of a forward section housing all of the ship's systems, and a number of cargo pods attached to the rear. The number of such pods can vary, but will only very rarely exceed 12, as the propulsion/control section usually lacks sufficient power to haul more than this, 6 pods is the typical load-out. The effects of ship performance of more or less than this number of pods is included on the SCS. The Scarrans have a number of special-purpose pods that can replace common cargo pods for special missions.

### **Striker Fast Attack Craft**

#### **Base Hull (Unlimited Deployment)**

The fastest vessels in the Scarren fleet (or almost any fleet), Strikers are extremely fast light combat vessels. They serve several roles within the Scarran fleet, including reconnaissance, fast response, and the role usually served by assault fighters. A common role for the Striker is as a precision-strike craft, using their point pulsars to neutralise vital systems on enemy ships. Strikers have a unique modification to their hetch drive, allowing them to outpace any other ship except for a leviathan using *extended starburst*.



## **Striker Fast Escort Craft**

### **Striker Variant (Common)**

To supplement the use of Predator fighters, that Scarrans often also use this variant of the Striker hull. It replaces the two forward point pulsars with guardian arrays on wide-angle mounts to provide additional anti-fighter and area defence capability.

## **Striker Leader**

### **Striker Variant (Rare)**

A command and control variant of the Striker, this variant is designed to command small flights of Strikers. Its C<sup>3</sup> systems give up to 6 Strikers within 10 hexes of itself (which could include itself) a +1 initiative bonus. In addition to the C<sup>3</sup> systems, it carries double the usual number of sentinel drones.

## **Melter Striker Fast Attack Craft**

### **Striker Variant (Uncommon)**

Whereas the standard Striker is designed as a fast, precision attack vessel, this variant replaces both the point pulsars with a single melter beam, which is used to 'soften up' enemy targets.

## **Assault Striker Fast Boarding Craft**

### **Striker Variant (Uncommon)**

This is the Scarran equivalent of a breaching pod, it replaces the point pulsars with boarding claws, and, as its role requires less in the way of EW capability, has reduced control systems. The reduced power requirements allow the use of a smaller reactor, freeing up space for additional troops to be carried. It uses similar rules to the Drazi Clawbeagle and similar ships.

## **Predator Heavy Fighter**

### **Base Hull (Unlimited Deployment)**

The standard Scarran fighter design, the predator is purely used as an interceptor design, despite having some deficiencies in this role, being less responsive than the Peacekeeper prowler, although it is more durable. Its weapons are lightweight, being light particle guns, but this is compensated for by the fact that the predator mounts four of them in a linked array, giving it significant anti-fighter firepower. The Scarrans get round this deficiency largely the brute force approach of fielding them in large numbers.



# Sheyangs

## Background

*They are fierce and bloodthirsty fighters, but possess limited intelligence; they can easily be bluffed, as Zhaan and D'Argo fortunately discovered.*

*Moya was attacked by a Sheyang vessel and came close to being destroyed by its massive Plasma Cannon. A lone Sheyang also attacked Crichton and Aeryn, who discovered the hard way that Sheyangs have the daunting ability to breathe fire.*

*All in all, Sheyangs are a species one should definitely avoid.*

## Technology

*Sheyangs are a dreadful race of scavengers; all their technology has been stolen from others.*

As described most Sheyang weaponry will be that captured from their victims, or cobbled together from stolen parts. The majority of Sheyang weaponry is plasma-based, as that is the prevailing weapon technology in the regions they frequent.

### Plasma Conductor

**Class: Ballistic (Plasma)**

**Mode: Flash**

The Plasma Conductor is a relatively primitive but powerful weapon fielded by the Sheyang. Constructed from an assembly of components from smaller weapons, the plasma conductor is prone to failure, and has a very slow rate of fire. The plasma conductor fires a large, relatively slow-moving ball of plasma that is capable of inflicting devastating damage if it hits, but has difficulties targeting small, fast moving targets.



## Enhancements and Officers in Farscape

Many of the ship enhancements and officers are appropriate in Farscape. Some ships already possess one or more levels of some enhancements as standards, which count towards the ship's limitation on that particular enhancement.

### Elite Officers in Farscape

The following elite officers have a modified role in Farscape:

#### *Expert Jump Officer*

This officer is not available in Farscape, but see *Expert Hetch Drive Technician* and *Expert Leviathan Pilot*.

### Race-Specific Elite Officers

Many of the race-specific elite officers in Babylon 5 Wars are appropriate for use by the various races and factions of Farscape, the following table gives the availabilities and costs of such officers when used by Farscape races. If any officer was available to all races (or all races meeting a certain criterion) at an increased price, then this eligibility and cost is extended to all Farscape races not explicitly mentioned.

Elite Officer	Availability and Cost
Expert Security Officer	Peacekeeper (5%)
Expert Religious Leader*	Delvian (*), Luxan (*), Neranti's People (*)
Expert Political Officer	Hynarian (40%), Peacekeeper (50%), Scarran (50%)
Expert War Leader	Luxan (5%)
Expert ELINT Officer	Interion, Nebari (15%)
Expert Graviton Controller	Ilanic, Kalesh (12.5%)
Expert Warrior	Luxan (50%)
Expert Troop Leader	Peacekeeper (15%), Scarran (10%)
Expert Plasma Scientist	Sheyang (15%)
Expert Turret Officer	Hynarian (5%)
Expert Targeter	Zenetan (10%)
Expert Geneticist	Peacekeeper, Plokavian, Scarran (5%) and see below
Expert Scavenger	Sheyang, Zenetan (20%)
Breaching Expert	Luxan, Sheyang (25%)
Expert Evangelist	Neranti's People (5%)
Expert Analyst	Nebari, Zenetan (10%)
Expert Laser Technician	Ilanic (10%)
Expert Software Engineer	Nebari (20%)
Expert Surge Officer	TBD
Expert Ballistics Officer	No Farscape race qualifies for the Kor-Lyan cost.
Expert Anticipator	Delvian, Nebari (10%)
Matter Weapons Expert	no Farscape race specialises in matter weapons
Expert Ion Technician	Scarran (25%)
Expert Quartermaster	Sheyang, Zenetan (10%)
Expert Gunner	Luxan (5%)

\* Expert religious leaders in the Farscape universe almost always have some



measure of supernatural power, for their costs, see the next chapter.

## **New and Amended Race-Specific Elite Officers**

The Farscape setting offers possibilities for a number of new elite officer types, most specific to the various races. These follow the same availability rules as those published previously for *Babylon 5 Wars*, however, some of them use the additional rules given here.

### **The Priority Target Rule**

Certain elite officers are listed as a *priority target*, this means that, in addition to their listed abilities, they have the same effects as an Expert Biologist stationed at their location (i.e. the enemy gets a bonus to target their ship, and a penalty to target all other ships in the scenario). As there are several such elite officer types, it is possible that a fleet could well contain more than one, in which case, the following rules are used.

- Each fleet can only have one priority target with respect to a single opponent. If there are more than one enemy fleet, a fleet could have one priority target with respects to one enemy, and a different one, or none, for the other enemy(s).
- Where more than one priority target applies to an enemy fleet, the one that is active (has game effects) is determined by the following list, the first that is applicable is active:
  - 1 The nemesis of an insane military commander
  - 2 Any displacement engine expert
  - 3 Any wormhole scientist
  - 4 Any one other priority target of the attacker's choice

Once a priority target has been determined, it cannot be changed until the death or withdrawal of the priority target (or, in the case of the nemesis of an insane military commander, the death or withdrawal of said commander).

### **Multi-Function Elite Officers**

Some elite officers are sufficiently versatile to perform the function of multiple elite officer types. Such an officer has a slight disadvantage in that they represent 'multiple eggs in one basket', in that should they be killed or otherwise incapacitated, all of their abilities will be lost.

Due to this, a multi-function elite officer type will have a cost discount, to determine the cost of a multi-function elite officer, determine the cost of all the functions separately, and add together, then reduce the cost by 5% of the total cost per additional function after the first.

Obviously, no officer can be in more than one place at a time, to elite officer types who are stationed at different locations cannot be combined. (As an option, such a combination could be allowed, but only the elite officer capability appropriate for the current location will be in effect, in this case, halve the cost of the cheaper of the two officer types when adding all the costs together).

### **Displacement Engine Expert ('Ancient')**

A displacement engine expert automatically has all of the abilities of an expert wormhole scientist, the cost of which has been factored in). In addition a fleet with a displacement engine expert may deploy a displacement engine at no extra cost. See



the exotic technology chapter for rules on displacement engines.

**Location:** Science Lab, C&C, or displacement engine equipped small craft.

**Cost:** TBA.

**Availability:** 'Ancients' only.

**Example:** 'Jack'.

### **Expert Hetch Drive Technician (Any)**

This elite officer improves the functioning of the hetch drive, and can mitigate any criticals it suffers.

The presence of this elite officer will reduce the hetch delay time by 25%.

The hetch rating penalty caused by any critical hits is reduced by 1 per critical, to a minimum of 0.

In a hetch drive pursuit situation, if both ships have the same hetch rating, then the presence of this elite officer is considered a 'tie breaker'.

**Location:** Hetch Drive.

**Cost:** 5% of the ship's base value.

**Availability:** Any race with access to the Hetch drive.

**Example:** none.

### **Expert Lackey (Peacekeeper)**

Many leaders, especially insane military commanders or expert political officers acquire lackeys, usually of variable competence and loyalty. In a few rare cases such characters are of sufficient loyalty and skill to be a major asset to their commander.

An expert lackey is attached to another expert officer type, usually an insane military commander, expert political officer, or an expert war leader. Should the expert officer be killed during a scenario, then the expert lackey is killed in their place.

If a marine mission is undertaken to kill or capture an elite officer who has an expert lackey (using the 'rescuing a captive' rules in the RC, page 123), then the target is automatically considered guarded, and the marines suffer an additional +2 penalty to their success roll.

If an expert lackey is part of a marine mission to rescue his/her boss, then the marines gain a +2 bonus to their success roll.

To use all but the last ability, the expert lackey must be located in the same system (or fighter or shuttle) as their 'boss'.

**Location:** Same as 'boss' officer, unless scenario states otherwise.

**Cost:** 50% of that of 'boss' officer, 75% if the 'boss' officer is a priority target

**Availability:** 50% extra cost for non-peacekeepers. Can be used in the Babylon 5 setting, in which case Centauri, Drakh, and Earth Alliance use the Peacekeeper cost.

**Example:** *Lieutenant Braca*.

### **Expert Leviathan Pilot (Leviathan)**

The more experienced pilots of leviathans develop a deeper bond than usual with their leviathan hosts, such a pilot is more capable of convincing his or her leviathan to do things that they would rather not. In addition, such a pilot can optimise the functioning of their leviathan's systems.

In game terms, a leviathan with an expert pilot gains a +2 bonus to his or her morale checks, and can perform the *Extended Starburst Manoeuvre*, effectively giving



the leviathan an FTL pseudovelocity equivalent to Hetch-20.

**Location:** Pilot's Den

**Cost:** 5% of ship's base value.

**Availability:** Leviathans only.

**Example:** Pilot (in season 3 and 4)

### **Expert Wormhole Scientist ('Ancient', Pathfinder, Ralgarian)**

An expert in the esoteric physics of wormholes can expand their understanding to the point where they gain a 'sixth' sense with regards such phenomena, gaining the following abilities:

If a scenario calls for a wormhole to appear, the expert wormhole scientist will have advanced warning of when and where the wormhole will appear.

If the random wormhole rules are in use, the player of the expert wormhole scientist should make the rolls for the wormhole appearance in secret, and record the results, keeping them secret until the wormhole actually appears.

A expert wormhole scientist may actually cause a wormhole to open, but this requires the right combination of terrain features (i.e. solar flares and the expert wormhole scientist flying a craft near to an astronomical body of at least 7 hexes in size, or a board edge that represents a planet's atmosphere).

An expert wormhole scientist is a *priority target* to Peacekeepers and Scarrans, and possibly other powers as well, and is higher priority than any other priority target other than the nemesis of an insane military commander.

**Location:** Science Lab, C&C or Sensors, or a fighter or shuttle.

**Cost:** 10% of the base cost of all units involved in the scenario.

**Availability:** Available to other races with an active scientific curiosity at double the listed cost.

**Example:** *John Crichton*.

### **Insane Military Commander (Peacekeeper)**

It has been noted that those that rise to the upper ranks of the Peacekeeper command structure tend to be a little 'strange', if not downright mad (although I'm not sure what standard of sanity we should compare Scorpius to...). There are advantages and disadvantages to having an insane military commander.

Once per scenario, the insane military commander suffers a burst of inspired insanity, gaining a +2 bonus for all initiative rolls for 1 turn.

Any fighters operating from the insane military commander's personal ship gain a -2 bonus to drop-out rolls (they're more scared of him than they are of the enemy).

The insane military commander can have a *nemesis*, some other character they wish to destroy for some reason. The presence of a nemesis should be declared at the start of play, and is either be one of the opponents elite officers, or should be located in a fixed position on an enemy ship. Until the nemesis or the insane military commander is killed or leaves the scenario, the nemesis should be considered a priority target of the insane military commander's fleet, and overrides all other priority targets. In a campaign, once a character has been declared a nemesis, they remain the nemesis of that particular insane military commander until either they or the commander has been killed.

- The insane military commander has all of the abilities of an *expert war leader*



(RC, page 162), with the following alterations:

- If he or she has declared a nemesis, then the only enemy unit he or she may declare the subject of their personal wrath is the one carrying that nemesis.
- The hit roll modifiers for taunting the enemy are *cumulative* with those for being a priority target.
- If on the receiving end of a taunt (from an enemy war leader or insane military commander), the modifiers are doubled.
- The ability to anticipate an enemy's actions can be used in the same turn that a burst of inspired insanity is used.

The insane military commander is him/herself, considered a priority target.

There are disadvantages as well, once per scenario, the opposing player (or a randomly determined non-allied player in a multi-player game) may control the movement or the EW allocation of the insane military commander's flagship. The intent to use this ability is declared just after the power allocation phase, and the opponent only gets to move the ship or determine its EW allocation. All other functions remain under the control of the player of the insane military commander.

**Location:** C&C.

**Cost:** 10% of the base cost of all units involved in the scenario, plus 25% of the cost of his own ship.

**Availability:** Halosians, Tavleks and Zenetans at the same cost as Peacekeepers, all others at 50% extra cost.

**Examples:** *Bialar Crais* (during season 1), *Captain Durka*.



## **Supernatural - Priests and Sorcerers**

One feature of Farscape is the presence of beings who possess powers that can only be described as supernatural. The most commonly encountered of these are the priests, such as *Zaan*, or the Luxan Orican, *Nilaam*., while *Maldis* appeared to be a very powerful, and evil, Sorcerer or similar.