BABYLON 5 WARS

2ND EDITION

WARS OF THE ANTIENTS

AGENTS OF GAMING

TABLE OF CONTENTS

Musings of a Watcher

I lay here watching...

The planet below is so full of life, and life fascinates me. It is that spark of consciousness that eludes me, and that requires so much effort to maintain. The fact that life exists at all is a testament to the order inherent in the universe. I am sure that I will uncover the underlying system that drives life throughout the galaxy. Perhaps I will find the clue from what I watch here.

The vast majority of life on this planet is of a very low order. Single-celled organisms, sub-microscopic creatures, and insectoids; they exist purely to procreate. Their intelligence is instinctual, but still there is the spark that I am drawn to investigate. Is there a consciousness governing the actions of a hundred billion creatures consuming and reproducing in the sea on this rock in space? I watch. I am unable to discern any pattern. Disappointed, I move on.

The planet is home to many millions of other species. Most are also instinctually driven. One of the more dominant species has spread across the surface quite rapidly in the few millennia that I have been watching here. They appear to possess a level of consciousness above that of the others. They have developed languages, art, and technology. I have found that when a race reaches this level of sophistication, these centuries hold many exciting discoveries. Often I feel that I will be able to find what I am looking for reflected in them. I watch closer.

I notice something approaching. It is an excursion from another one of the races that I had watched develop. They appear in this system through the veil of Hyperspace. Can they be coming here? Are they looking for me? They had severed relations long ago, when they determined that they had nothing further to learn from myself and my brothers.

No, it appears that they are unaware of my presence in the system. The beings that call themselves "Vorlons" move into the space between the planet and the moon that I have been resting on. I watch as they begin to take subjects off of the planet and investigate them. I believe that their interference may corrupt my studies. I should get them to stop.

I concentrate. With minimal effort I am able to generate electromagnetic waves in the void of space. I modulate the waves in accordance with the equipment that they have brought with them. I form a message, asking them to return the inhabitants to the planet below and leave the system. I read their response on the electromagnetic waves generated back towards me (although I am sure they have not determined my exact location). They will not. It is I who should leave.

Interested, I will question again. I search for one of the Vorlons. I find one that seems to be responsible for the largest of the vessels in which they travel. I read the electro-chemical patterns in its mind. They are a disciplined race, and should understand my motives. I manipulate the chemicals, and send another message. To this Vorlon, it would seem as if I was speaking in its own language from inside its mind. The creature does not understand, and orders its vessel to fire upon what they think is my approximate location.

Again, I am disappointed. It seems that these creatures will need to be communicated with in a more direct method. I concentrate again. I notice a strong whirlpool nearby through the dimensional wall to Hyperspace. I am able to pull some of the energy contained in that storm through the wall, into this dimension. I can manipulate that energy into other forms, and choose to construct several automatons with which I will confront the Vorlons.

This is a difficult task, and takes several minutes to complete. I am forced to draw power from this system's star after I deplete the whirlpool. The Vorlons have brought with them several large vessels, a few of moderate size, and quite many small ships that they do not even bother to pilot themselves. I believe that I can construct a similar amount of automatons, and build them up behind the moon while shielding them from the Vorlons' crude sensors.

I send another electromagnetic message, repeating my request. They decline once more, so I send the automatons against them.

Quickly, I become exhausted. The Vorlons seem to be quite capable creatures in the realm of destruction. I intensify my control over some of my larger constructs, and use the ability I've built into them to stitch themselves back together when damaged. I have the automatons fire at the Vorlons' main vessel, but my concentration is taxed and I am unable to guide the brilliant beams onto the target.

After a very short time, I cannot maintain the constructs any longer, so I release them. I always enjoy the sight of one of my constructions returning the energy from which it was made back to the universe, but this time it looked as if the Vorlons may have enjoyed it more.

They are confident that I have been dealt with. They recover their damaged craft, and go about their investigation of the planet's indigenous life forms. The Vorlons truly are a disciplined and methodical race. Perhaps I had dismissed them too quickly long ago. They may yet provide the clue that I have been looking for. I will give them more time.

I lay here watching...

Introduction:
A Study of the
First Ones

What follows is an excerpt from "A Treatise on Those Who Came Before," composed by the technomage Lacis, the foremost known authority on the First Ones.

Lacis was a Centauri, and lived in the century before they discovered Earth. He dedicated his life to the study of the Ancients. Rumors amongst his order say that he had been to Z'ha'dum, and even to the Vorlon homeworld. He spoke to the last Lord of Kirish. He had even experienced an encounter with the Triad, though he did not realize it at the time. An apprentice technomage, while attempting to deliver a message, found his notes, and spent years compiling the findings. The last entries in his journal indicate that he was heading towards Sigma 957, in an effort to convince the Walkers to teach him how to enter Otherspace. He never returned.

Most of the terms that we use to reference the Ancients derive in some way from Lacis' work. He had a spectacularly detailed translation rune worked out for the Kirishiac language. It was convenient in this work to replace the phonetic translations of the actual race names with those that we are more familiar with and are more vivid, which Lacis himself was known to do from time to time. Specifically, this refers to Shadows, Walkers, and Mindriders.

Ancients

Essentially, there are two different classifications of the species that we call the Ancients. The first is that of the **Transcendental Being**. The First One, Lorien, and those who call themselves the Triad fall into this category. They were born immortal, and capable of stellar and extra-dimensional travel without need of a vessel. Able to create matter by drawing from their own life essence, the limit of their power is simply their will. They are often referred to as **Lorien's people**, since they all came into existence after him, and he guided them personally and kept them as family.

The second category is that of the **hyper-evolved**. These species started out as lower life forms, grew to sentience, developed rudimentary technology and civilizations, and eventually made

it into space. Although naturally long-lived, thousands or hundreds of thousands of years per generation, they still evolved gradually over time. Through their technology and advanced development they became capable of feats to equal those of the Transcendental Beings. Sometimes they evolved into creatures of pure energy. The Kirishiac, Torvalus, and even the mighty Vorlons once were a lower species.

Hyperspace and the Technology Tree

Over millennia, a hyper-evolved race has advanced their technology down a certain path. They developed the wheel, fire, and written languages. A few centuries later, they perfected space travel. The direction taken and technological emphasis performed by a race through the course of this advancement and beyond is called their Technology Tree.

The next branch up the Technology Tree beyond space travel varies greatly from race to race. The Walkers chose to advance their scanners and scientific technology, the Vorlons grew organic ships, and the Torvalus worked on stealth. One technology discovered only after a race reaches a truly sophisticated level of science is that of Hyperspace.

A race will have developed artificial gravity hundreds of thousands of years before perfecting a means of extra-dimensional travel. Forced to rely upon their own technological advancement, a species would normally advance to staggering levels of science before discovering Hyperspace. Even the Minbari, who have been in space for more than a thousand years, do not have even the smallest fraction of the knowledge required to achieve that goal.

Two Ages

Research has shown that it is best to classify the technologies of the First Ones as being from one of two ages. Those that we are most familiar with, the majority of the Vorlon or Shadow fleets, the Kirishiac Lordship and Kingship, and so on, represent the peaks of the First One capabilities. These were developed back in the time of the last major wars, after the races have reached their technological plateaus. These ships will be classified as **Ancient**. Although there were undoubtedly modifications and enhancements made, most major advancement was abandoned after this time. This

is the time where the Shadows and Vorlons made their arrangement to manipulate the young races, and the time when the greater part of the enduring Ancients left for beyond the Rim.

The time before, when most of the Ancients were still changing, is called the **Primordial Age**. In the Primordial Age, the members of the Triad were still separate. There actually were Shadows acting as the CPU of their ships instead of a slave race. The Torvalus were still warlike, and the Mindriders had just evolved outside the physical. Most of the Ancients will have discovered Hyperspace by this time, but their mastery may not be much beyond that of the current younger races.

Ancient Fighters

Early in the Ancients' technological progressions, they determined that a fighter craft is far too dangerous a ship to safely wage war from. Even in the Primordial Age, none of the First Ones still piloted their fighters. There remained an obvious battlefield need for small, maneuverable units, however, and each race solved this problem in their own way. The Vorlons used servant races, the Kirishiac used gravitic, guided matter-gun rounds, and the Torvalus, like most of the others, simply used autonomous fighter systems, staying safely inside their well-defended ships.

Telepathy and Physiology

It is hard to imagine the possible variety of life in the universe before the Vorlon and Shadow manipulations began. When two races developed on completely separate homeworlds, there is no evolutionary frame of reference. The physical sizes of these races may vary by orders of magnitude, not to mention temperature and atmospheric tolerance. When they finally come in contact with each other, they may find that they have little in common physically.

Not surprisingly, the mental capabilities may also differ greatly. One race's genius may not be able to understand the simple calculations performed by a child from the other race. It's not necessarily a matter of intelligence, either, as every species has truly "alien" thought processes. If an individual is a telepath, for instance, and able to read the mind of another in his species, there is only the most remote chance for that individual to be able to read the mind of someone from another race. How can a carbon-based lifeform expect to

be able to probe the psyche of a creature made of pure energy?

When the hyper-evolved Ancients first met each other, they struggled to communicate for a very long time. They brought forth their telepaths, to try to bridge the gaps, but to no avail. It was Lorien and his people who finally taught them to communicate and understand each other.

At the point when the Vorlons decided to create a means of defeating the Shadows' method of using slave races as host CPUs for their ships, they were unable to do so directly, since their own telepathy often differed from the host race. They then set about manipulating the potential host races to be susceptible to Vorlon and a common telepathic wavelength. So, even though the Shadow vessels were immune to Vorlon telepathy when the Shadows themselves operated their ships, they were not immune from a host race telepath once they started implanting them as CPUs.

How to Use This Book

This supplement expands on material originally presented in *Coming of the Shadows* and *Showdowns-3*. While some of the S3 text has been reprinted with updates, no attempt has been made to reproduce the basic rules for the Shadows or Vorlons. It is assumed that the reader has access to either *Coming of the Shadows* or the *Rules Compendium*, which contains a compilation of that material.

The rules and ships in this book represent a much higher level of technology than any of the Younger Races. In many cases, the player will find that, to be fair, a force of just a few Ancients will need to face an entire armada of Younger ships. We recommend that Ancients fight Ancients (or appropriate mixtures) whenever possible. Ancient units can also be used as random encounters or mysterious forces within a campaign setting. Care must be taken, however, to ensure that the First Ones do not overshadow the Younger Races in such a campaign.

Scenarios and additional material for the Ancients will appear in a future Showdowns product.

Chapter One: New Rules & Systems

The Primordial Timeframe

Ages ago, when the Ancients were still relatively young, they operated many different ships and fighters. As the millennia passed, most of these were lost, passed beyond the Rim, or were destroyed in battle with other powers. Only a few survived to the present day.

In this supplement, ships and fighters operated by the First Ones are divided into two ages, **Ancient** and **Primordial**. *Ancient* refers to a ship that might still be seen today, while *Primordial* applies to units that existed when the Ancients were still young. The classification can be found in the In-Service Date section of the control sheet.

Ships with a *Primordial* In-Service Date can be deployed in an *Ancient* battle with no modifications. This simply represents a stubborn crew that has refused to be retrofitted over the passing millennia (or a ship that has been away for a very long time). It is sometimes obvious the evolutionary step that most *Primordial* ships represent—the Black Dagger became the Black Rapier, the Vorlon Assault Fighter became the Vorlon Transport, etc. To this end, there are no modifications present to upgrade a *Primordial* vessel with *Ancient* technology.

Ancient Weapons

All vessels in this book have Advanced Armor and Advanced Sensors (and in some cases have improved on these technologies). All special weapon classes operated by Ancient vessels function as normal weapons against any other ship with Advanced Armor. For example, plasma weapons ignore half-armor, matter weapons ignore all armor, and so on. Some weapons cause increased damage against opponents without Advanced Armor, but that is noted in the weapon descriptions.

Higher Level Ancients (Optional)

Facing the Ancients in battle is a terrifying concept. They have had millennia to perfect their weapon systems, and should present almost a no-win situation for any young race.

Fighting First Ones against a young race in Babylon 5 Wars on a level field is a difficult task. The rules presented in *Coming of the Shadows* allow the upstarts to face the Ancients on as even a footing as possible. If the Ancients were any more powerful, it would not be much fun to fight them in a tournament or pick-up game.

However, some players may want to include Ancients in their Babylon 5 Wars games as a plot device or part of some narrative campaign, and would like a normal First One vessel to be in the realm of *Deus ex Machina*—to be as all-powerful as the television show has led them to believe. This is a level currently reserved for nightmares such as the Vorlon Planet Killer and the Shadow Death Cloud.

It is also a desire of some to fight Young Races against a single First One vessel or limited fleet. In such situations, the Young Race "Alpha Strike" capability has often proven difficult for the First One to survive, due to sheer weight of numbers. The use of these rules has shown to extend Ancient survivability without making the situation futile for the Young Race ships.

If the following optional rules are used, add 50% to the listed point costs of all First One ships (not including fighters):

Advanced Sensor Superiority

This is an extension of the "Advanced Sensors" rule found in *Coming of the Shadows*.

When targeting a vessel equipped with Advanced Sensors by a ship with normal sensors, the target's defensive EW is treated as being 50% higher (drop any fraction).

Any non-*Ancient* or non-*Primordial* fighters are affected by defensive EW generated by ships with Advanced Sensors, as the fighters are simply not sufficiently shielded. This DEW does not receive the +50% bonus mentioned above.

Improved Defensive Fire

If an Ancient ship attempts to intercept a ballistic weapon fired by a younger race, by sending at least one shot of defensive fire at the ballistic weapon, the shot is automatically intercepted (i.e., it misses).

All Ancient weapons have their Intercept Ratings doubled when used against a shot from a younger race.

Hyperspace Advancements

The dimension known as Hyperspace and its relationship to real space is highly complex. Whether one point in real space corresponds to one and only one point in Hyperspace, or if there are more involved mappings, is a subject that all races that choose to travel in Hyperspace must address. The Ancients conquered these problems millennia ago; their dimensional transitions are now a matter of course rather than a grand mystery. Scientific endeavors that daunt the younger races are accomplished without effort. For a First One race bent towards war, Hyperspace becomes just another battlefield.

The Jump Drives used by Ancient vessels are widely varied in function and form. The Vorlons open jump vortices into Hyperspace and have taught the younger races to do the same. Shadows phase in and out. The Walkers enter through their extra-dimensional gateways. Regardless of the mechanic, they are all incredibly advanced and flexible.

The term "jump point" refers to a literal jump point formed by the Vorlons and young races as well as to the location where a vessel with a Special Jump Drive or something similar transitions to another dimension.

Special Jump Drive - Reduced Jump Delay

This is an addition to the Special Jump Drive rules from *Coming of the Shadows*, and also applies to Shadow and Vorlon vessels, with all other rules still in effect.

It is possible for a First One ship to shunt more power to its jump drive and reduce the jump delay. The jump engine's power icon indicates how much power is required for this ability. Each time the listed amount of extra power is applied, the jump engine is considered to have been operating for an additional turn towards the jump delay requirement. A special jump drive can produce no more than 4 turns' worth of charging in any turn, however.

A good way to look at this is that a jump engine produces 1 "recharge point" per turn under normal circumstances. Adding extra power "buys" extra recharge points towards the goal of the listed jump delay time. For example, a Shadow Dreadnought phases into a system and slaughters the younger race vessels present there in four turns. It then receives information that a large Torvalus fleet is on the way to its location. Shutting off a Molecular Slicer Beam on turn 5, the Shadow vessel applies 12 more power to the Phasing Drive (power requirement 4, jump delay 8). It would normally earn only 1 recharge point, but instead earns 4 (the maximum possible). Including turns 1 through 4, it now totals 8 "recharge points" towards its jump delay of 8. It may begin phasing out at the beginning of the next turn, and more than likely will escape the Torvalus.

When testing for jump drive detonation on a drive that has been overcharged, the percentage chance of detonation is multiplied by the number of extra recharge points purchased over the entire arming period. For example, there are 2 damaged boxes on the Shadow Dreadnought's phasing drive, meaning that it would normally have a 10% chance of detonating. It purchased three extra recharge points on turn 5, so its chance for critical detonation is now 3x10%= 30%.

First One vessels may not fire weapons during the turn that the jump will take place as is usual, unless otherwise specified (the Walkers are immune to this restriction). Shadow ships also must de-power their weapons when the transition is from real space to Hyperspace, but not the other way.

Hyperspace Combat

In a battle with multiple First One players, it must be established whether Hyperspace Combat will be allowed. If all players agree, then at least one separate map must be set up to account for Hyperspace travelers. For tournaments, or if all players do not agree to Hyperspace Combat,

Hyperspace will act as a refuge and all transitions will be "Sufficiently Far Away" (see below). No other map is necessary.

Hyperspace Transitions

When moving from one dimension to another, the First One vessel must announce its destination at the same time as it announces the opening of a jump point. If there is another vessel currently in the target dimension, the jumping vessel must specify whether it will move into proximity with the other vessel or if it will move "Sufficiently Far Away."

Proximity: If moving into proximity with another vessel, the jumping vessel must specify a target hex and facing in the new dimension relative to the other vessel (on the same map). If able to operate sensors across the specific dimensional barriers (see Sensors Spanning Dimensions), the jumping vessel will have full knowledge of the ship position(s) in this new dimension. During the Jump Point Closure step of the combat turn, the jumping vessel fully appears in the new dimension in the target hex with the appropriate facing. It will be moving the same speed that it was at the end of the previous Movement Phase, including all appropriate pivots and rolls. Rules for firing weapons and being fired upon during Hyperspace transitions are as stated in the Rules Compendium.

Sufficiently Far Away: If there are other vessels in Hyperspace that the jumping vessel desires to avoid, or if the jumping vessel is the first one to move into that dimension, the vessel may be considered "Sufficiently Far Away" (SFA). In this case, only the target dimension must be announced. During the Jump Point Closure step of the combat turn, the jumping vessel is simply in the new dimension moving the speed that it was at the end of the last Movement Phase. It may be assumed that all friendly vessels move to the same location. Note that SFA locations are not exclusive to Hyperspace, and due to the complexities of the transitions there may be considered to be an infinite number of them (although this may be limited due to available playing space or if agreed upon beforehand). SFA represents a distance between vessels that cannot be reasonably transversed within the scope of a B5 Wars game.

If using the Hyperspace Combat rules, the first vessel to enter each SFA location is placed in the center of the dimension map, with all following vessels entering accordingly.

For example, a battle between the Mindriders and the Shadows is using Hyperspace Combat rules. In turn 3 a damaged Shadow Cruiser moving at speed 8 decides to phase into Hyperspace, and at the end of the turn it is there, still moving speed 8. During the next turn, two Thoughtforces with fully charged Special Jump Drives decide to follow the Cruiser into its Hyperspace refuge. The Cruiser is then placed in the center of the Hyperspace map as the two Thoughtforces announce target hexes and facings (as if facing matters to a Thoughtforce). The Cruiser has the remainder of the turn to maneuver into position anticipating the Mindriders' jump points. From turn 5, combat in Hyperspace proceeds as usual. On turn 7, a Mind's Eye decides that it too should retreat to Hyperspace, but feels that it should avoid the combat between the Shadow Cruiser and the two Thoughtforces, so it announces that it will move "Sufficiently Far Away" from the three vessels. At the end of turn, the Mind's Eye is also in Hyperspace, but is so far away from the other three ships that it is unable to target them or be targeted. Having cleared up the last of the Mindrider fleet in real space (maybe they should've let the Shadow Cruiser go), a Shadow Dreadnought announces that it will enter Hyperspace. It has three choices of destinations; where the Cruiser and two Thoughtforces are, where the Mind's Eye is, or another "Sufficiently Far Away" place.

As long as there are vessels from both sides equipped with sensors capable of scanning the alternate dimension, it is possible to enter and exit all locations in Hyperspace and real space as many times as desired. A battle may be considered lost if there are no vessels from a fleet on the primary battle map (where the battle began) for more than a single turn, unless specified by the scenario. Hopscotching through Hyperspace does not win territory!

Any Walker vessel may escape to a different set of dimensions not safely accessible to the other hyper-evolved races. Therefore, a Walker vessel going "Sufficiently Far Away" must announce if it is traveling to Hyperspace or another dimension. If the latter is chosen, the vessel may not be followed into proximity except by the Triad, Lorien, and other Walker vessels.

Vessels with Special Jump Drives, Phasing Drives, or Extra-dimensional Jump Drives (all First Ones excluding Vorlons) never scatter when jumping into combat. This applies regardless of whether the

ships arrive in normal space, hyperspace, or any other dimension. Vorlons, or anyone else without a special jump drive, use the scatter rules when arriving in another dimension, just as they would when arriving in normal space.

Vorlon vessels, due to the requirement that they must open jump points to travel between dimensions, announce the hex that the jump point will open in the current and following dimension. The rules for Vorlon Hyperspace travel otherwise remains the same as above.

Sensors Spanning Dimensions

A First One vessel is able to direct its sensors into local portions of alternate dimensions, either from real space into Hyperspace or vice versa. The information gained is 100% accurate, and may be used by the Ancient to plan its jump. However, as the nature of Hyperspace is extraordinarily complex, the definition of "local" varies.

Ancient vessels may scan across dimensional boundaries as long as there are friendly vessels in the desired location or if a friendly vessel was present when an enemy vessel jumped into that location from the current game space. If a friendly vessel did not see the enemy ship leave or arrive, you will not be able to track it (assuming that it goes "Sufficiently Far Away"). Hyperspace beacons, fixed jump gates, and the like are always assumed to be "friendly" unless otherwise stated.

It is not possible for an Ancient to detect what location in space another Ancient came from when it jumps in, as they have developed technology to mask the far end of a jump point. If friendly vessels are on both sides of the jump point, however, that is not necessary. A vessel with Advanced Sensors (Primordial or otherwise) may determine the start-point of any jump point created by a vessel with a standard Jump Drive.

Ancient vessels with Advanced Sensors can accurately scan into real space from Hyperspace, and from Hyperspace to real space. Primordial vessels may scan from Hyperspace into real space with 100% accuracy, and the barrier from real to Hyperspace appears as if they are using Streib Mass Sensors (see Showdowns-3). The sensors only report ship class (Capital Ship, HCV, etc.), position, and heading. Ancient Walker vessels, the Triad, and Lorien may scan into any number of additional dimensions.

Vessels capable of scanning into an alternate dimension may declare a target hex and issue a sensor "ping" of a desired intensity in an attempt to detect shaded Torvalus ships when no friendly vessels are present. See the Torvalus section in this volume and the Dark Matter Cloud rules in the *Rules Compendium* for more details.

Hyperspace Reserves

A very exciting variant of the standard deployment arrives when sides are allowed to leave a portion of their fleet in Hyperspace beyond the first turn. Both sides' reserves are assumed to be "Sufficiently Far Away" and undetectable by the opposing fleet until a friendly vessel jumps from real space to Hyperspace (due to the masking technology as described above). The battle is lost when one fleet spends more than a single turn without any ships in real space. If no one jumps in at the beginning of the turn when they didn't have a vessel in real space during the previous turn, they are considered to have disengaged from the battle.

Ancient Enhancements

Ancient vessels are only allowed the ship and crew enhancements specifically mentioned below and in the appropriate rules section. All of these enhancements are optional rules unless otherwise stated.

Improved Self Repair

The Self Repair system can be upgraded in order to repair more points of damage in a given turn. The point value for such an enhancement is 100 times the desired value. If more than one point is purchased, each point is paid for individually. All Self Repair systems in a single ships section must be upgraded equally. No system may be upgraded by more than 50% (round down). The first point of damage to a Self Repair system removes this enhancement. This may not be used on fighters.

Chapter Two:
The Walkers of
Sigma 957

Is this tale fact or merely a legend? Lacis does not say…

The Lords of Kirish were beaten back into their original territory, the area of space that they occupied before their discovery of Hyperspace, but they would not give up. Their research and development departments were constantly striving to come up with new weaponry with the hope that, one day, they will be able to turn the tide of battle.

In an effort to illustrate how technologically inferior the Kirishiac were, and how far they would have to come to truly be a threat, the Walkers of Sigma 957 performed a simple feat. A large fleet of Walker vessels, containing ten or twelve Travelers and many lesser-class vessels, appeared in the middle of Kirishiac space without activating a single early-warning alarm. The Walkers then surrounded a large moon orbiting one of the Kirishiac's largest colony planets. In a period of time too rapid for the Lords to respond to the invaders, the Walkers activated their Jump Engines, and vanished into another dimension, taking the moon with them.

The results on the planet below were instantaneous. Earthquakes and volcanic eruptions rocked the surface. The atmosphere, carefully formed over centuries, began to drift away as the planet shifted its axis. The inhabitants were truly doomed.

And then the Walkers put the moon back. The fleet reappeared and launched the moon along a new orbit, the result of which restored the planetary balance and created a more moderate climate. Finally aware of the level of technology that their older brothers possessed, the Kirishiac surrendered immediately.

The Walkers are one of the oldest races in the galaxy. Of those with an actual birthrate, only the Shadows are older. They are defined by their tireless desire for knowledge, their single-minded approach to acquiring it, and their feeling that all races not doing the same are just wasting time.

It is difficult, if not impossible, for a member of a younger race to understand what life was like for one of the Walkers. What do you do when your life expectancy is measured in hundreds of millions of years? As an individual, you have mental powers beyond those possessed by the entirety of other races. There are so few of you, and your understanding of the infinite reaches of space is so complete that you will never want for territory. You can build technology, such as spacecraft and computers, by force of will. It is not necessary to develop tools when you can use telekinetic abilities to construct your devices. Sure, you may build devices that allow you to build more complicated devices more easily, and this is where the First Ones find a use for what they deem to call technology.

Millennia ago, when the Walkers were still creatures of flesh, they were large, thick-skinned beings with poor physical senses. Being naturally long-lived, they were able to spend long periods of time investigating their surroundings, and it wasn't long before they developed technology that was capable of interfacing with their powerful telepathic abilities (a trait that most First One races have in common). This enabled them to study their environment with a resolution beyond that comprehensible to other beings. The Walkers turned their attention to the fabric of space itself, and to mapping and cataloging its intricacies.

One of the first discoveries that the Walkers made was the existence of alternate dimensions of existence parallel to our own. Some were as permanent as ours, and others existed for mere hundredths of milliseconds. They constructed vessels capable of moving between these dimensions, and quickly added them to their list of items needing to be dissected and studied.

The first alternate dimension traveled to is referred to as *Thirdspace* by the Interstellar Alliance. Full of a dominant lifeform that was malevolent by any standards, and more powerfully telepathic than the Walkers themselves, it was a good thing that the Walkers' method for extra-dimensional travel did not open a doorway but instead simply moved the vessel itself. Centuries of failed negotiations left the Walkers to map Thirdspace covertly and only small pieces at a time, since they were forced to retreat whenever they were discovered by the native race. This only served to make the Walkers more resolute, as they were infinitely patient and willing to wait for the job to be completed.

The second permanent dimension that the Walkers investigated was that of Hyperspace. A map of all of the Hyperspace storms and waveforms was created in little time, enabling the Walkers access to many further dimensions as well as points in real space normally out of reach.

During this time, the other Ancients were still expanding. The Shadows were carving out a broad territory, and the Vorlons were just perfecting space flight. None of them knew of Hyperspace, and it would be several millennia before their technology, usually based off of weapons research, would enable this transition to another evolutionary plateau.

The Walkers never had much of a territory, at least not on the level with the other First Ones. Mostly they had their ports, launching points for their explorations, that the other races learned to give wide berths. They set these bases up on planets or in areas of space of particular interest to them, with very little regard for whose territory they infringed upon. Eventually Lorien, the Triad, and the other transcendental beings helped to develop borders that would eliminate any unfortunate misunderstandings.

Over the course of time, what few Walkers there were moved to investigate points further and further away, and they were gone for longer and longer periods of time. When they would return, the vessels would deposit all discoveries into vast databases, and update their own data with anything new since the last time they were home. There were two main locations for these databases; one on Sigma 957, and another on a planet a short way across the galaxy.

The second database was placed on this planet due to the system's proximity to an interesting rift in the fabric of space-time. It was an object of intense study for many thousands of years, and the amount of Walkers and their vessels present there made it a convenient site for the second half of the knowledge base. It was a critical moment in recent Walker history when the planet, having been unmanned for centuries due to the completion of the research regarding the rift, was obliterated by a massive asteroid impact.

When the Walkers discovered that they, the self-appointed catalogers of the universe, failed to anticipate the cataclysm that destroyed so much valuable data, they were stunned. They decided they would have to take a more active role in the protection of all that they hold dear, lest some other unforeseen accident take more of their pride. This was first accomplished by moving the data to redundant locations, deep inside Sigma 957 and on two massive star bases (simply called "Home" and hidden in randomly shifting dimensions). The Walkers next opened relations with the other First One races, in an effort to use their brothers' continuous presence in the universe as an early warning system. (This was never to work out as they desired, however.) The Walkers also made an effort to return more often to the places that were important to them, although this too diminished as their travels took them further away.

It was suspected by some of the Walkers that the asteroid that destroyed their original base originated from Vorlon space. The Vorlons made no secret of the fact that they were offended by the Walker refusal to give away Hyperspace technology in the intervening millennia between the Walker discovery and the time when the Vorlons perfected their jump technology. The path of the asteroid was never precisely determined by the Walkers, which, to many, is more than enough proof that there was some foul play involved.

The Walkers have precise documentation regarding the moment when they evolved beyond the physical. It is believed that this information was the main objective of the Kirishiac during the initial phases of the war. The ease at which the Kirishiac were able to advance through the Walker territory more than made up for the fact that they were never able to find it.

Special Rules

Telepathy

If playing a scenario vs. Shadows where telepathy is allowed, all piloted Walker ships are assumed to contain a single P15 telepath, and use the same rules as the Vorlons, with the exception of *Limited Autonomy*. While attempting telepathic jamming, a Walker ship must deactivate its Energy Draining Field/Net.

Hangars

Three Walker vessels presented here (the Traveler, Waymarker, and Pathfinder) all use hangars to transport sensor probes. The Walkers never use shuttles, for none have left their ships in centuries. If it is necessary for a Walker to move from one vessel to another, it can be assumed that they do so in some extra-dimensional space where they can travel outside of their ship safely.

Special Jump Drive

When it wishes to move into hyperspace, Otherspace, or some other dimension, the Walkers' ships let 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 Walkers are permitted to fire weapons on the same turn they depart the map. Additionally, the Walkers suffer no chance of being destroyed if their jump systems are 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, they 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, the Walkers can choose any desired result from the table and will take no damage from the effect.

Extra-Dimensional Jump Drive

The Walkers are the most technologically advanced of the hyper-evolved Ancient races. Their knowledge of the fabric of space, of other dimensions, and the layers in between is unparalleled. As such, the "Extra-Dimensional Jump Drive" utilized by some Walker vessels is capable of much more than simply transferring the ship between real space and Hyperspace. They can freely move between real space and any other dimension that a Walker player may desire. But this even is not the limit of their power.

In a campaign setting, it can be assumed that a sufficiently large Walker fleet is capable of removing (i.e., destroying) a moon, asteroid, or other heavenly object. While historically this has not been done to a planet (so far as anyone knows), it is surely possible. It is also possible for them to simply relocate the planet to a friendly territory, and put it into completely stable orbit around another star.

This ability may be used against enemy vessels as well, but is very difficult. The following rules apply to the Extra-Dimensional Jump Drive in addition to all rules for Special Jump Drives (as detailed in *Coming of the Shadows* and in previous sections of this book).

On a turn that a Walker vessel's Extra-Dimensional Jump Drive is capable of activating, all of the following must occur:

· The target vessel must end its movement in an Energy Draining Field connected to the Walker's Energy Draining Field (extended through ED Mines or other ships, for example).

· The Walker ship must announce that it is activating its Extra-Dimensional Jump Drive.

· The Walker ship must allocate more Offensive EW towards the target than the target has allocated DEW (including defensive but not offensive ELINT support).

If all of the conditions are met, then the ship may begin to "abduct" the enemy vessel. The Walker ship must activate its Jump Engine, applying a greater amount of power for a number of consecutive turns until the required total is achieved. A single Power-Turn is achieved by applying normal Jump Engine power (over the standard norm) for an entire turn. Two Power-Turns are achieved by applying normal Jump Engine power for two turns or by applying double power for a single turn. Greater quantities of Power-Turns are achieved along the same lines. Note that they must be consecutive.

Vessel Size	Power-Turns
Any Unit	(Ramming Factor)/50
Asteroid, Moon or Planetoid	10 x Radius cubed
Planet or larger	Unknown

"Any Unit" means anything from shuttle size all the way up through Enormous Units.

Round all fractions up to the nearest whole Power-Turn. The Power-Turns achieved towards one target apply only once and may not be counted towards other targets (if units are docked or otherwise connected, add their ramming factors together). If the target vessel is equipped with Advanced Armor (or better), divide the Ramming Factor by 10 instead of 50, rounding up fractions as above.

Multiple Walker vessels may contribute towards the abduction of a single target vessel as long as at least one has been affecting the target for the duration. Walker vessels equipped with a standard Special Jump drive may also contribute at a maximum of 1/2 of a Power-Turn for double power

applied to the Jump Drive for a single turn (increased power does not grant further benefits), but they may not initiate an abduction.

Example: The Walkers wish to pull a moon into hyperspace. The moon has a radius of 5 hexes, so 10 times 5 cubed is 1250 Power-Turns. If the Walkers are not in a hurry, a single ship can perform this mission over a long period of time. An entire Walker fleet could do it much more quickly, but still longer than the duration of a typical scenario.

Once a target has been abducted, it is up to the Walker player to decide which alternate dimension the target has traveled to. In campaigns it may be necessary to limit this to Hyperspace (to allow jump-capable ships the opportunity to return under their own power), but in any event the target is not damaged through this effect at all. From this point the vessel may re-enter the battle through the manner detailed in Hyperspace Advancements.

Only complete vessels/heavenly bodies may be abducted. It is not possible to steal half the hull of a starship, for example, leaving the rest exposed to space.

If the Extra-Dimensional Jump Drive is damaged, critical rolls are performed every turn that the engine is active.

The Extra-Dimensional Jump Drive must check for Jump Engine detonation as any other damaged Jump Drive would. Note that the check must be performed every turn that the Extra-Dimensional Jump Drive is active.

Discharged Weapon Systems

All of the weapon systems on vessels operated by the Walkers of Sigma 957 are actually extremely powerful scientific equipment. The damage that they cause to an opponent is merely a side effect. As such, the Walkers find switching their systems into offensive mode mildly undesirable and avoid doing so until the last possible moment. Therefore, any Walker system that gains a benefit through saving shots from a previous turn are completely discharged at the beginning of a battle. Simply assume that the Walkers have fired all of their weaponry on the turn before the first turn. The exception to this rule is the Combined Fire mode from the Mapmaker Sensor Probes, as the Mapmakers are very rarely used in such a fashion.

Weapons & Weapon-Like Systems

Lightning Array
Class: Electromagnetic
Mode: Flash

The lightning array is a massive electromagnetic weapon. 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.

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.

Medium Lightning Array
Class: Electromagnetic
Mode: Flash

Those ships whose communication needs are not as extensive, those operating from a Traveler base station or part of a multi-vessel array, are often fitted with less powerful systems. A Medium Lightning Array may fire a single shot every turn. If it doesn't fire for a turn, it may fire two shots, or combine the two into a single shot with an increased rating as shown on the SCS. The weapon is assumed to not be able to fire multiple shots at the beginning of the game unless the scenario specifies.

Chromatic Pulse Driver
Class: Electromagnetic
Modes: Pulse, Scanning

This system is a complex sensor suite used by the Walkers to study the various subtleties in the fabric of space. As one or several Chromatic Pulse orbs are ejected into an area, the launching ship records the changes to each orb as it passes through/impacts on any sort of spatial feature. The different colors denote the specific properties that the orbs are sensitive to.

In *Pulse Mode*, any ship coming into contact with a Chromatic Pulse orb would take a surge of Electromagnetic-class damage. If the Chromatic Pulse Driver was not fired in the previous turn, the Damage and Maximum Pulses are increased as noted on the ship control sheet. The Chromatic Pulse Driver may not begin the game able to fire at the increased level.

The Walker ship can choose to switch the Chromatic Pulse Driver into *Scanning Mode* (decided in the Fire Determination segment of the Combat Sequence) in order to derive some information regarding enemy shield modulations.

- If a CPD in Scanning Mode scores a successful hit on a unit operating any sort of shield system (Gravitic, EM, or other), then all Walker ships treat all such systems on any unit of the same race as one point less for the duration of the scenario starting in the next Adjust Ship System segment.
- A Scanning Mode CPD does no damage to any system, and does not operate in Pulse Mode.
- The effects are cumulative, and may eventually reduce the shield effectiveness to zero (but never less than zero).
- If the Walkers are facing multiple races with the same type of shield system, then the modifiers are not spread across the different races. The EM shield systems on a Minbari White Star are sufficiently different from those operated by the Vorlons, and would have to accumulate the modifiers separately.

Example: A Pathfinder scores a Scanning Mode hit with one CPD on a Thoughforce, enabling the Walkers to modulate their EM systems to partially degrade the effectiveness of the Mindrider shielding. From the next turn onwards, all friendly Walker ships ignore the first point of Thought Shield on any Mindrider vessel. If that Pathfinder attempts to damage the same Thoughforce, which had allocated 40 points of Thought Shield that arc, the Pathfinder only needs to knock down 39 points of Thought Shield before damaging the ship. The last point of Thought Shield is not destroyed, still must be allocated by the Mindrider player, and is still visible to all friendly non-Walker ships in the fleet. If the Walkers have adjusted to 6 points of Thought Shield, then all Mindrider ships will have 6 points of shield that the Walkers may ignore. An allied ship from another race will have to lower those last 6 points before being able to damage the Thoughforce. The Walkers analyze the particular shield frequencies, adjust their weapons to be more effective, and communicate that information to the rest of their fleet. It's not their fault if the non-Walker members of the fleet don't have fine-tuning capabilities on their weapons.

The Scanning Mode Chromatic Pulse Driver can negate the effect of the Torvalus Shading Field even in *Shading Mode*. The first points of adaptation go towards the regular shield-type systems of the Shading Field. Once those have been negated, the following points apply to the profile-reduction properties granted from *Shading Mode*.

Light Chromatic Pulsar
Class: Electromagnetic
Mode: Standard

Exclusively deployed on the Mapmaker sensor probes, the Light Chromatic Pulsar produces Chromatic orbs capable of higher resolution than a Chromatic Pulse Driver, but with far less range. The type of survey mission where LCPs are used is slightly different from that of a CPD, and, as a side effect, they are not usable in a Scanning Mode.

Energy Draining 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.

The device produces a field of negative energy that deactivates power-consuming systems on any units approaching within a certain number of hexes from the ship. So long as the Energy Draining Field

is active, any ship ending its turn inside the Energy Draining Field suffers the following effects, calculated in the Critical Hit Step of the Combat Sequence:

1. 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 Draining Field. The minimum any attribute (other than initiative) 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.

2. 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 Draining Field. The minimum total EW that a ship can have is zero.

3. Any fighter or shuttle trapped in the Energy Draining 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 Draining Field also applies a cumulative −1 targeting penalty for every hex of field between the firing ship and its target. For example, this 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 Draining 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, 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 do not increase with every additional round.

Other Walker ships are, of course, 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. When multiple Walkers are present in the same scenario, it is 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 Draining Field in order to hit the Walkers' flagships.

The Energy Draining 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). The Walkers 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 Draining Field will not affect the Vorlon Planet-Killer or Shadow Cloud.

Critical Hits: Roll a D20 and add the number of damaged blocks. On a result of 21+, the radius of effect is reduced by one hex. The field cannot be driven below a radius of 1 hex by critical hits.

Adjustable Energy Draining Field

The Energy Draining Field generated by Pathfinder-class vessels has a variable radius of effect. The field generator's standard operating range is noted on the control sheet, but for double power, the radius may be increased. This must be

announced during the Ship Power Segment.

Critical Hits: Roll a D20, and add the number of damaged boxes. On a result of 20+, the field may no longer be double-powered for increased range. Successive rolls reduce the standard operating radius by 1 hex, to a minimum of 0 hexes (same hex only).

Energy Draining Mines
Class: Electromagnetic
Mode: Ballistic

When the need arises to map a particularly dangerous spatial anomaly, the Walkers deploy temporary sensor probes. They appear like the Chromatic Pulse orbs, but are approximately four times the diameter. Targeted exactly like a Narn energy mine, they produce an Energy Draining Field, with all applicable rules, covering the destination hex and those immediately surrounding that hex (seven hexes in total). This field lasts for one turn, after which the energy of the Chromatic Pulse dissipates (in the Vortex Closure segment). This length of time is sufficient for the launching ship to record all of the information received by the Pulse. Of course, it is also possible for the Walker ships to use these temporary orbs to extend the range of their own Energy Draining Field, or to place one on a stationary target. During the ballistic fire resolution step of the combat sequence, roll a D20 and consult the following table.

To-hit roll (D20)	Result
1-15	On target
16-20	Scatters (see below)

Scatter roll (D10)	Result
1-6	Scatters D5 hexes along the appropriate hex facing
7-10	No effect

The system is able to store mines not launched in a previous turn, up to a maximum of 3, for launching in a following turn. The full complement need not be launched in that turn, either. The weapon may not begin the game fully loaded unless the scenario specifies it beforehand.

Critical Hits: Roll a D20, and add the number of damaged boxes. On a result of 20+, reduce the rate of fire to 1 per 2 turns. Successive rolls continue to lengthen the recharge rate by 1 turn, to 1 per 3 turns, 1 per 4 turns, and so on.

Energy Draining Net
Class: Electromagnetic
Mode: Special

The original implementation of the Energy Draining Field functioned only between multiple points. Several vessels would fly in formation, surveying the environment between them.

Two vessels equipped with Nets that end their movement at most three hexes away from each other may extend the generated Energy Draining Field to include the two hexes between them as well as their own hexes. If there is more than one possible hex, the Walker player may choose the hex that the field is generated through.

If several ships linking up in such a manner form a closed area, the area may be "filled in" with an Energy Draining Field as long as the filled-in hexes number less than the total number of Energy Draining Nets x2. It is not necessary to count those hexes covered in an Energy Draining Field generated by another Walker vessel.

The normal range of the Energy Draining Field generated by an Energy Draining Net is 0 hexes, covering only the hex that the vessel is in.

Critical Hits: Roll a D20, and add the number of damaged boxes. On result of 20+, the power required to operate the Energy Draining Net doubles. On successive rolls the power requirement triples, then 4x power, then 5x, and so on. The device may be deactivated as normal.

Electronic Warfare Detector
Class: Electromagnetic
Mode: Special

This system allows the Walkers to exploit their mastery of Electronic Warfare. The sensors on a Waymarker can detect the configuration of any enemy's EW suite and instantaneously report it to a Walker fleet, enabling the Walkers to react to any change and use it to their advantage.

- This system provides every friendly Walker unit within range of the EW Detector the enhancement of *Expert Scanner*. All of the friendly Walker ships may save one point of EW for allocation as late in the combat turn as the end of the movement segment.

The effects are cumulative with multiple EW Detectors, but the efficiency degrades. The first four EW Detectors allow the fleet to save 1 point of EW each. EW Detectors number 5-8 allow the fleet to save 1/2 of a point of EW each. All additional EW detectors allow only 1/4 of a point each. Round down fractions of 1/2 and round up fractions of 3/4.

· If a vessel declares that it is saving an EW point, but ends its movement step out of range of the EW Detector, the point is lost.

· It is possible to save ELINT electronic warfare points as well, as long as the ELINT vessel is within range both before and after movement.

Critical Hits: Roll a D20 and add the number of damaged boxes. On a result of 19+, the EW Detector's range is halved. On a second roll, the range is halved again, and so on.

Sensor Charge Transceiver
Class: Electromagnetic
Mode: Standard (no overkill)

This system is used to chart irregularities in the fabric of space, and is useful in any spatial or temporal plane. The transceiver launches a precisely modulated sensor charge encased in a force field that steers the charge through the field of interest to gather data. The pulse is then returned to the transceiver for analysis. Found on the archaic Scribe, the main disadvantage is that the charges need to have a complete path from and to a transceiver to be of any use.

The SCT is a unique weapon. The charges move along a path in a manner similar to a fighter. A charge defaults to a range of 16 hexes and the ability to make 4 maneuvers. This is equivalent to a fighter moving speed 16 with 16 thrust and a 1/4 turn cost. Turn delay is 0 as normal.

The charge does not move during the Movement Step. During the Ship Power Segment, the Sensor Charge Transceiver must be configured for firing. Every additional 2 points of power applied produces either 1 additional hex of range or adds the capability for an extra maneuver.

In the Fire Determination Segment, the sensor charge is transmitted from one SCT to another (or possibly returning to the originator). The Walker player must plot a course from the originating ship to any other ship in the Walker fleet with a SCT using the movement abilities described above, with a maneuver counting as a turn or slide (not acceleration or deceleration). The charge must end its movement in the same hex as another ship with a SCT. If it does not, then the charge is lost, and it is unable to do any damage during the turn. For every 2 full hexes of possible range remaining on a received charge, the SCT must take a point of damage, rolling critical hits as normal.

If the charge passes through a hex with an enemy target, the SCT may attempt to hit it (at the Walker player's option). All EW and fire control modifiers apply (although there is no range penalty). If the charge does not pass through an enemy target hex, the charge may not be used. However, if the charge manages to pass through more than one target's hex, it may be used to damage all targets providing that it is sent against only one target per hex. There is no degradation on the chance to hit.

The rate of fire on a Sensor Charge Transceiver is 1 per 3 turns. This refers to the weapon's ability to fire a recovered charge. If a charge is not recovered (if it is intercepted, for example), then the recharge rate is increased to 1 per 5 turns.

For example, a Walker Scribe decides to fire its Sensor Charge Transceiver with a range of 16 and 6 maneuvers, so it applies 4 additional points of power to the weapon in the Ship Power Segment. At the end of the Movement Step the Scribe is 7 hexes from a Kirishiac Conqueror and 12 from another Scribe. During the Fire Resolution segment, the Scribe plots a course for the charge transmitted by the SCT so that it passes through the hex with the Conqueror and ends 15 hexes of movement in the hex with the other Scribe. The charge made this "movement" with only three maneuvers, which is within the allotted 6. If the charge took only 13-14 hexes to get to the other Scribe, that Scribe's SCT would have taken a point of damage.

A successful interception by an enemy vessel results in the loss of the charge. Any other failed shot does not. A Sensor Charge Transceiver may receive more than one charge per turn, but may only store a single one for use in the next turn. Damage is scored as a single Standard-mode volley with overkill not transferring to Structure (similar to a Matter weapon volley).

Enhancements

A single Pathfinder may be modified with the *Expert ELINT Officer* enhancement, and pay for it at the Abbai's cost. The following are also available:

Increased Radius Energy Draining Field

Any Walker vessel may upgrade its Energy Draining Field with an improved range. The cost is 50x (number of additional hexes covered). The easy way to calculate the number of additional hexes is that each hex of radius provides 6x (radius) new hexes. For example, a Traveler wishes to increase its Energy Draining Field radius from 5 to 6. The cost is 6x6x50=1800 points.

A vessel with a Variable Energy Draining Field may only increase the radius of the normal-power field, and does not change the radius of the double-power field.

Energy Draining Nets may not be enhanced.

Wide Beam Lightning Array

The technicians operating the Lightning Array on this vessel have developed a method to spread the beam over a larger area when operated in an offensive mode. During the Prepare Weapons section of the combat turn, the Lighting Array may be configured to fire a *Wide Beam*, and the following rules are in effect:

- The weapon suffers a –2 per die damage penalty in all modes, with the minimum damage of any die being a 1.
- Collateral Flash damage is scored as normal when the target is inside an Energy Absorption Field (i.e. 25% on any other targets in the same hex). If the target is not in an Energy Absorption Field, Collateral Flash damage is scored at an amount of 50% of the original amount.
- The operation of a Lightning Array in this mode is stressful on its systems, and therefore requires a 1-turn cool down time.

The cost for this enhancement is 300 points for a Lightning Array and 200 for a Medium Lightning Array. If a ship has more than one array, the player pays to enhance each one separately, and is not required to improve them all.

This improvement may not be used on fighters.

Starships & Fighters

Traveler
Base Hull (Unlimited Deployment)

This ship can best be described as an explorer-class ship or a mobile base. It is extremely large, and one of the most powerful ships in the universe. It is capable of remaining in space indefinitely without being re-equipped, and can even maintain or construct most of the lesser ships in the Walker fleet.

The Traveler has a massive aft-mounted hangar, in addition to the two side-mounted ones, capable of holding several of the smaller Walker vessels. The large hangar may be used to transport any one of the following:

- One Waymarker Scientific Platform. The launch/recovery rate for a Waymarker is 1 per 2 turns. The hangar may not be performing any other activities for the entire time. Both ships suffer all penalties for the entire launch/recovery cycle. For the first recovery turn and the second launch turn, the Waymarker will block any shots directed at the Traveler's aft section. All to-hit rolls are calculated with the Traveler's EW and defensive ratings, but resolved using either the Waymarker's forward or aft hit location charts (Walker player's choice). During both launching and recovery turns, the Waymarker must suffer the penalties listed below.
- Two Pathfinder ELINT vessels. Launch/recovery rate is 1 per turn.
- 6 Scribe Medium Ships. Launch/recovery rate is 2 per turn.
- 24 Mapmaker Sensor Probes. Launch/recovery rate is 12 per turn.

It is possible for the Traveler to transport more than one ship type, to a maximum of 24 "size points" at a time. If this is the case, hangar operations may only be performed on one ship type in any one turn. A Waymarker counts as 24 "size points," Pathfinders count as 12, Scribes 4, and Mapmakers 1. Thus, for example, a Traveler could carry one Pathfinder, two Scribes, and four Mapmakers, or some other combination, but if it launched a Scribe, it could not also deploy any Mapmakers on the same turn.

No ship may fire weapons or allocate EW while in the bay. A Pathfinder may not perform any of its ELINT functions while aboard. However, all Energy Draining Fields are still considered active, and an EW Detector will function through a Traveler's hull. A Traveler may use its Self Repair on any vessel in its hangar, but only to repair structure, critical hits, Self Repair, or C&C. All locations on a Mapmaker are considered structure. A vessel in the hangar may transfer power to the Traveler at an efficiency of 1 point transferred for every 4 points given. Fighters can supply 1 point of power per turn.

The bay suffers normal Hangar critical hits.

Guideship
Pathfinder Uncommon Variant

"The Guide to Distant Places" is a Pathfinder variant that is rarely seen in a combat role. Still, the Guideship is a powerful vessel. It has high EW, even though it does not have the Pathfinder's ELINT capability. The most obvious advantage to the ship is its Adjustable Energy Draining Field which, when double powered, provides the largest EDF available in the Walker fleet.

To fulfill its normal duties of scanning for extra-dimensional rifts, the Guideship is also equipped with an additional Chromatic Pulse Driver. Also, the Guideship may function as a Jump Ship for any vessels in the Walker fleet through its Extra-Dimensional Jump Drive.

By allocating at least a single point of EW towards targeting a friendly vessel that ends its movement inside the range of the Guideship's Energy Draining Field, the Guideship may bring that ship into and out-from Hyperspace (or other dimension) with it when it activates its Jump Engines. The friendly Walker vessel must allow this, otherwise it is treated as an enemy (see Extra-Dimensional Jump Drive).

Pathfinder
Base Hull (Restricted Deployment: 50%)

Called *"Those That Find the Path"*, the Walker scout ship was generally the first unit sent into any new area. Equipped with superior sensors, the Pathfinder functions well on solo missions and as a part of a fleet. The various scientific equipment aboard make this an Ancient ELINT vessel. All EW loaned counts as Advanced Sensors, even if loaned to vessels without Advanced Sensors.

Waymarker
Base Hull (Unlimited Deployment)

Essentially a mobile scientific platform, a Waymarker is deployed in regions of great interest when the Walkers want to dissect a particular phenomenon, or in near voids as a communications relay. It has very poor maneuverability, due to its normal role as an OSAT, so it is best left in the rear of the fleet to blanket the sky with Energy Draining Mines and provide EW Detector information.

Scribe
Base Hull (Restricted Deployment: 25%)

The first advanced Walker scout ships were known as Scribes. They were large, unmanned sensor probes. Bigger and more sophisticated than a heavy fighter, their primary mission roles were to venture off great distances and analyze all that they came across. Scribe-class vessels are unmanned and therefore may never contain a telepath.

Mapmaker Sensor Probes
Base Hull (Unlimited Deployment)

The Walkers use an intricate sensor probe, called a Mapmaker, to investigate the more mundane sectors of space. They are deployed in flights, and often travel for years simply recording and monitoring everything that they come across. If deployed in a combat situation, the Twin Light Chromatic Pulsars or combined Medium Lightning Array may be used in an offensive capacity, and their superior sensors allow for very accurate shots. A Mapmaker is equipped with its own jump drive, so they can be deployed without any sort of transport. They are not equipped with an Energy Draining Field of enough power to affect even the lightest armored opponents.

The sensors on a Mapmaker Probe are extremely powerful for a vessel of that size. The flight is considered to have 3 points of EW that must be assigned and declared in the appropriate segments of the combat turn.

- DEW can be used to lower the flight's defensive profile. This only applies towards units that are affected by DEW (i.e., not other fighters).
- OEW can be allocated towards a target to make it easier to hit. This will provide a lock-on for use with the combined fire Medium Lightning Array. In the case of the

Light Chromatic Pulsars, the target's DEW may cancel out the OEW, but never contributes negatively. See example below.
· This EW can be held in reserve through use of an EW Detector.

A flight of Mapmakers may decide to fire either their Twin Light Chromatic Pulsars, or to maneuver into a formation, creating a version of the Medium Lightning Array. The following rules apply:

· If choosing to use their Twin Light Chromatic Pulsars, all normal flight-level combat rules are used, and the flight has an offensive bonus of +8. It gains the bonus of its OEW minus the target's DEW (minimum bonus of 0), but never doubles the range for lack of a lock-on. *For example, the Mapmakers target a vessel with all 3 OEW. That vessel has 5 DEW. The result is an EW bonus of +0 (not -2). If the target had 2 DEW, then there would be +1 added to the Mapmakers' offensive bonus.*

· If choosing to combine together, every three undamaged Mapmakers may generate a single shot from a Medium Lightning Array.
  o A Mapmaker that has suffered even a single point of damage is unable to contribute.
  o If the entire flight is undamaged, they may combine these two shots into a single volley, as per the MLA's alternate fire.
  o The flight may not use its offensive bonus. To-hit rolls are calculated using the MLA's fire control and the flight's OEW (range penalties doubled for lack of a lock-on as usual).
  o A single to-hit roll is used for each shot. Two for the three-Mapmaker/single MLA combinations, and one for the six-Mapmaker/dual shot MLA array. Flight-level rules are not used.

For example, the Mapmakers have allocated their EW as 1 DEW and 2 OEW vs. a Shadow Cruiser (who has 4 DEW). The range is 21 hexes. The to-hit roll is 16 (defensive rating) −4 (DEW) +2 (OEW) −6 (range) +5 (fire control) = 13, before the Shadow decides on interception. If the Mapmakers hadn't allocated OEW towards the Shadow Cruiser, then the range penalty would've been doubled.

· The combined fire's RoF is considerably longer than the Light Chromatic Pulsars. During the turns in which the MLA is recharging, the LCPs may be fired.
· It is not possible for part of a flight to fire one weapon and the rest to fire another. I.e., you cannot fire a three-Mapmaker shot with half of a flight and LCPs with the other half. It is possible to fire one single MLA shot on one turn, and another on a different turn, keeping track of the recharge rates separately, providing that you forego the Light Chromatic Pulsars on every firing turn.

A Mapmaker has its own Special Jump Drive, which functions similar to those used on the larger Walker ships. The number of Mapmaker Sensor Probes deployed in a scenario can exceed the available number of hangar bays, unless there is some special requirement in the scenario rules. The Mapmakers have a 10-turn jump delay, which cannot be reduced.

A Mapmaker is an unmanned sensor probe, and therefore contains no crew. There is never a Telepathic Walker aboard a Mapmaker. Although unmanned, a damaged Mapmaker will often shut its remaining systems down to activate its self-repair, effectively dropping out of the battle. In a campaign setting, it can be assumed that any Mapmaker probes not destroyed are fully repaired at the beginning of the next scenario, unless special circumstances apply.

Chapter Three: The Kirishiac Lords

Kirish is a large planetoid, several times the size of any of the homeworlds of the current major races. It has a solid core, cold temperature, extremely high gravitic constant, and an atmosphere so thick as to be almost liquid. The life forms that evolved in such an environment are marvels of natural selection: multiple redundant cardio-pulmonary systems, and cells arranged in complex lattice structures. The dominant species, a seven-meter tall, almost transluscent race of bipeds, came to call themselves the Kirishiac.

The Kirishiac are the last of what can truly be called the Ancient Races. There were many races to rise to power after them, but most all of those were manipulated by one of the puppet master races.

The Kirishiac have eight hearts spread throughout their bodies, the only way to pump blood through limbs on such a high gravity world. This redundancy and the necessary strength of their physiological systems made them highly resistant to most kinetic weaponry, and, due to their aggressive nature, they soon developed energy and chemical armaments. Living under a united feudalistic government, the conquerors of Kirish turned their sights to the sky.

Leaving the planet turned out to be a major undertaking. Not only was it extremely difficult to construct a vessel capable of breaching the high gravity of their world, but also once they left they found that they had great problems existing in other atmospheres. Kirish would have been deemed uninhabitable by any other race finding it, and it caused its beings to thereby be unable to live anywhere else. To combat the structural problems of space flight, they quickly developed gravitic technology and the ability to construct vessels and buildings with extremely high strength to weight ratios.

To protect their physical being when on other planets, it was necessary to encase themselves in atmospheric suits able to reproduce the gravity and pressure of the home world. Since they rarely went to a new planet for anything besides conquest, these suits are not best described as encounter suits but instead as powered body armor. Of course, with powered body armor strong enough not to collapse upon itself in the harsh world of Kirish, worn by seven-meter tall warriors on a normal gravity world, the Kirishiac Lords found all the nearby systems easily subjugated.

Holding dominion over this empire was difficult for the Kirishiac, only due to the sheer size of it. It could take hundreds of years to travel across the breadth of their domain. Their scientists researched thousands of different drive systems, until finally they discovered Hyperspace.

Upon reaching the galactic community, they were shocked to discover the Ancients. The Walkers were already deeply involved in their quest to map and catalogue the universe. The Vorlons and Shadows kept to themselves, and only the Torvalus still had any sort of expansionist policy within their territory, but acting as guardians instead of conquerors. There were thousands of developing races, struggling to survive, being completely ignored by these god-like beings. Now that the Kirishiac had Hyperspace technology, they could surely rule them all.

For several thousand years, the Kirishiac expanded their empire, sometimes wiping out a young race, but most times forcing them into slavery. The Triad, having long since resolved their inner conflicts, saw this and, taking pity on the lesser species, begged the other Ancients for action.

None of the others would get involved. Theirs had been a policy of isolationism. The young races should be allowed to evolve at their own paces, free of interference from the Ancients. The Triad argued that the Kirishiac were at the same level as the Ancients, and it therefore in their jurisdiction. The debate continued for eons until the Kirishiac made the decision for them.

Tired of respecting borders and avoiding sectors of space, the Kirishiac began investigating other worlds to conquer. The Walkers, forever off on their scientific missions, were never around to use the territory that they demanded as sanctuary. Surely they wouldn't even notice if a few systems were "borrowed".

Fortunately for the Kirishiac, the Walkers did not notice the infringement on their territory, which only served to fuel the Kirishiac arrogance. They advanced their empire through the Walker space until they bordered on Vorlon territory. It was at this point that the Vorlons contacted the Walkers directly.

The Walkers were not pleased that the other Ancients had sat by while the Kirishiac violated the millennia-old territorial boundaries, not the first and certainly not the last offense that the Vorlons inflicted upon the Walkers' sensibility.

As the Walkers began the long process of recalling their ships from across all galaxies and dozens of dimensions, the Kirishiac made their second mistake. Although the Shadows hadn't yet begun their manipulations of the younger races, they had started with their occasional, centuries-long cycles of hibernations. To the Kirishiac, this was an open invitation, and soon the invasion of Shadow territory was underway.

The Walkers, with the help of the Triad, traveled to Z'ha'dum and enlisted Lorien and the few of his remaining people to help raise the Shadows from their slumber. The Ancients hadn't fought a war in millennia, and this upstart race, whose technology was on par with their own, was making it very difficult for the Ancients to keep to themselves any longer.

So the battle was joined. The Triad spearheaded every major offensive. Ever careful not to simply overpower their enemy, they were interested in teaching the Kirishiac a lesson. The Shadows and the Walkers were not so condescending. Eventually, even the Vorlons and Torvalus mobilized against the Kirishiac, and, before they had realized it, the Kirishiac were overwhelmed.

It was impossible to hide from the Walkers, or to out-maneuver the Torvalus. When it became evident to the degree of which the Triad was pulling its punches, the Lords of Kirish finally admitted to defeat.

As Lorien refused to stand in judgment against the Kirishiac, he directed that the other Ancients should shoulder some of the blame. The isolationist policies of the past were what had allowed this conflict to happen. They had sat behind their castle walls while the Kirishiac developed technology to the point where they actually were a threat. It could not be allowed to happen again.

It was concluded that the Kirishiac's entrance into the galactic community had come when they were already far too advanced to easily be manipulated or controlled. There had to be a way to adjust the Technology Tree of the arising races. The Vorlons proposed that the level of sophistication needed to *operate* Hyperspace technology was orders of magnitude less than that needed to *invent* it.

This, amongst other reasons, caused the Vorlons to take it upon themselves to seed the universe with jump gates. The Kirishiac War also proved to be a motivation for the calculated manipulation of the younger races by the Shadows and the Vorlons, to prevent the Ancients from ever being surprised again.

From his vantage point on Z'ha'dum, Lorien frowned.

Special Rules

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.

Atmospheric

All Kirishiac ships are atmospheric capable, as even the gravitic effects of the greatest gas giant planets do little to harm these well-constructed vessels.

Orbital Segments

The Kirishiac ship, known as the Lordship, 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 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. They do not suffer from initiative penalties for doing so and do not force similar penalties on their mothership. The ship 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 ship, using the same heading and executing turns, pivots, accelerations and decelerations simultaneously. Their positions remain relative to the ship if it rolls or pivots. In effect, they remain in the exact positions shown at all times, maintaining the displayed firing arcs. If the ship 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.

Light Orbitals

Before developing the technology to re-form the damage suffered on an orbital, most Kirishiac ships were fitted with an early version. They function exactly like the regular orbitals, except they do not regenerate when undeployed.

Heavy Weapon Orbitals

To enable the deployment of a larger weapon system on an orbital segment, the Lords of Kirish took orbital technology to its limit. The Heavy Weapon Orbital is usually spherical, and floats at a level slightly further away from the main ship body than a standard orbital segment. Almost as large as a ship in its own right, the Heavy Weapon Orbital functions quite admirably as a turret with exceptional range of motion.

Heavy Weapon Orbitals are quite obvious on any ship, and may be targeted separately by any vessel in arc of the corresponding side; Port mounted orbitals may be fired upon by a vessel in the main ship's Port arc, etc. The orbitals are treated as a Medium Ship for fire control purposes, and gain all Defensive EW benefits from the main ship in the same manner as a standard orbital segment. It is not necessary to specifically target a Heavy Weapon Orbital, as any shot into an appropriate ship side has a chance of hitting one. There are hit locations for the Heavy Weapon Orbital as normal, and a subordinate table for the systems on the orbital itself on the SCS.

The Heavy Weapon Orbital may be launched and recovered as a normal orbital segment. The main ship suffers no initiative penalties due to performing these manipulations. When deployed, the weapon systems on the orbital typically have

fantastic arcs of fire. These arcs are limited when undeployed, as the orbital's range of motion is restricted. To represent this, the weapon systems on the SCS have two arc icons separated by a vertical line. The arc icon to the left, usually the larger arc, represents the weapon's arc of fire when the orbital is in the deployed state. The arc icon on the right represents the weapon's arc of fire in the undeployed state. The weapon may only be powered-down when the orbital is undeployed.

An undeployed Heavy Weapon Orbital becomes part of the corresponding ship side, with the structure combining with the side structure, and the Self-Repair and weapon systems residing on the side. Any hits resolved to hitting the Heavy Weapon Orbital use the Heavy Weapon Orbital hit location chart as normal. Those shots hitting the orbital's structure hit the combined structure instead.

Too large to regenerate like a standard orbital, Heavy Weapon Orbitals possess their own Self-Repair systems, which may only be used to repair systems and structure on the orbital itself. When the orbital is undeployed, its internal Self-Repair ability per turn is doubled, although it still may only be used on the weapon system and combined structure. The main vessel's Self Repair may be used to repair systems on the orbital as usual in either state.

Weapons & Weapon-Like Systems

Hypergraviton Blaster
Class: Gravitic
Mode: Raking (20)

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. Note that if the ship operates more than one hypergraviton blaster, each must be allocated thrust separately (they do not all benefit from the same thrust simultaneously).

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 ship'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.

- If a ship mounts more than one hypergraviton blaster, no more than one such weapon can transfer damage during the same turn. The ship is simply incapable of maneuvering well enough to optimize more than one weapon at a time.

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.

Hypergraviton Beam
Class: Gravitic   Mode: Raking (15)

A highly advanced graviton weapon, this precursor to the Hypergraviton Blaster was standard armament on most of the Primordial Kirishiac ships. It shares many features common to gravitic class weaponry, in that it is interceptable and can increase its damage potential. The main advantage of the Hypergraviton Beam over similar weapons operated by younger races is its high rate of fire.

For every 4 points of thrust vented into the Hypergraviton Beam, the damage bonus is increased by +5 points.

Antigravity Beam
Class: Gravitic
Mode: Standard

Many Kirishiac 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.

Medium Antigravity Beam
Class: Gravitic
Mode: Standard

This version of the Antigravity Beam was found on the older technology Kirishiac vessels or those with less capable power plants. It follows the same rules as the standard Antigravity Beam, except that it can be split into a maximum of two separate shots.

Ultra Matter Cannon
Class: Matter
Mode: Standard

The Kirishiac were the masters of gravitic technology. This enabled them to not only create the most efficient matter weapons in the galaxy, but also the densest ammunition for those cannons. Although eventually replaced by the combined systems of Gravitic Augmenters and Warrior projectiles, they provide excellent fire control, a high rate of fire, and massive amounts of damage.

This weapon was originally known as the Matter Accelerator. It is now called the Ultra Matter Cannon, as this name more closely describes the function of the weapon.

Gravitic Augmenter
Class: Gravitic
Mode: Special (Non-Interceptable)

Found on the orbitals of the Mastership, these systems are able to project and manipulate fields of gravitons. Designed as an enhancement to the Matter Accelerator, they proved to be useful in many other situations as well. Every turn each Gravitic Augmenter is capable of one of the following numbered items:

1. Matter Weapon Enhancement: All matter weapons fired within the Gravitic Augmenter's maximum range and arc can have their fire control modified by +/- 3. Ballistic weapons are modified by +/- 6. (I.e., apply the bonus for shots fired by friendly ships, but apply the penalty for any enemy shot, so long as the firing units are within the listed range). Modifiers are cumulative with additional Gravitic Augmenters, and do not count towards interception degradation.

2. Warrior Enhancement: Any single Warrior projectile flight within the Gravitic Augmenter's maximum range and arc may apply several bonuses. These modifiers are not cumulative with additional Gravitic Augmenters.

· It receives 3 free levels of jinking, including all bonuses and penalties. This counts towards the jinking limit as normal, but thrust is not paid.

· 3 additional points of Free Thrust.

· The offensive bonus is increased by 3. This is cumulative with the −3 from the above jinking penalty, for a net of 0.

· -4 to any drop out rolls.

3. Tractor Beam: A Gravitic Augmenter may function as a Tractor Beam (see the *Minbari Tractor Beam* from the Core Rules). It is considered to have 7 points of energy readily available to it, although more may be added. All energy requirement calculations for tractoring vessels equipped with Advanced Armor (or better) are performed as normal, while all energy requirements needed to tractor a ship equipped with regular armor are halved. Multiple Gravitic Augmenters, even those from other ships, may combine to ease the tractor beam loading providing the target is within range of both ships.

4. Gravity Shifting: The Gravitic Augmenter, using the weapon statistics from the data sheet, may target one ship that is within maximum range and arc. If hit, the ship suffers effects similar to the Brakiri Gravitic Shifter with the following exceptions:

· A ship not equipped with Gravitic Drives may have its facing and heading changed by as much as 120°, or two 60° facings.

· A ship equipped with Gravitic Drives is not immune, but instead has its facing and heading changed by a single 60° facing.

· Friendly ships wishing to be targeted still benefit from DEW, and must be locked-on and hit as normal.

The mode must be decided in the Prepare Weapons segment of the Combat Sequence, just as Offensive/Defensive firing modes are being decided.

This weapon is also very useful in re-directing comets or moving asteroids for use in planetary bombardment. These tactics, while devastating against younger races, are too slow to be effective against other Ancients. Details for the use of these weapons in this mode will be found in a future product.

Phased Gravitic Torpedo
Class: Gravitic (resolved as Ballistic)
Mode: Standard

One of the last advances made by the Kirishiac scientists during the war was the design of a ballistic weapon that negates a portion of an enemy vessel's shields, useful against Vorlon, Torvalus, and Mindrider vessels. The device uses a concentrated force field to encase gravitons generated with a particular modulation. The gravitons are then able to pass through a portion of an enemy shield system.

The Rate of Fire of the Phased Gravitic Torpedo is 1-per-turn, but the weapon is able to generate and hold up to nine torpedoes before filling all possible space in the weapon. The munitions may be stored indefinitely, or any portion may be fired during a single turn (called *Saturation Mode*).

Saturation mode: When firing more than one torpedo at the same target, the multiple shots are incorporated into a single to-hit roll, with every three points that the shot hit by indicating that another torpedo has hit the target, similar to pulse mode with a volley bonus of +1 per 3. Interception is performed once for the combined shot, not per torpedo. All torpedoes fired at the same target from the same weapon system must be resolved as a single volley. See the description for a similar weapon, the Centauri Ballistic Torpedo, in the *Rules Compendium*. While it is unlikely for all nine

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torpedoes to hit a single target with a volley bonus of +1 per 3, it is useful if the weapon chooses to shoot at multiple targets in the same turn.

Once it is known how many torpedoes have hit an enemy vessel, damage is resolved in Standard Mode. If the enemy vessel is equipped with any shield system, a torpedo will reduce the effectiveness of the shield for the rest of the scenario. For each torpedo, roll an additional D10 to represent the weapon's phasing ability, and reduce the absorption rating of the shield by that amount. The minimum value of the shield's absorption rating is 0. The Phased Gravitic Torpedo ignores the damage absorption of shield systems on non First One ships.

For example, a Knightship hits a Vorlon Dreadnought with three Phased Gravitic Torpedoes. The Kirishiac player rolls three D10, getting a 3, 4, and 8. The damage absorption rating of the shield is reduced to 2, 1, and 0, respectively, since the Vorlon Dreadnought's shield rating is 5. The Kirishiac player then rolls the torpedo damage as normal for the three shots, reducing the amount by armor and the appropriate shield absorption value.

Phased Gravitic Torpedoes have no special effects against a vessel using any protective system that does not reduce damage (e.g., Earth Alliance Energy Web, etc.), although they will take damage as normal. Once a Mindrider Thought Shield is reduced to zero over a particular arc, the torpedoes also lose their special effect.

As the Phased Gravitic Torpedo is a ballistic weapon, its target(s) must be announced during the appropriate time in the movement phase, and damage is resolved in the beginning of the Damage Resolution segment as usual.

The weapon may be considered fully armed with nine Phased Gravitic Torpedoes at the beginning of the scenario unless otherwise specified.

Advanced Gravitic Shield Generators

Largely abandoned by the Kirishiac as unnecessary during their time of conquest and expansion (such was their arrogance), the Masters of Gravitic Technology had, of course, developed Gravitic Shields. It wasn't until the wars with the other Ancients, when the Kirishiac wished for any possible technological advantage, that they began to retrofit many of their vessels with these systems.

Even though the research was abandoned centuries previously, the Kirishiac Gravitic Shields are much more advanced than those deployed by the current younger races. One of the most apparent advantages is that they do not require a Shield Generator to function. They are still necessarily exposed to space, and only benefit from the smallest amount of armor.

Another advantage of the Kirishiac shield generators is their small size, which the Lords exploited through redundancy. Most Ancient Kirishiac vessels equipped with shields deployed more than one per orbital. Redundant shields do not accumulate.

As they were only deployed on orbitals (the Kirishiac wouldn't sacrifice the integrity of the main ship body for any system as flimsy as a shield generator), the last main advantage of the Advanced Gravitic Shield generators is that they may function normally on an orbital regardless of whether the orbital is in a deployed state or attached to the ship. When the shield generator or corresponding orbital is destroyed, the shield is, of course, lost. If the orbital is regenerated, the generators are also regenerated and may function as normal.

Any Kirishiac vessel not already equipped with Advanced Gravitic Shield Generators may be upgraded to have them at a cost of 150 points per generator multiplied by the shield rating. Any standard orbital will lose its weapon/system and may accommodate up to two Advanced Gravitic Shield Generators. A light orbital will replace its weapon/system with a single Advanced Gravitic Shield Generator. Heavy weapon orbitals may not be upgraded. Primordial Kirishiac vessels may have shields with a maximum rating of 3. Ancient Kirishiac vessels may have shield systems with ratings as high as 5, but only 25% of the fleet vessels may have shields at all. All shield generators have the same structure and armor values regardless of the number present on an orbital.

ELINT Sensor Module

The Kirishiac provide ELINT support to their fleets through a system called the ELINT Sensor Module. It is deployed on a standard orbital segment, and typically covers an arc of 180 degrees, although some applications have been known to vary. The ELINT Sensor enables the Kirishiac ship to function as an ELINT vessel, but it

may only provide ELINT functions to vessels that are both within normal range and the provided arc.

The ELINT Sensor Module provides a boost to the ship's EW level in its arc, but at a sacrifice of overall EW ability. The value noted in the system icon may be used to provide any ELINT function, cumulative with the vessel's normal EW. Actually, there is an EW penalty for linking with an ELINT Sensor Module, but that is normally taken into account on the SCS.

ELINT Sensors may positively contribute with each other only if their arcs overlap and the target lays in the overlapped section. If the target moves out of arc, then the extra points are lost. A ship equipped with an ELINT Sensor Module allocates EW as normal, including the additional points, and then checks the validity of its allocation after all movement has been completed.

For example, a Kirishiac Citadel allocates 12 EW towards targeting a Shadow Cruiser, and four more at each of four friendly Kirishiac vessels to provide a lock on and a +6 to hit the Shadow. As the Citadel generates 10 EW from its normal Sensor system, it will have to get the 6 remaining EW from two undamaged ELINT Sensor Modules, which each produce 4 EW. Unfortunately, the Shadow Cruiser manages to move out of the arc of the two ELINT modules, so the Citadel may only allocate its 10 regular EW against the Cruiser. The four Kirishiac vessels, however, remained in arc of the two ELINT Sensor Modules, and may be locked-onto through them. The remaining 4 points of EW are lost.

If the orbital or ELINT Sensor Module is destroyed, then the vessel loses its ELINT abilities in that arc. Regenerated ELINT Sensor Modules function normally.

Late in the war the Kirishiac Lords were able to enhance some of the Masterships in the fleet with improved sensors. For 700 points, a Gravitic Augmenter may be replaced with a 4-point ELINT Sensor Module, reducing the normal Mastership's EW output by two cumulative points. Note that this means that the Mastership must purchase two of these enhancements to cover the full 360 degrees of space. A Mastership may only purchase up to four ELINT Sensor Modules. This is a ship upgrade, available to any Ancient-timeframe Mastership, not an enhancement.

Enhancements

The Kirishiac are a proud and militaristic race, and as such a valiant leader occasionally arises. A *War Leader* (using the rules for the Narn officer of the same name) may command one ship in a fleet, but only if it is a Kingship or a Lordship variant.

If a War Leader is not present, then it is possible for one of the ships in the fleet to be commanded by an *Expert Warrior*, usually restricted to Drazi-only. There is no restriction to the Expert Warrior's ship.

Warrior Projectiles may be modified with a *Ramming Prow*.

All enhancements are still purely optional rules, and are never used in tournaments unless specified otherwise. Combat Point costs are determined as normal.

Improved Gravitic Converters

The gravitic drives on some advanced Kirishiac warships were fitted with devices that allowed them to more efficiently increase the damage output from their Hypergraviton Blasters. For every 4 points of thrust vented into the Hypergraviton Blaster, the damage is increased by +10 points. The cost is 100 + 50x(number of Hypergraviton Blasters on the vessel tied to the enhanced system). It is not necessary to tie all Hypergraviton Blasters present to the Improved Gravitic Converters.

Starships & Fighters

Many of the units used by the Kirishiac Lords were originally presented in Showdowns-3. Rather than waste space reprinting those control sheets in this product (thereby taking up space better used by new material), we have included only the ship descriptions. No changes are required to any of those sheets except as noted.

Lordship
Unlimited Deployment

The most common Kirishiac ship, it was designed and put into mass production after the Kirishiac discovered the existence of the other Ancient races. The initial confrontations with the First Ones panicked them tremendously, and they quickly increased their scientific research to develop defenses and weaponry to equal or better those seen on the ships ran by their long-stagnant cousins. Equipped with hardened advanced armor and a hypergraviton blaster, this vessel quickly became a frightening sight to all but the most powerful Ancient fleets.

The control sheet for this unit is in Showdowns-3, and is unchanged from that version.

Overlord
Lordship Rare Variant

The pinnacle of Kirishiac command vessels, the Overlord represented the Kirishiac mentality perfectly. Equipped with a Hypergraviton Blaster and two Hypergraviton Beams, this vessel could pack a punch comparable to vessels several times its size. It eventually became more desirable than the Kingship on the battlefield due to its ease of use. Special Rules: Initiative Bonus

The Kirishiac Overlord is a command vessel equipped with improved Command and Control systems. It provides a +1 Initiative Bonus to all friendly Kirishiac vessels within 30 hexes (already included on the Overlord's SCS).

Kingship
Limited Deployment (33%)

A desperate attempt by the Kirishiac to design a ship capable of putting out as much damage as the bigger vessels of the Shadows and Walkers, this dreadnought is equipped with six hypergraviton blasters, two on each major axis. Unfortunately, the power plant on the Kingship was never sufficiently upgraded past that which is on the Lordship. It is also less able to intercept incoming fire due to it only having three Antigravity Beam-equipped orbitals. It never reached mass production, since their enemies so easily destroyed it in whatever engagements it appeared.

The control sheet for this unit is in Showdowns-3, and is unchanged from that version.

Mastership
Limited Deployment (33%)

The equivalent of a carrier, this ship was developed to take advantage of the Gravitic Augmenter and Warrior projectiles. Equipped with eight standard orbitals and four upgraded to carry the Gravitic Augmenter, the Mastership can deploy up to 48 Warrior projectiles in a very short amount of time. Fitted with hardened advanced armor but lacking a hypergraviton blaster, this replacement of the Conqueror primarily relies upon other ships to destroy the enemy, and serves in more of a support role.

The Mastership has three hangars carrying up to 18 Warrior Projectiles each located on the forward and both side sections. The Kirishiac do not use shuttles, as the Conqueror is the smallest vessel that a single Lord would ever travel in.

The control sheet for this unit is in Showdowns-3, and is unchanged from that version.

Conqueror
Unlimited Deployment

The pinnacle of Kirishiac technology in the centuries before discovering Hyperspace, this was the ship used to extend the Kirishiac Empire beyond their home system. Eventually refitted with a jump drive, the Conqueror existed in such vast numbers that even after the full-scale deployment of the Lordship and Mastership they were still common in the engagements with the Ancients. The ship was equipped with three Matter Accelerators and a Hypergraviton Beam as main armament and

Medium Antigravity Beams on its light orbitals. It lacked the greatest technological advances of the Kirishiac before the final campaigns, namely hardened advanced armor, regenerating orbitals, and the Hypergraviton Blaster. It is, however, extremely agile, and fulfils a valuable battlefield role.

The control sheet for this unit is in Showdowns-3. The only change is a correction of the Primary Structure hit (on the Primary Hits chart) to 1-7 instead of 1-10.

Knightship
Conqueror Rare Variant

An update to the venerable Conqueror, the Knightship variant boasted two Phased Gravitic Torpedoes. Used primarily as support vessels, these ships weren't seen in great numbers until the end of the war.

Warrior Projectile
Unlimited Deployment

The Kirishiac answer to a fighter was actually a hyper-dense, hardened projectile, self-guided and enhanced by a Gravitic Augmenter. Launched in flights, they swarmed through space, smashing their way through their target before moving onto another. The ultimate advance in matter weapon technology, they were guided, re-targetable rail gun rounds. Having no ranged weapons, they attack by a special method of ramming.

Ramming: When attacking a ship, a flight of Warriors may choose one of two modes.

1. ***Direct Ram mode.*** Warriors fly directly into the enemy ships, in an attempt to bash straight through. Each Warrior does an amount of damage equal to the number of its undestroyed structure sections, scored as an Ancient Matter-class weapon. Flight level to hit rolls as normal, and each location is rolled separately. If the Warrior fails to completely destroy the location, it takes an amount of damage equal to double the armor rating of the damaged system (reduced by the Warrior's armor as normal) and must make a drop out roll at the end of the turn at +4.

2. ***Glancing Ram mode.*** In this mode, each Warrior does 1d10 Ancient Matter-class damage, flight-level to-hit and locations rolls as normal. This represents the Warriors

taking a more cautious mode of attack.

Against fighters and shuttles, Warriors may only make Glancing attacks.

It is possible to use the normal ramming rules, if allowed by the particular scenario. This would cause considerably more damage to the target but guarantee the destruction of the Warrior.

Regeneration: Similar in construction to orbitals, a partially damaged flight of Warrior projectiles can land on a Mastership, spend 5 full turns on board, and launch again fully regenerated. There must be at least one undestroyed Warrior projectile in the flight for the regeneration to take place.

Hyperspace Travel: While Warriors obviously do not possess jump drives, they may follow any jump drive equipped Kirishiac ship into or out of Hyperspace if they both end their movement in the same hex. It is assumed that the Warriors move very near to the ship, at the same proximity as the orbitals.

Historical Notes: The ship class, "Warrior," refers back to the Kirishiac version of breaching pods. Millennia before discovering Hyperspace, when they considered themselves the ultimate power in the galaxy, a Lord would often equip several battle-armored members of his crew with antigravity cutters (a close combat weapon), and eject them into space. They would then use the gravitic drives in their suits to make their way to an enemy ship. Most races were vastly inferior to the Kirishiac, physically as well as technologically, so these warriors would simply attach themselves to the enemy ship and tear it apart, spilling the contents into the vacuum of space. It is not known whether these Kirishiac crewmen were honored soldiers or criminals, but the practice continued for many years until it was deemed unnecessary; Rarely was there anything to gain that couldn't be accomplished from inside their ships.

A common story reports that one Lord briefly brought back the tradition upon the discovery of Hyperspace and all of the potential new races to conquer. Sadly, the tactic was abandoned once again after the failed capture of a Walker Waymarker resulted in the loss of an entire squadron. They suffocated to death when the Energy Draining Field drained all life support from the powered armor.

The control sheet for this unit is in Showdowns-3, and is unchanged from that version.

Chapter Four: The Torvalus Speculators

Torvalu, the home world of the Ancient race known as the Torvalus, is entirely covered in water. The Torvalus themselves, appearing as nothing more than large cilia-covered flatworms, are able to absorb energy directly from their surroundings, and can exist for an extended period of time, even in the vacuum of space. The cilia, through which the energy is absorbed, also serve as sensory receptors and fine manipulators. Being less introspective than most of the other First One races, they never evolved beyond into beings of energy. This was never a problem for the Torvalus, since they were essentially immortal anyway, and their physical form provided them with highly acute senses (much to the chagrin of the Walkers). The Torvalus are also highly psychic, emphasizing telekinetic and pyrokinetic (the ability to remotely affect the molecular energy level of an object) abilities over the more common ESP skills, although they still possess more capability than the most powerful young race telepath.

Due to their advanced senses, they became experts at espionage and stealth, constantly looking for ways to beat the competition's detection technology. It became an obsession to attempt to fool each other's tech. A lot of status was derived from public successes, and gambling on who would provide the most accurate solution to a complex problem was a major sport. Eventually the gamble became more important than the problem, as a race with supreme mental and physical senses found a challenge in besting themselves.

Their quest for cloaking technology enabled them to discover Hyperspace at a remarkably low point on their technology tree, and they were able to carve quite a niche across the universe by selling their spying abilities to the highest bidder. No client was below their standards, and because of this they ended up establishing friendly relations with many of the less capable races. They knew that it was only a few select pieces of technology that kept the Ancients on their pedestals, and no race was ever able to meet an appropriate price to be provided with such evolution-skipping tech as Jump Drives or biological weaponry.

Still, the Torvalus were able to grab a sizeable territory before running into the boundaries established by the other Ancients. They were even known to expand beyond a friendly younger race's territory, and including it in as a protected colony.

One such planet was home to a mid-born race called the Noil. Paranoid to the core, the Noil enjoyed trade with the Torvalus, employing them to spy on rival colonies and eventually other planets. Since the Noil were a wealthy race full of skilled craftspeople and artisans, the Torvalus grew to consider them a supply colony, using them to provide raw materials for use in the construction of great space casinos and the Torvalus fleet.

These skills drew the attention of the Mindriders. Already evolved into beings of pure thought, they felt that the Noil would be perfect subjects for their mind-hosting experiments. The first Mindrider vessel to arrive was detected by the Torvalus immediately, and once it became clear what their intentions were, the Torvalus contacted the Mindrider homeworld directly, and demanded that they leave.

The Mindriders were surprised. The Ancients had gone so long without any interference from another that they did not know what to do. The Torvalus were supposed to be so engrossed in their own affairs that they would leave the Mindriders alone. They were unable to change the Torvalus' minds with telepathy (discussion was never considered), so they continued to ignore the threats. The Torvalus believed that the presence of another Ancient would invalidate hundreds of wagers that the Torvalus had placed on the Noils' evolutionary development. Eventually, the Torvalus violated the centuries-long cease fire observed by the other Ancients, and established a blockade, refusing entry to the system to any Mindrider vessel. They even refused the Triumviron, which was drawn to observe the conflict between these two powerful races.

Conflict never came. Once the Mindriders realized how serious the Torvalus were, the Mindriders simply backed down. It was not worth the loss of even a single Mindrider over the investigation of a single young race. This attitude is typical of all of the First Ones--they will do almost anything to avoid conflict. When Ancients fight, some will die, and that is unacceptable.

The advance of the Kirishiac Lords towards the beginning of the war succeeded because of this attitude. The Ancients believed that all they would have to do is to show the Lords some resistance,

and they would relinquish. This never happened. The Kirishiac were used to battle, and even though they were used to winning, they still never gave up. It is believed that the Kirishiac War could have been ended in a fraction of the time if the other Ancients had realized this sooner.

Being almost as young as the Kirishiac, the Torvalus knew the Lords' attitude well. They had spied on Kirish itself for many years before the Lords had discovered Hyperspace. One by one they watched the Kirishiac conquer worlds. Their consistent guerilla raids on Kirishiac space near the Torvalus border were the only things keeping the advance from reaching deep into Torvalus space. The Torvalus sent word to the Walkers that they had information to sell regarding an aggressive neighbor race, but that the message was ignored by the Walkers. Why pay for information when the Walkers themselves know everything? The Walkers would later regret this arrogance.

Special Rules

Torvalus Agility

Torvalus ships are AGILE, unless otherwise noted. All Torvalus vessels, including Capital Ships, may *Skin Dance*. Torvalus Medium Ships may jink up to two levels, paying the ship's Roll Cost in thrust out any thruster.

Telepathy

If playing a scenario vs. Shadows where telepathy is allowed, all piloted Torvalus ships are assumed to contain a single P15 telepath, and use the same rules as the Vorlons. The Torvalus ships do not operate under the *Limited Autonomy* rules for Vorlon ships from *Coming of the Shadows*, and cannot use a Shading Field in *Shading Mode* or activate their Transverse Drive.

Silent Running

The most careful Torvalus are able to configure their ships to almost disappear completely from enemy sensors. A single Ancient Torvalus vessel may be configured for *Silent Running* for an additional 30% of the vessel's basic point cost. When this ship is in Shading Mode, if it not only foregoes weapon fire (as is required for Shading Mode), but also all thruster activity it may declare that it is running "silent."

When "silent," a Torvalus vessel may not be detected through a sensor ping until it is within 15 hexes of an enemy ship. If it is detected, the Shading Field factor is added a *third* time to the defensive profile (once for shield, twice for Shading Mode).

The desire to run silent must be decided at the same time as the announcement for Shading mode. It is not necessary to announce this, but it must be noted. The vessel will continue without making any maneuver that costs thrust, including finishing pivots, rolls, or extended turns.

Sensor Echo

When stealth is not going to be enough, a Torvalus ship can be set up to produce a sensor echo, in an attempt to fool the enemy fleet. Any Torvalus Capital Ship may configure its sensors to generate a sensor echo for an additional 20% of the vessel's basic point cost.

An echo is represented by a counter identical to that of the root vessel, and is moved along with it. It will have the same EW, initiative, and Shading mode. It must remain at most one hex from the root vessel, but may be in the same hex if desired. It cannot fire weapons, obviously, and if the root vessel decides to fire, the echo is revealed (and therefore removed). It may also be revealed if an enemy manages to score a weapon hit against the echo, since it cannot receive any damage.

Against an enemy with Advanced Sensors, the sensor echo is only useful as long as the vessel is more than 15 hexes from all enemy ships. Against all other enemies, the sensor echo remains in play until revealed. A ship with an active sensor echo may not run silent.

Weapons & Weapon-Like Systems

Power Laser
Class: Laser
Modes: Raking (15), P, S

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.

Medium Power Laser
Class: Laser
Modes: Raking(15), P, S

A fantastic heavy weapon in its own right, the Medium Power Laser was placed on Torvalus ships without the reserves necessary to operate the more intense, higher-powered version.

Volley Laser
Class: Laser
Modes: Pulse

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 is non-interceptable.

Ultra Light Laser
Class: Laser
Mode: Raking

The Torvalus are the masters of Laser technology, and it is not more apparent than in the Ultra Light Laser. Deployed on the Stiletto autonomous drones, the ULL is quite possibly the most powerful fighter-class weapon ever developed.

Shading Field

This device projects an electromagnetic shell around the ships in the Torvalus fleet, protecting them from weapons and making them 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 degree 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 is considered to be protected by a Minbari jammer for all purposes.
- The ship may not fire weapons on that turn, although it can continue to arm them. (Typically, a Torvalus ship 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, its 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 ship 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.

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 down 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.

Shade Modulator

This device enhances the defense of ships equipped with Shading Fields. The Modulator has a rating which represents the number of defensive points the player may apply in a variety of ways.

- Blanket Shield Enhancement: The Modulator may increase the shield rating of every Shading Field within 3 hexes at a rating of 1 point per 4 points applied.
- Individual Shield Enhancement: The shields of a single ship may be enhanced at ratio of 1 point per 2 applied within a range of 5 hexes.
- Blanket Shade Enhancement: The defensive profile of all ships currently in Shading Mode may be decreased by one point for every two points applied within a range of 15 hexes.

· Individual Shade Enhancement: The defensive profile of a single ship currently in Shading Mode may be decreased at a ratio of 1 to 1 within a 20 hex radius.

The improved shield doubles as normal when the vessel enters Shading Mode. The Shade Modulator may not enhance an Alpha Shading Field, and may only provide Shade Enhancement to a Stiletto flight.

Extra points of Shade Modulation capability may be purchased for 15 points of energy each.

Critical Hits: Roll the usual 1d20 with modifiers for damage. If a 22 or greater is rolled, the device loses 1 point of shield modulation capability.

Transverse Drive

Considered by many Torvalus war leaders as a necessary indulgence, the Transverse Drive incorporates into a ship's Shading Field and Jump Drive to provide a short-ranged, near instantaneous burst of extra-dimensional movement. The ship appears to "blink" out, and appears several kilometers away in a flash of light.

After all movement is completed, but before Ballistic Weapons hit, any ship so equipped may activate its Transverse Drive.

The ship announces along which of the six hex facings it will transverse and the number of hexes that it will move (up to a maximum of 3 hexes).

The player rolls a D20, and consults the following chart:

D20 roll	Effect
1-16	Successful
17	Successful, but to the counterclockwise hex facing
18	Successful, but to the clockwise hex facing
19	No Movement
20	No Movement + Critical Hit

On any successful roll, the ship moves up to 3 hexes in the indicated direction. Note that on a roll of 17-18, the ship moves down a different 60 degrees hex facing than the player had desired.

The ship's speed and heading are not affected.

If used when the ship is in Shading Mode, the flash of light produced when reappearing can give away the ship's position. The ship will be detected if it reappears within 20 hexes of an enemy vessel.

If multiple ships are activating a Transverse Drive simultaneously, the ships will move in Initiative order.

On any turn in which a ship successfully activates a Transverse Drive, all ballistic class weapons targeting that ship will suffer a cumulative –4 to hit penalty for every hex transversed.

The activation of a Transverse Drive counts as an activation of the Jump Engine in terms of a possible malfunction caused by damage, but does not count as the opening of a Jump Gate towards the Jump Delay.

For example: A Black Rapier ends its movement in hex 1430, speed 12, facing A. At the conclusion of the movement phase, it declares that it desires to transverse along hex facing 'B'. If the ship had suffered any damage to the Jump Engine, it would make a catastrophic failure roll, but, luckily, it hadn't. To determine the result of the transversal the player rolls a D20. The result is an 18, resulting in the ship transversing instead down hex facing 'C' (clockwise from 'B'). The desired distance was 3 hexes. The ship then moves immediately into hex 1730, still at speed 12 and orientation towards 'A'. All ballistic weapons targeted at the Black Rapier suffer a –12 to hit penalty, and any vessel within 20 hexes detects the ship.

Critical Hits: Use the following chart.

D20 roll	Critical Hit
1-17	No Effect
18-20	Increase recharge rate by 1 turn.
21-22	Causes D3 points of damage to the Jump Engine.
23+	Apply both of the above two critical hits.

Enhancements

The Torvalus have had many thousands of years to customize their ships. One ship in a fleet may have an *Expert Political Officer*, although it would be more accurately titled *Expert Gambler*, since all advantages gained amongst the Torvalus are surely due to someone else's loss. One ship in a fleet may also have a *Lucky Captain* (from Showdowns-4), and may pay for it at the Dilgar's cost.

Starships & Fighters

Dark Knife
Base Hull (Unlimited Deployment)

The main Torvalus vessel existed in multitudes for centuries before any of the other Ancients knew of its existence. Arguably the most agile ship of its size ever deployed in great numbers, what the Dark Knife lacks in offensive capability it more than makes up for in defense. The inability of its foes to inflict damage until within dangerously close range enables the Torvalus to overcome their less-than-extravagant Fire Control and Sensor abilities.

Black Rapier
Base Hull (Unlimited Deployment)

One original Torvalus ship, the Black Dagger, was so successful in fulfilling its stealth mission that it was eventually redesigned for front-line combat duty. The new Black Rapier was fitted with the power plant from a Dark Knife, enabling the use of heavier weaponry and an improved Shading Field.

Shrouded Saber
Base Hull (Unlimited Deployment)

The Saber was developed as a test bed for the more advanced Torvalus systems. Though never intended to exist in vast numbers, it did eventually (through the loss of a wager to the Saber's chief proponents) gain a role as a system defense vessel. It is believed that squads of Sabers had been engaging in strike missions against the Kirishiac before the Torvalus even acknowledged that there was a problem.

If playing a scenario or tournament where the number of fighters is determined by the ship capability, the Torvalus Saber may be configured to control up to 12 Stiletto Drones or as few as zero. See the Stiletto Drone for more details.

Veiled Scimitar
Saber Uncommon Variant

The Torvalus ELINT ship is a modified Saber. Equipped with an ELINT sensor suite and a Shade Modulator, the Scimitar typically hides amongst the Torvalus fleet and provides enhanced defense. It is relatively poorly armed, and would be served well by some of its own protection.

Stiletto Drone
Base Hull (Unlimited Deployment)

An incredibly advanced stealth system and powerful autonomous propulsion was fitted to an Ultra Light Laser Cannon, and has earned the name "Stiletto." Very few of the other Ancient races had ever seen one and known what it was until the Torvalus officially joined in the Kirishiac War. They exist in a constant state of Shading, and are often dismissed as sensor anomalies by anyone who doesn't know what they're looking for.

The Torvalus have fitted a hybrid Jump Engine/Shading Field onto the Stiletto drones. In any turn in which a flight of Stilettos doesn't desire to fire its weapons, it may be considered to be *Shaded*:

·   An enemy ship may only detect the flight if within 15 hexes (use the rules for the Shading Field).
·   Use the reduced defensive ratings when being targeted (the ones in parentheses).

Capable of existing on their own for centuries, Stiletto drone flights are not transported into battle by any sort of carrier. They may be guided to enter or exit Hyperspace by any other Torvalus ship, leaving or entering at the same time. In scenarios requiring that a certain percentage of 'fighters' be present, use this ratio:

Ship	Maximum Stilettos
Dark Knife	24
Black Rapier	6
Shrouded Saber	0
Shrouded Saber (optional)	12
Veiled Scimitar	0

At the beginning of the scenario, the Torvalus player must designate which ships are controlling which flight of drones. This need not be announced until the time at which a controlling ship is destroyed. As usual, it requires that the Torvalus player be extremely honest.

While the controlling ship is functional, the Stiletto drones are immune to dropout. However, when the ship that they are linked to loses its C&C or is otherwise destroyed, the drones must test for dropout as normal.

A Stiletto Drone contains no crew, and can never contain a Telepath. They may never have any ship or crew enhancements.

Chapter Five: The Mindriders

Eons ago, when the Mindriders first evolved beyond the physical, they often gathered together in great groups. The free and instantaneous exchange of thoughts granted them by their immaterial forms was very attractive. However, after centuries of traveling from group to group, all of the Mindriders knew each other intimately, and there was nothing left to discover from each other.

Unique amongst the Ancients, the Mindriders were able to push their evolutionary development into beings of pure thought before they achieved Hyperspace technology. They refer to the moment of ascendance as "The Great Birth," and consider themselves to be an entirely different species from that which they were before.

After the Great Birth, they quickly reached Hyperspace and the stars beyond their native system, joining the galactic community as an enlightened race. They were deeply philosophical, and anxious to learn all that they could from their more experienced brothers. The Vorlons, their seniors by a narrow margin, slighted the Mindriders once it was determined that they could not be dominated. The Walkers were already off on their survey missions and nearly impossible to find. They were finally able to find solace in the members of the Triad, first separately and then eventually when the Aspects had unified.

They learned all that they could from the Transcendent Beings over a period of thousands of millennia, and still yearned for more. Some moved *Beyond the Rim*. Some sought enlightenment in the greatest mystery, death. Finally, the mind-hosting experiment that would give their race the name by which we know them was conceived. They would separate into small groups, and investigate all of the races throughout the galaxy, joining together again every so often to exchange information. It is in this manner that the Mindriders spent countless years.

The Mindriders were basically unaware of the Kirishiac War until it was upon them. Forced out of their experiment to defend their home planet and those races they thought dearly of, they dealt with the Kirishiac decisively.

After the war, more and more Mindriders would leave *Beyond the Rim* every year. In the last centuries before the last Shadow War, they would spend increased amounts of time hidden deep in the psyches of alien races or back in their cold, hollow spacecraft. They were distraught by the state of affairs in the galactic community that they had so loved, and had been keeping to themselves until Lorien called upon them.

Special Rules

Special Hull Arrangement

Viewed from above, Mindrider ships are radially symmetrical, and thus possess a special structure arrangement. Instead of the usual 60 degree forward/aft and 120 degree port/starboard layout, they typically divide these four structural areas into different segments. Where this differs from the norm, a diagram showing how to resolve incoming fire will be shown 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.

Mindrider Ship Systems

Although they are beings of energy, the Mindriders experience great discomfort existing in a vacuum, and encase themselves in ships from inside which they may travel the universe, even though these ships are rarely more than a hollow shell.

The interior of a Mindrider vessel is hollow, occupied only by the beings themselves. There are no "systems" on a ship of this type, only the Mindriders who have taken over the duty to perform these tasks. The reactor is simply a convenient way of representing the total amount of mental power possessed by this particular collection of beings. The engine is the amount of energy set aside for their telekinetic method of locomotion. The C&C is where the largest concentration of decision-making individuals are. All systems present in a normal style of ship are still there, represented by the familiar icons, and damage to those systems have the same effects.

Mental Balance

Mindrider units suffer no penalties from being pivoted, rolling, or performing any other maneuver.

Telepathy

If playing a scenario vs. Shadows where telepathy is allowed, all piloted Mindrider ships (not including Thought Projections, obviously) are assumed to contain a single P15 telepath. They are not subject to the same rules as Vorlons, however, and may still pilot their ships as normal. This ability is lost if one C&C suffers even a single point of damage, after which they use the rules for Vorlon telepaths.

The power of Mindrider telepaths allows them the option of taking telepaths versus Primordial Shadow vessels, when the Shadows themselves were piloting their ships, something that the other Ancients are unable to do. However, the difficulty of this ability limits the telepaths to using the rules for the younger race telepaths vs. normal Shadow vessels, with a maximum purchased rating of P5.

Constrained ELINT

All Mindriders are telepathic, and have exceptional mental links with one another. Because of this they are able to assist each other with various sensor information. In game terms, most Mindrider vessels are able to perform some sort of ELINT functionality, although not as efficiently as a normal ELINT vessel.

Although all ELINT support generated by a Constrained ELINT ship functions as normal, the ship must apply more points of EW toward the target.

- Offensive ELINT support is gained at 1 point per every 3 points of offensive EW applied against a target. A lock-on is achieved on friendly vessels with one point as normal.
- Defensive ELINT support is achieved at 1 point per every 3 points of defensive EW applied to a friendly ship.
- An enemy vessel's EW may be disrupted at a ratio of 1 point per 4 points of EW applied.
- Blanket EW protection is achieved at 1 point per every 5 points applied.

Essentially, all vessels with Constrained ELINT capabilities must apply one more point of EW to a target for each desired point of effect than a normal ELINT ship. All procedures, ranges, combinations, and other limitations apply as normal.

Weapons & Weapon-Like Systems

Second Sight
Class: Telepathic
Mode: Special

The Mindriders have spent eons perfecting their telepathic abilities, and are probably the most adapted at reading the minds of alien creatures, including other Ancients. In times of desperation, a large collection of Mindriders will concentrate their mental energy and attempt to predict the actions of their enemies.

The Second Sight "device" is activated in the Weapons Fire segment as usual. There is no to-hit roll required, as it affects all vessels on the map.

- All vessels with Advanced Armor (or better) suffer a –2 Initiative Penalty. This includes all enemy Mindrider vessels.

Every other vessel suffers a −(1d6+2) Initiative Penalty. Resolve the die roll for each ship/flight individually. For example, if a ship rolled a 6, it would suffer −8 to its initiative.

If there is an Initiative tie between a Mindrider vessel and an enemy, the Mindrider automatically wins (regardless of Initiative Modifiers or the presence of special officers or crew). If both vessels are Mindriders, in the case of the infrequent civil wars, the tie is resolved as normal.

All modifiers are cumulative with additional Second Sight activations, and occur during the following turn only. For the bonuses to be applied, the Mindrider vessel operating the Second Sight must still be in existence during the appropriate Initiative Phase (when it communicates its findings to the rest of the fleet), although the Second Sight system itself may have been destroyed in the previous turn. It cannot be intercepted.

Critical Hits: Roll the usual 1d20 with modifiers for damage. If a 21 or greater is rolled, the device adds 1 to its recharge time, and is cumulative with additional rolls.

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 on each of the ship's 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 30 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.

A Mindrider ship'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.

Shield Reinforcement

Some Mindriders have been known to prioritize their safety and the safety of others higher than the norm. They spend their efforts perfecting the Thought Shield that they use to protect themselves, believing that the ablative nature of that defense is not as beneficial as they'd like.

These Mindriders have developed the ability to harden or "reinforce" a Thought Shield. The capacity of reinforcement is indicated by the number of undestroyed boxes in the Shield Reinforcement system. Each box represents a point of Thought Shield that can be enhanced, and is allocated as follows.

During the Electronic Warfare Segment, the Shield Reinforcement allocates a number of points with which it will enhance a friendly ship's Thought Shield. The ship must be within range and the number of points must be a multiple of the number of sections on the target ship. All Thought Shields must be reinforced equally. This must be announced as normal (unless using secret EW).

- The target vessel must allocate enough Thought Shield on all shield arcs to cover the amount of reinforced shield. If this is not done, then the Shield Reinforcement fails.
- Both vessels must end their movement phase still within the Shield Reinforcement's range.

The recipient ship then gains the benefit of an EM shield with a value equal to the number of reinforced shield points applied to each arc. This shield reduces the vessel's profile and all incoming damage as normal. These shields are present even after all other Thought Shield points are removed.

For example, a Consortium decides to improve a Thoughtforce's Thought Shield. It allocates 16 points towards the Thoughtforce, 3 points towards itself, leaving an extra single point which goes unused. The Thoughtforce allocates its shields with 40 in both Fore shields and 10 in both Aft shield systems. The Consortium allocates its shields as normal. The ships end the movement phase 10 hexes of each other, well within the 20 hex range. The Thoughtforce then has an EM shield of 4 on all four ship sections, and the Consortium has a 1-point EM shield on all three of its ship sections. The Thoughtforce is then hit from the Aft-Port section with three pulses from a Shadow Heavy Phasing Pulse Cannon. The first pulse of 18 points is reduced to 14 by the EM shield ability (operated by a First One, so it is not ignored), and then removes all of the 6 remaining points of Thought Shield (the first four being turned into the EM shield effect), applying 8 points of damage to the ship. The next two pulses are both reduced to 14 points as well through the EM shield, but aren't affected by the Thought Shield as it had been removed by the previous pulse.

Walker Chromatic Pulse Drivers set in Scanning Mode are able to remove these reinforced shield points, but only after they have successfully tuned-out every other Thought Shield point.

In the same battle as above, a Walker Mapmaker flight fires at the Consortium after the Walkers had tuned out 12 Thought Shield points, hitting with two Light Chromatic Pulsars. The first scores 8 points of damage. This is reduced to 7 through the EM shield effect. The 14 remaining Thought Shield points are reduced by 12 to 2, so the first Chromatic Pulsar removes these two points, and applies 5 damage to the ship. The second LCP scores 4 points of damage which is then reduced by 1 through the EM shield, applying 3 points of damage to the ship. Note that any Shadow vessel shooting at this ship would still need to reduce the 12 points of Thought Shield that the Walkers ignored.

There are no critical hits to the Shield Reinforcement system. Any damage to the system reduces the maximum number of points that it can distribute. If two Shield Reinforcement systems attempt to enhance the same vessel, only the one with the highest allocation succeeds.

Thought Wave
Class: Plasma (Ballistic)
Mode: Flash

The Mindrider telepaths are capable of creating an explosion of mental energy. Originating at the center of a Mind's Eye (the only concentration of Mindriders large enough for such a feat), this telekinetic explosion radiates out in all directions, potentially damaging all non-Mindrider vessels on the map. (Mindriders are immune to the effects.)

Effectively a spatial disturbance, most vessels are capable of maneuvering in such a fashion as to minimize any damage from the Thought Wave, and defensive electronic warfare can often degrade the effects. The desire to fire a Thought Wave is announced during the Ballistic Launch segment, and all ranges are computed from the origin hex. The chance to hit is calculated as follows:

- 15 (base chance to hit)
- - Range Penalty (-1 per 3 hexes). It is affected by the Torvalus Ancient Jammers.
- + Offensive EW applied to target
- - Target Defensive EW
- - Target Current Initiative
- + D20 (rolled once per turn for ALL targets)

If the total of the above calculation is greater than 0, then the target is hit. This is not as complicated as it may seem.

For example, a Mind's Eye decides to use a Thought Wave. During the Ships Fire section of the combat turn, the Mindrider player rolls a D20, getting a 5. He adds this to 15, for a total of 20. This is the base effectiveness of the Thought Wave for that turn. The Mind's Eye had targeted a Nova eleven hexes away with 6 OEW. −4 for Range Penalty, +6 OEW gives a total of 22. The Nova has 5 points of DEW, and this turn's Initiative is 15. Subtracting these totals from 22 gives a 2, which means that the Nova has been hit. An Omega eight hexes away from the origin of the Thought Wave that was not targeted by the Mind's Eye, had 4 DEW and an Initiative of 13. 20 −3 (Range) − 4 (DEW) −13 (Initiative) for a total of 0, so the Omega managed to maneuver out of damage.

Any target hit by the Thought Wave takes damage equal to 3D6 divided by 3 times the target's defensive profile (facing the firing ship). This is resolved as Flash damage. Vessels with Advanced Armor (or better) take only 3D6 divided by 5 times their Defensive Profile, dropping any fraction. The damage from the Thought Wave is degraded by technology even as mundane as the EA Energy Web or Gravitic Shields, so all modified values are used.

The first Nova from the above example was hit from the starboard side, the 3D6 roll was a 14, and therefore would take a single Flash-mode hit of 65 points (14 divided by 3 = 4.67 times the facing profile of 14 = 65). As it was 11 hexes away, the Plasma-effect is that the damage degrades at −2 points per hex, so the Nova only takes 65-22=43 points of damage.

Only one fighter in a flight is hit, as usual, but the Flash-mode collateral damage may still affect the other fighters.

Critical Hits: Roll the usual 1d20 with modifiers for damage. If a 21 or greater is rolled, the base to-hit number is reduced by 5, and is cumulative with successive rolls.

Telekinetic Cutter
Class: Particle
Mode: Raking

Similar to the Hyperplasma Cutter favored by the Triad, some Mindriders have perfected directing some of their mental energy in the form of a beam. Not close to being as powerful or as versatile, it still is a compelling weapon.

Trioptic Pulsar
Class: Particle
Mode: Standard

This small weapon is strictly defensive in nature, and generally operates 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.

Ultra Pulse Cannon
Class: Particle
Mode: Pulse

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. 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 *Rules Compendium* for more information on this procedure.

Minor Thought Pulsar
Class: Particle
Mode: Standard

The "weapon" used by the Thought Projections is created using mental exercises similar to those that power the Thought Pulsar. The disconnection from a pure source of power, the Mindriders themselves, greatly reduces the range and effectiveness of the pulses. The controlling Mindriders are able to vary the accuracy and damage of this weapon, as explained in the Thought Projection rule *Concentrating Fire*.

Enhancements

One Consortium ship may contain a *Religious Leader* as if it were Minbari. All enhancements are purely optional, and are never used in tournaments unless specified otherwise. Combat Point costs are determined as normal.

Improved Thought Shield

The Mindriders on a particular vessel may be extraordinarily adept at protecting their ship with Thought Shield. The maximum Thought Shield rating on any location may be increased. The point cost for this enhancement is the new maximum rating multiplied by the number of Thought Shield arcs. No system may have its maximum increased by more than 5 points, but they may be increased unequally.

This enhancement may not be used by fighters.

Starships & Fighters

Thoughtforce
Base Hull (Unlimited Deployment)

The main vessel for the Mindriders is called Thoughtforce. Whether this ship resembles the original vessels that the Mindriders rode through their system before the Great Birth, or possibly the Mindriders themselves, they will only hint. It is clear, however, that it is formidable in combat, both very well defended and capable of dealing a tremendous amount of damage.

Mind's Eye
Base Hull (Restricted Deployment: 33%)

Millennia ago, when large numbers of Mindriders desired to spend long periods of time together, they would often synthesize a great, hollow sphere to provide physical protection. Hundreds or thousands of them could then use the sphere as a safe vessel with which they could wander the universe.

The Mind's Eye (roughly translated from Kirishiac, the Mindriders having abandoned the concept of language millennia ago) appears as a huge, cracked sphere. Surrounded by one or more brightly glowing rings of energy, the size and detail of the main sphere varies considerably according to the mood of the crew. If docile, it can appear as a softly glowing cloud. If they are enraged, however, the sphere will contract into a dark core, and fire will pour from the cracks over the surface; barely able to contain the inferno held within.

The occupants of a Mind's Eye project their collective mental state on the surface of the sphere, collapsing it when angered or expanding when docile. The Kirishiac called this the Mind Rage, but it may have actually been Kirishiac arrogance since there is no proof that the Mindriders ever performed this manipulation for anything other than the obvious combat effectiveness or psychological intimidation factor.

When the Mindriders choose to contract the sphere, they do so by expending energy normally reserved for movement, venting Engine Thrust into the Mind Rage. There are various levels of contraction, each requiring the amount of Thrust necessary to make a turn at a particular speed. For example, if a Mind's Eye is moving at speed 4, its Turn Cost of 4/3 Speed would mean that it would require 6 Thrust to make the first level of contraction. Having 16 Thrust, the Mind's Eye could forego maneuvering altogether and achieve two levels of contraction. If the Mind's Eye was moving at extremely slow speeds, the Thrust required to achieve a single level of contraction would be a minimum of 2.

For each level of contraction, the Mind Rage provides:
- +1 point of Thought Shield on all six Thought Shield Arcs. This increases the maximum value of the shield on each location (as no location may be increased to more than double its maximum value).
- Decrease all Defensive Profiles by 1 point.

For every third level of contraction:
- All armor values are increased by 1 point.

The degree of contraction must be announced and paid for at the moment the Mind's Eye finishes its move. While contracted, all structure, ramming, and maneuvering values remain constant, including Initiative Bonus and Engine Efficiency. In any turn that the vessel has 3 or more levels of contraction, it is not considered an Enormous Unit but instead as a Capital Ship, for Skin Dancing, unintentional ramming, and all other rules. Vessels wishing to target a Mind's Eye always use the Fire Control for a Capital Ship.

It was not an uncommon sight to see a Mind's Eye stop moving altogether, and contract from a ship of battleship size to that of a small fighter. At this size, the surface of the sphere is the darkest black, and the rings surrounding the vessel burn with the white-hot intensity. It is not difficult to imagine the Kirishiac Lords interpreting this as a negative activity.

The Mind's Eye, being essentially a featureless sphere, has six separate exterior sections. All shots coming from vessels within the appropriate arc hit the appropriate section. Shots eligible to hit more than one side may be allocated to either side, chosen by the Mindrider player. All shots from the same enemy ship must target the same side. Unlike a Vree saucer, destruction of a side structure removes all systems on that side, although some systems (port and starboard thrusters, for example) exist on more than one side and would remain until both side structures are lost.

A Mind's Eye also has six Thought Shield arcs, providing a greater pool of shield points to distribute. Like Thoughtforce, the Mind's Eye has no Pivot Cost, but is still limited to one pivot per turn.

The occupants of the Mind's Eye have combined mental power of such a level as to rival anything fielded by any other race. As such, they are able to communicate with the other ships in their fleet, and can provide assistance when necessary. The Mind's Eye acts as an Ancient ELINT ship.

Consortium
Base Hull (Restricted Deployment: 33%)

When the Mindriders have extremely important topics to discuss, they often form this hull in which they conduct their business. It is not surprising that the more defensively-minded members of society have a tendency to occupy these ships as well, interested in protecting the elite from other races.

The Consortium is a Heavy Combat Vessel with three evenly spaced sides (instead of the usual 2). When targeting and damaging a Consortium, the arc diagram on the SCS will indicate which section is hit. If an attacking vessel lies in a boundary hex, the Mindrider player may decide which section is hit but must allocate all hits from that ship to the same section in a single turn. In the case of the two forward-side sections with multiple thrusters, those shots coming in from the traditional 60 degree forward arc hit the forward thruster, with boundaries decided by the Mindrider player.

Wheel of Thought
Base Hull (Unlimited Deployment)

The smallest of the common Mindrider vessels, the Wheel of Thought gets its name not from its shape (looking more like a four-pointed star), but from the fact that it is continually pivoting. Lightly armed, but highly maneuverable, the Wheel provides an interesting combat counterpoint to the traditionally stagnant Mind's Eye. They are usually deployed *en masse*, and make excellent use of pack tactics. The Wheel of Thought is an Agile Medium Ship.

A Wheel of Thought is constantly performing a Pivot Maneuver, which must be resolved at the end of every movement phase of the combat turn. The Mindrider player is free to choose the orientation of the pivot and, as the Wheel is an Agile Ship, to pivot more than 60 degrees at a time (as a Snap Turn). The Wheel has no Pivot Cost, so may pivot up to 180 degrees in a single turn without the expenditure of thrust. A Wheel of Thought *must* pivot every turn.

Thought Projection
Base Hull (Unlimited Deployment)

The Mindriders were the first of the Hyper-evolved races to achieve the pure energy form, and in the many millennia since they have sought to further their own development. They are capable of using their mental abilities to pull energy from their own beings, similar to the Triad and Lorien, but at a very lesser extent. The projections have little physical form, and it takes a great many Mindriders to form even a single manifestation, let alone control it. As such, only the largest congregations of Mindriders are able to create what the other races call "Thought Projections."

They appear as spheres of yellow-white light, and are deployed in flights as fighters. Having no actual systems or armor, the Projections' main advantage is their extremely small profile. To damage the Projection, it is necessary to hit at the very core of the light source, deep within the corona.

Thought Projections are protected by a lesser version of the Thought Shield. This system absorbs 9 points of damage from any angle, and is replenished every turn as normal. The Thought Shield is reduced by damage before armor is applied.

A Thought Projection can fire off a small portion of its energy in the form of a collection of particles, referred to as a Minor Thought Pulsar. This is an extremely difficult feat for the controlling Mindriders, so the accuracy and number of shots vary with the amount of maneuvering performed by the Projections. For every three points of Free Thrust not used by a Thought Projection flight, the Mindriders may choose to do one of the following:

· Increase the flight's Offensive Bonus by +2. These modifiers are cumulative.
· Increase the Rate of Fire by +1.
· Increase the damage bonus of a single shot by +5. This is not cumulative.

The offensive increase may be decided upon just as the Thought Projections are about to fire.

Each classification of Mindrider vessel is able to control a limited number of Thought Projections. Use the following chart:

Ship	Maximum Thought Projections
Mind's Eye	24
Thoughtforce	12
Wheel of Thought	0

It does not need to be decided upon which ship the Thought Projections reside at the beginning of the game, as they may be created at any time as long as the appropriate number of Combat Points are paid to purchase them.

If the vessel that originally created the Thought Projections is destroyed, then control may be taken by another friendly Mindrider ship providing that the ship is not already controlling its maximum number of Thought Projections. If all friendly Mindrider vessels are destroyed, or if they are all controlling their maximum number of Projections, then the flight must immediately drop out. It is possible for a ship to drop control of a flight in favor of a less damaged one or one in a more advantageous position. All Thought Projections that drop out in this manner are gone for the remainder of the scenario, and may not be brought back if another flight is destroyed later.

A flight of Thought Projections does not use Hangars to enter or exit from a larger Mindrider vessel. Instead, they simply appear in the hex with the vessel in the Hangar Operations segment of the combat turn, and all vessels suffer the usual penalties. Thought Projections wishing to return to the controlling vessel may be recalled immediately in the Hangar Operations segment of the combat turn, regardless of the distance between them and the ship. They are removed from the board, re-integrated into the energy pool, and are still considered to be controlled by the vessel. It is possible to release control of a recalled flight in favor of another flight, as outlined above.

The Mindriders controlling the Thought Projections are far too busy to perform any other mental exercises, and are therefore unable to function as Telepaths (at least not originating from the Projections themselves). This does not affect the other Mindriders aboard the controlling vessel from doing so. Thought Projections still must test for dropout, as damage is painful to the Mindriders from whom energy was drawn to create the manifestations. When testing for dropout, use only the Projection's structure boxes, not the Thought Shield boxes.

Chapter Six:
The Triad

The physiology of the members of the Triad is difficult to understand. They were born in the vacuum of space, back in a time when only a few creatures existed. They can travel through space under their own power. They can see through the barriers between dimensions, and can travel back and forth with minimal effort. Their psychic abilities are so advanced that they are able to manipulate matter and energy at the sub-atomic level, converting one into another with just a thought.

These efforts are, of course, very difficult, and they can tire quickly. The more complicated the patterns being formed, the more strain placed on the Tri's will. The subtleties involved in creating even the most simple life forms through this direct manipulation method are beyond the Triad, and they have never been known to reproduce through the less complicated methods.

At the time of the Triad's genesis, Lorien and his people were already old, and they welcomed the Triad into the galaxy as new members of a family. It is known that the members of the Triad did not get along, and it wasn't very long before they left the direct tutelage of the original beings to try and find their own answers.

They spent many centuries exploring the galaxy. They met many new races, and tried to assist as Lorien and his people had with them. Occasionally there would be conflicts. As they avoided direct contact with these young races, they would create physical avatars to represent their interests on the same level as the other races. The precursor to the Encounter Suit, they felt that appearing in their true form would be too intimidating. (Lorien was essentially doing the same thing when appearing to the Army of Light as a humanoid.)

When personal contact turned to war, the Triad would create larger avatars and give them a rudimentary behavioral pattern. These constructs would take the place of space vessels, and therefore could be used to "fight" against the younger race. Not complicated enough to be considered a life form, the constructs are best thought of as extremely complicated toys which are wound up and set against an opposing force. Without a Tri there to continually wind them, the constructs would eventually collapse back into the base matter from

which they were derived (although this may take some time).

The three Aspects of the Triad (Order, Chaos, and Neutrality) dealt with these conflicts differently, but the goals were almost always the same; to teach the younger race and to perhaps learn something themselves. Eventually, they joined together as the unified Triad, and, for a short while, they continued to wander the galaxy, anxious to teach the current batch of younger races through the benefit of their newly found enlightenment.

This did not last. They were bothered greatly by the results of the Kirishiac War. It had been mishandled. Too many of their charges had died. Perhaps their direct intervention was no longer required, and that the galaxy would best be served if they took a more passive stance.

At the time of the last Shadow War, the Triad had been joined for millennia. They hadn't directly fought in a battle with another Ancient since the Kirishiac War so long before, and had resolved to allow the other races to defend themselves. If necessary, they would serve as the galaxy's constables, and moderate whichever conflicts would arise, be they amongst the First Ones or between the Ancients and a younger race. It had been centuries since any of the Triad had formed a construct that was anything other than the newest Triumviron, and they found that they no longer could find the energy. Humbly, they would support the newest war effort from their single craft.

Special Rules

Triad Vessels

If one were to look inside a Triad vessel, the first thing you would notice is that there aren't any hallways or crew. In fact, a Triad vessel was usually designed by the Tri from the molecular level to perform a certain function. For the ships presented in this volume, this function is usually to fight against some upstart young race (since the Triad consider anything not themselves or Lorien to be a young race).

Pulling energy from its essence or the surroundings, the Tri can form matter into complex arrangements, give them a mission, and the ability to act out various commands. While these can give the illusion of life, they aren't alive. (Creating life is extremely more complicated than putting together

a rudimentary gravitic drive.) These automations are designed to fight the enemy race on their own terms, because interfering directly would either be unfair, unsportsmanlike, or unsatisfying.

While a Tri may produce a construct in which it will travel itself, like the Triumviron, there is no actual need since a Tri can enter Hyperspace and travel at staggering speeds without the need of a ship. Their vessels can be more comfortable, however, and once they are constructed they require very little effort to maintain. It can be assured, however, that when confronted with a battle, the Tri will not be present in any of its vessels, and will instead be directing the ship's actions from a great distance away.

All systems aboard a Triad vessel function with an efficiency beyond comprehension to any non-Transcendental Being. There is a finite amount of energy present, however, so all ship systems operate in game terms as normal, with power requirements noted in diamonds in the usual way. The constructs suffer critical hits and other penalties in the same manner as normal ships. Just because there is no crew, it doesn't mean that the intelligence running the ship doesn't get overwhelmed.

It is exhausting for a Tri to maintain control over a sizable fleet for an extended period of time. It may not be able to continually rebuild what it has created (limited by regular and Structure Self Repair), so it may simply lose a battle. When this happens, the Tri attempts to absorb any matter left over from its destroyed creations, usually content that it has taught the young race some valuable lesson, and it moves on. A member of the Triad is only truly in danger from another Tri, Lorien, or some extremely cleverly laid trap set by a determined First One race. (The Walkers of Sigma 957 were known as the only Hyper-evolved race to cause a Tri to retreat in fear of its life.)

Whenever possible, all Triad weapon systems have been named in a normal Babylon 5 Wars convention, and presented on the ship control sheets with derived icons. For example, the Solar Blaster's construction and beam appearance holds very little in common with the Drazi Solar Cannon, but they do share a common effect (damage suffered is passed on to structure), and the Triad's weapon has been named accordingly.

The exhaustive listing of all ship configurations ever utilized by all the members of the Triad would be huge, and could fill several Variants books on their own. The ships presented here should be considered only a starting point.

All Triad ships are considered base hulls with unrestricted deployment. They do not use the normal variant or deployment rules.

Triad Aspects

The members of the Triad share many common features, but also many differences. It is the sharing of these that makes them so unique in the Universe. For the purposes of our limited understanding, the Triad can be considered in three different aspects: Order, Chaos, and Neutrality. When separated, they will follow one of these three aspects, but when together, they are referred to as Unified.

When playing the Triad in a game of Babylon 5 Wars, it is necessary to determine whether you are playing a unified or divided Triad. If playing in the *Primordial* Age, divided is the only option. In *Ancient* times, either is a valid choice.

- Divided Triad. The player must pick a single Triad Aspect (Order, Chaos, Neutrality), and choose vessels from that aspect's ship list only. Lesser Triumvirons and the Triumviron itself are unavailable.
- Unified Triad. The player must take the Triumviron as one of the fleet's capital ship choices. After that they may choose from any aspect's vessels as long as no single aspect consists of more than double any other or more than 50% of the total fleet. For example, the fleet may consist of Triumvirons and a single aspect as long as that aspect's ships number less than half of the total point value of the fleet. Any number of Lesser Triumvirons (a ship class to be presented in a future product), and its variants, may be taken.

Triad Capital Ships

All Triad capital ships are given more sophisticated control systems by their creators, and are capable of supporting a fleet autonomously. The following rules apply to all Triad capital ships:

Jealous ELINT

If a ship is designated as a Jealous ELINT vessel, it has a sensor suite with the capabilities to function as an ELINT ship, but it will not do so during every turn. Only one Jealous ELINT vessel per every four may provide ELINT support to a fleet during any given turn. The decision as to which vessel will be an ELINT ship must be made during the EW Determination segment of the Combat Sequence. Triad vessels noted as being regular ELINT ships may do so without any effects, and do not count towards the Jealous ELINT limitations in any way.

Lend Structure Self Repair

A Triad capital ship may loan its Structure Self Repair to any friendly vessel within 5 hexes, including any other Triad capital ship. The vessel must still be in existence during the Adjust Ship Systems segment (any ship that lost all of its Primary Structure during the Combat Step is destroyed before this segment). Fighters are considered to be made up completely out of structure.

Command Node

Every turn, the Tri controlling the fleet concentrates more effort on a particular vessel. Once a turn, during the Initiative segment, nominate one Triad capital ship to be the Command Node for that turn. That vessel gains a +2 initiative modifier, and may swap initiative totals with any other friendly Triad capital ship (after all rolls are made).

Triad Fighters

None of the Triad vessels presented here are equipped with hangar systems, since it is not a necessity that the fighters land or be launched from a ship. Any number of fighters may be taken in any scenario unless otherwise specified. If there is a scenario guideline that a certain percentage of fighters be present (a tournament, for example), then use the following ratio:

Triad Vessel Size	Number of Fighters
Medium Ship	0
HCV	6
Capital Ship	12
Triumviron	24

Super-heavy fighters count as 2 normal fighters when computing the number allowed in a scenario.

Triad fighters do not have Jump Drives, but may be assumed to transition from one dimension to another along with any friendly ship, as long as the flight ends its movement in the same hex as the friendly ship. They will end up in the same hex as the friendly vessel in the new dimension.

Triad Telepathy

Triad vessels are unmanned automatons, and therefore never contain a telepath. Each Tri is a powerful psychic being, however, and may exert control over a Shadow vessel. Against Ancient Shadow ships, a Tri has an effective rating of P20, and P10 against Primordial Shadows. Its range and arc are unlimited, since it is exerting its will from some safe haven off of the board.

Structure Self-Repair

The Triad is able to repair their ships 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 Triad 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 vessel 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.

Weapons & Weapon-Like Systems

Advanced Particle Blast Gun
Class: Particle
Mode: Standard

Sometimes what is simple is what is best. The Advanced Particle Blast Gun fires a small, concentrated mass at its target, scoring damage in Standard mode. The Triad usually put these weapons on turrets to exploit their superb intercept ability.

Antimatter Slicer
Class: Antimatter
Modes: Raking (20), Piercing

In a manner similar to common Antimatter weapons, the Triad construct this weapon to fire a tight stream of antiprotons at its target, tearing matter apart at the atomic level. The more accurate the hit, the deadlier the shot becomes.

The weapon scores $4X+20$ damage in Raking (20) or Piercing mode. As explained in the *Rules Compendium*, the X represents the difference between the number needed to hit and the actual to-hit roll. If the target number was 15, and the to-hit roll was a 10, then $X=15-10=5$, and damage would be $4x5+20$, or 40 points. Due to the massive power reserves available to the Triad vessels, there is no maximum X. A missed shot (i.e. negative values of X) scores no damage.

There is no range penalty for shots taken within 15 hexes. From hexes 16-30, there is a –1 per hex penalty, and for hexes 31 and above there is a –2 per hex penalty. Antimatter weapons without lock-on double the *range*, not the range penalty.

Antimatter Wave
Class: Antimatter
Mode: Flash

This weapon fires a massive ball of antiprotons at its target. The result of a hit causes segments on the target vessel to explode, damaging other vessels in the target's hex. The Antimatter Wave scores $5X+10$ damage in Flash mode. The X value is limited to 25 due to the finite anti-energy contained in the volley, and represents the number that the shot hit by (see Antimatter Slicer). A missed shot scores no damage. Antimatter weapons without lock-on double the *range*, not the range penalty.

Asteroid Salvo
Class: Matter
Mode: Ballistic

The Triad Aspect of Neutrality enjoyed experimenting with weapons and systems that the younger races it encountered had developed. Ballistic weaponry was one concept that the other aspects, in general, felt was wasteful. Neutrality liked the idea of confronting opponent vessels with matter drawn from itself. It wasn't as fleeting as using energy weapons, for what was made remained after the damage was done. Admittedly, this diminished from the Tri in total, but only until the matter was re-absorbed.

Perhaps the most grand matter weapon ever, the Asteroid Salvo launches a small hyper-dense projectile, which expands into an immense field of basic rocks and other debris at the target hex, surrounding an actual asteroid. The asteroid is launched at a hex, not a target, in the same manner as a Narn E-Mine. During the ballistic fire resolution step of the combat sequence, roll a D20 and consult the following table.

To-hit roll (D20)	Result
1-15	On target
16-20	Scatters (see below)

Scatter roll (D10)	Result
1-6	Scatters D5 hexes along the appropriate hex facing
7-10	No effect

Damage in the initial round is scored in Matter mode. All vessels in the target hex take 50 points, those in the 1 hex radius surrounding take 20 points, and those in the hexes 2 hexes from the target hex take 10 points of damage. If the shot did not scatter, the target hex becomes filled with an *asteroid*, blocking line of sight as usual. The hexes surrounding the target hex are filled with *meteor swarms*, and the next hex out is filled with *dust clouds*. See the Rules Compendium for details on these terrain features. All effects take place at the

beginning of the next turn (including blocked line of sight), and the terrain features remain for the rest of the scenario.

Vessels with Advanced Armor suffer terrain damage as stated in the appropriate rules sections (as if operated by a First One), while vessels without suffer double terrain damage. When detonated inside a Walker Energy Draining Field, as stated in that system's rules, the asteroid is generated and all damage is done in the target hex only. There is no spreading of debris or damage into surrounding hexes due to the dampening of the weapon's energy, although the asteroid still blocks line of sight as usual.

A weapon of this power would have the capability to inflict massive damage on an inhabited planet, but the Triad would never use it in that manner. (Of course, if they really wished to harm a planet, they could simply remove its atmosphere at their leisure.)

Flare Generator
Class: Electromagnetic
Modes: Shield/Raking(20)/Flash

The Triad Aspect of Order protects its ships with Electromagnetic shielding, which is visible as a bright aura surrounding each vessel during normal operation. As is usual with the Triad, the system producing the shield effect is much more flexible than a traditional implementation. The vessel can cause the aura to "flare," extending its reach and filling the surrounding area with EM radiation. It may also direct this flare into a mighty blast capable of inflicting great amounts of damage on a target.

The Flare Generator supplies a 4-point EM shield in all directions while active. During the Ship Power segment, the Flare Generator may be switched into one of two alternate modes (the shield still functions in either case):

- The Flare Generator can be used as an offensive weapon with a profile as shown on the ship control sheet.
- Alternately, the Flare Generator may extend its shield range. If this is done, the shield is treated as level 4 by any unit at range 1, level 6 at range 2, and level 7 at 3 hexes or greater. Any unit at range zero is "underneath" the shield and is unaffected by it. When the shield is activated in this manner, it produces a blast of energy in the ship's hex that is treated much like the

explosion of an energy mine. 60 points are scored against all units in the same hex, 20 points to any unit at range 1, and 10 points to any ship at range 2. It is quite obvious when the Flare Generator is switched to this mode, so it must be declared during the Ballistic Launch Segment. In this mode, the Flare Generator only benefits the originating vessel, not other units within the shield radius.

The rate of fire for either of the alternate modes is 1 per 2 turns, which means that the Flare Generator is required to recharge for a turn after use, and may not be used in any mode until fully charged. The normal 4-point EM shield mode may be used every turn regardless of mode or the current recharge level.

All ships of the Triad Aspect of Order are immune to all damage effects from the Flare Generator due to their crystalline nature, even though they see the EM shield as normal.

Fuser Array
Class: Plasma
Mode: Flash

One of the bothersome aspects of plasma weaponry that the Triad was able to avoid, by the nature of their ship creations, is the massive power requirement. With that restriction removed, they are able to construct weapon systems that put out a large amount of damage with frightening frequency. It is rumored that the Fuser Array, an example of such a weapon, was one of the main motivations behind the Kirishiac Lords' Hardened Advanced Armor. The array resolves damage in Flash mode, making it one of the best weapons to use when trying to remove all of the external systems on a vessel without damaging the primary section.

Hyperplasma Cutter
Class: Plasma
Modes: Raking (15), S(3)

These are actually multiple 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 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 beams on a single vessel 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.

Hyperplasma Matrix
Class: Plasma
Mode: Flash

Combining the power of multiple weapon systems is a highly advanced technique, producing massive amounts of damage while avoiding the complicated and dangerous alternative of a single weapon. The Vorlons and Walkers have perfected the technology, and the Drakh and the Interstellar Alliance have developed less efficient versions. In the vessels operated by the Triad, it is not known if

the weapon combination is for effect or by design, but none can argue the devastation of the end product.

The Aspect of Chaos' Imp fighters always fly in a tight formation, and fire in combination mode. The fighters on the exterior of the formation channel energy towards the center vessel, which directs the sum total towards an unfortunate target. The Hyperplasma Matrix that is formed is resolved as a single Plasma-class volley, doing damage in Flash mode. When the center vessel is alone, it does the damage listed on the SCS. Every additional fighter that combines fire provides an additional amount of damage. There is no limit to the number of fighters that may combine, but all fighters in the same flight must contribute to the same matrix. (No separating into multiple shots.) The shot is never resolved as Flight Level Combat, but the flight still uses its Offensive Bonus and is not affected by Defensive EW. A single to-hit roll is made for each matrix. The weapon may be used to intercept as usual for fighters.

As it is a Plasma-class weapon, the energy produced degrades over distance. The flight of fighters does not take collateral flash damage from its own weapon (or one that it combines with), but is still susceptible to that from other Hyperplasma Matrices.

Hyperplasma Stream
Class: Plasma
Mode: Raking (20)

This weapon fires a surge of energy in a tight, continuous beam. The nature of the attack is to super-heat the target vessel in specific locations, damaging the armor in any system that it hits.

This is an Ancient plasma weapon, which ignores half of a system's armor, and scores damage in Raking (20) mode. However, each 20-point rake is affected by armor, as even the slightest movement requires the beam to heat another section of armor. For every 5 points of damage done to a system, the system's armor is permanently reduced in effectiveness by 1 point. This reduction takes place when the damage is received; so successive rakes from the same volley are affected by the lesser armor value.

Matter Bolt
Class: Matter
Mode: Standard

The Aspect of Neutrality's fighters, called Phantoms by the Kirishiac, use a form of matter weapon that literally tears away pieces of itself with every volley. On any turn in which it is fired, the Phantom suffers a single point of damage, but may repair up to two points of structure on any turn in which it does not fire. This self-repair is used in the Self Repair step and has no upper limit. It may be used to repair damage suffered on the current turn.

Neutron Burst
Class: Molecular
Mode: Raking

The Triad often found it more desirable to deactivate the enemy vessels rather than harm them. When the Neutron Burst hits a system, the point of contact becomes an electrical potential sink, drawing electrical energy from all nearby circuits and using the system's own power to damage itself. This weapon is a perfect example of something that the Triad think is trivial that every other race in the galaxy would be at a loss to reproduce.

Any power-using system that takes even a point of damage (after armor) from a Neutron Burst is completely de-powered on the following turn, with the power being lost (it cannot be used for other purposes). For Vorlons, the power the system normally requires (in its most basic mode) is drained from the capacitor and the system cannot be used next turn at all.

If the damage is scored on structure, the vessel's reactor will produce –2 power during the next turn. A hit on a Vorlon capacitor drains 2 energy, but causes no other ill effects. Any non-powered system (i.e. C&C, reactor, etc.) must roll for a Critical Hit at +4 to the die roll. Any fighter damaged by the Neutron Burst will automatically drop out. If a fighter is normally immune to drop-out (Super Heavy Fighters, Torvalus Stilettos, etc), it must make roll for drop-out as if it wasn't immune.

Vessels with and without Advanced Armor suffer the same effects. It was known to be extremely painful to the living ships used by the Shadows. As such, even if all of the damage from a Neutron Burst is absorbed into a Shadow Tendril, the system hit suffers the effects as normal.

This weapon is not interceptable.

Photonic Prism Beam Generator
Class: Electromagnetic
Mode: Raking/Raking(15)/Raking(20)

The Aspect of Order has a fondness for optics and the performance of light through prisms. It is not a surprise that many of its vessels are equipped with laser weaponry. The Photonic Prism Beam Generator is a set of diffuse light generating systems, which may work either independently or in combination. The weapons have poor targeting capability, due to lack of focus, but have great damage potential. When fired in combination with several other Photonic Prism Beams, the amount of damage attained is truly staggering, even though the coherence of the beam suffers greatly.

A Photonic Prism Beam Generator may fire up to three shots at a time, at either the same or different targets. Even a single shot discharges the weapon fully. All three shots may be combined into a single shot with slightly improved fire control and range penalties. Both type of shots are resolved in Raking (20) mode.

Any number of Photonic Prism Beams may combine their full shots to form a single beam. All systems must be fully charged. Two or three systems combined together resolve damage in Raking (15) mode, while four systems resolve their damage in Raking (10) mode.

Unlike most of the Triad's combined fire weaponry, a Photonic Prism Beam is not joined in close proximity to the firing vessel, but is actually combined at the target instead. The beam color varies greatly, and it is not known if the Tri sees some other significance in this.

Light Prism Beam
Class: Laser
Mode: Standard

The Cherub fighters of Order use a light laser device similar to the Photonic Prism Beam Generators. It may fire up to three times per turn, or may combine together into one, more powerful blast.

Plasma Driver
Class: Plasma
Mode: Pulse

The plasma-armed Triad ships usually preferred by the Aspect of Chaos had such powerful reactors that there was little point in equipping them with other weapon types. The need for smaller arms was still present, as most larger guns in the class often had trouble hitting the more maneuverable fighters, or were wasted on them. The Plasma Driver generates a series of bolts in quick succession, and therefore uses the rules for Pulse weaponry. The bolts degrade as they travel through space, as every plasma weapon does, but are truly devastating at close range.

Singularity Mine
Class: Gravitic
Mode: Flash

It is sometimes difficult to illustrate the true power that the members of the Triad possess. If it is possible to grasp the mechanics behind some of their more spectacular weaponry, then we may get a glimpse into the scope of their abilities.

On occasion, a Tri had been known to create temporary quantum singularities in specific locations in space. These spatial features caused immense havoc in the immediate area, but quickly burnt themselves out. When questioned about how this was accomplished (the Walkers of Sigma 957 were especially interested), the Triad responded that it was as simple as poking a hole in a curtain. If you used a knife, the hole was permanent, but if you used a needle, the hole appears to seal itself.

When firing a Singularity Mine (as good a term as any), the Triad player must choose a target hex and a rotation (clockwise or counter-clockwise). The mine is targeted like a Narn E-Mine. During the ballistic fire resolution step of the combat sequence, roll a D20 and consult the following table.

To-hit roll (D20)	Result
1-15	On target
16-20	Scatters (see below)

Scatter roll (D10)	Result
1-6	Scatters D5 hexes along the appropriate hex facing, rotation direction reverses
7-10	No effect

Providing the mine detonates correctly (i.e. does not get a 'No effect' result), the singularity forms in the appropriate hex, generating a huge gravity well that spikes in an instant. The effect of this is to pull anything nearby towards the well. All enemy vessels within 10 hexes of the mine hex (it is assumed that all allied vessels have been adequately forewarned) take an amount of damage equal to the vessel's Ramming Factor divided by (5x (Target's Range)) resolved in Ancient Gravitic-class Flash-mode, except that no collateral damage is scored. Minimum range is resolved equal to 1. If there is a vessel at range 0, it takes damage as if it was at range 1, and then rolls terrain effects immediately (see below).

The Triad has opened a quantum singularity in the target hex. At the beginning of the next turn, the hex containing the singularity functions as if it had in it a Hyperspace Whirlpool rotating in the specified direction, regardless of being in Hyperspace, normal space, or any other dimension. See the *Rules Compendium* for details on this terrain feature. During the second turn, the effective ranges are halved, but damage is calculated as normal.

Vessels with Advanced Armor suffer terrain damage as stated in the appropriate rules sections (as if operated by a First One), while vessels without it suffer double terrain damage.

If two Singularity Mines detonate during the same or consecutive turns, it is possible that they will affect each other.

· If two or more singularities exist at the same time, all must be rotating in the same direction, or they will cancel each other out one after the other until they are all gone, or there is only one left. If there is only one Triad player, then he may choose which cancel. If there is more than one, all Triad players roll a D10 and the one with the highest result may choose. A second-turn (reduced) singularity may cancel the effects of a one-turn singularity. Note that damage is still scored during the launch turn, regardless of the singularity terrain effects.

· If there are two or more singularities (rotating in the same direction) on the map, nominate a corner of the map and work outward from there. If there is more than one Triad player, all Triad players roll a D10, and the one with the highest result may

choose the corner. Pick the singularity closest to the corner, and determine all ship effects, then move to the next closest singularity, etc.

Note that all vessels suffer from the terrain effects generated by the singularity, even Triad vessels.

If detonated inside a Walker Energy Draining Field, the mine detonates as normal during the initial Damage Resolution step, including all damage, but vanishes at the end of the turn due to the dampening effect of the field.

The Singularity blocks line of sight for as long as it is in existence. If created in Hyperspace or any other alternate dimension, each Singularity always opens to a single Sufficiently Far Away location in normal space. If created in normal space, each Singularity opens to a single Sufficiently Far Away location in Hyperspace. A vessel expelled from the current dimension due to a 9-15 result on the Hyperspace Whirlpool Singularity Effects table (see *Rules Compendium*), may re-enter the battle assuming that it has sensors capable of determining its current and previous location and a properly charged Jump Engine.

Spatial Cutter
Class: Gravitic
Mode: Raking (15)

The Aspect of Chaos was known to be flamboyant in the demonstration of its power, and the Spatial Cutter is a prime example of this tendency. This weapon literally tears the fabric of space, forming a rift between normal space and some alternate dimension (probably Hyperspace). It is a spectacular sight, but is mostly for show. When the end of this rift impacts on a vessel, the effect is to remove portions of the ship and pass it into this dimension. The rift is very difficult to direct against fast moving vessels, and has an extremely limited range, as opponents quickly learn to give vessels equipped with Spatial Cutters a wide berth.

The firing vessel must nominate a target within the Cutter's maximum range, one with which it has a lock-on. If no targets meet both of these conditions, the Spatial Cutter may not fire. If it may fire, draw a line between the firing vessel and the target, and note all hexes that the line passes through (including the target's hex). It is within these hexes that the spatial rift has been generated, and during the next turn only, they are filled with a

Hyperspace Waveform (see the *Rules Compendium* for the effects of this terrain feature). This includes the hex of the firing unit and the target unit. Note that this occurs whether the battle is in Hyperspace, normal space, or any other dimension.

Vessels equipped with Advanced Armor suffer terrain effects and damage as stated in the rules (as if operated by a First One), with all others taking double damage. All damage is scored in the gravitic category for purposes of adaptive armor. This weapon is not interceptable. It can be used to intercept all targeted weaponry (including all laser and other beam weapons). This specifically includes First One weapons such as the Lightning Cannon and Molecular Slicer Beams, with intercept working as usual.

Solar Blaster
Class: Particle
Mode: Standard

Actually an application of the Triad's Telekinetic abilities, the Solar Blaster targets a system and simply rips portions of it off, usually taking portions of the structure underneath. Damage is scored identically to the Solar Cannon.

When a volley from the Solar Blaster hits a target location, the damage is reduced by armor and shields in the normal way, and then applied to the system that was hit. The Solar Blaster doesn't score overkill against structure, so any damage left over is lost. However, any damage applied to the system is immediately transferred to structure without being reduced by armor or shields. If the initial volley hits structure, reduce the damage by armor and shields, and apply *double* the remainder to the appropriate structure block.

When scoring damage against a Shadow vessel, roll for location and reduce the volley by armor as usual. The remaining damage is then applied twice as one volley that hits the original location, and another that hits structure. It is possible to absorb both volleys into tendrils. Against a Mindrider vessel, only damage that is inflicted on the vessel is repeated to structure. If the Solar Blaster's damage is completely blocked by Thought Shields, there is no further effect.

This weapon is not interceptable.

Triad Missile Rack
Class: Ballistic
Mode: Standard (as missile)

Much more subtle than the Asteroid Salvo, the Triad Missile Rack functions similarly to a Class-L rack, but doubles the range on any missile type used. Any type missile may be used on a Triad Missile Rack, without regard to availability date, points paid as usual. All special missile effects count as being operated by a First One (against Advanced Armor, for example).

The main limitation to the Triad Missile Rack is the reduced inventory. Each rack is capable of holding only 5 missiles. It is possible to remove this limitation by applying 6 power to the system, which causes the rack to produce a basic missile ready for firing. This missile must be used in the current turn; it may not be used to fill up a depleted space in the missile rack.

Starships & Fighters of Chaos

This Tri preferred creating its vessels with flamboyant color schemes and using weapons that flaunted its power. Sometimes cruel or even sadistic, the Aspect of Chaos's vessels earned them names associated with evil and damnation, even though this had no true bearing. Lacking the subtlety of its counterparts, the Tri was known to land its ships on populated planets for further intimidation factors.

Demon

When a Demon was on approach, even the other First Ones reconsidered the actions that caused the events to come about. Armed with a reality-bending Singularity Mine and antimatter-type weaponry, this agile capital ship can cause more than its share of damage.

Fiend

The early designs of the Triumviron had a lot in common with the ship class known as the Fiend. It was the Aspect of Chaos that pioneered the Hyperplasma Cutter that appears on the Triad's one remaining ship, and the two pronged design can clearly be seen as an influence in that ship's architecture.

Devil

This small ship is equipped with two Spatial Cutters, which have the ability to literally rip holes between dimensional boundaries. Fortunately, the cutters have limited range, but the Devil is often maneuverable enough that this disadvantage is overcome.

Imp

The Imp fighter used by the Triad Aspect of Chaos is a mobile weapon platform. In a desire to break the requirement that a powerful weapon need have a single ship to provide power to it, the Tri constructed this system in multiple, independent sections. They maintain their own propulsion and reactor systems, but may only fire their weapons when used with other ships.

When resolving combat, a single to-hit roll is made for the entire flight, like Flight Level Combat. However, the fighters only fire a single weapon between them, so only one hit is ever resolved. The fighters are simply parts of a single large weapon system.

Starships & Fighters of Order

The Aspect of Order is infatuated with crystals and optics. All of its vessels are transluscent to an extent, and it uses light-based weaponry for most of its systems. This Tri only combats its enemies as a last resort. The combination of the light motif and passive nature has given the Aspect's ships the names of creatures associated with some heavenly aspects.

Archangel

An Archangel-class ship is barely visible through the blinding shields produced by the Flare Generator. It is best to give these ships as wide of a berth as possible, because any vessel venturing too close may be shredded by an almost-innumerable amount of Photonic Prism Beams. The main disadvantage of this vessel is the lack of maneuverability. it seems that the Aspect of Order takes a different approach to agility from its counterparts.

Angel

Just a scaled-down version of the Archangel, the Angel provides less firepower and better defensive profiles.

Seraph

At first look, the Seraph class vessel looks to be a very light ship in comparison with the others in Order's fleet. The flexibility of the Photonic Prism Beams must not be overlooked, as this alone allows the Seraph more damage capability than most other vessels in its size category.

Cherub

The Cherub Super Heavy Fighters used by the Aspect of Order present some of the best fighters ever flown. Their crystalline nature makes them immune to any friendly fire resultant from a Flare Generator, as well as providing them with a 3-point EM shield.

Starships & Fighters of Neutrality

The Aspect of Neutrality's creations are frequently equipped with a multitude of ballistic weaponry and extremely powerful propulsion systems. The Tri favored a color scheme of grays and blacks, and flew its vessels in frightening patterns, earning its vessels names based off of various superstitions about death and the dead.

Wraith

The largest class of vessels used by the Aspect of Neutrality was called the Wraith. Typically armed with two Asteroid Salvos and a powerful Fuser Array, the appearance of a Wraith on the field of battle spelt death to any fleet not prepared to stand against it.

Banshee

A bombardment ship without equal, the ships known as Banshees could blanket vast areas from afar, announcing the fleet's approach.

Specter

The Specter attempts to approach the enemy unnoticed. It has excellent arcs of fire, and weapons that typically need very little in the way of recharge time. Occasionally coupled with a single heavy weapon for added punch, this vessel will give most tacticians nightmares.

Phantom

The most traditional fighter used by the Triad in most battles, a flight of Phantoms is actually just one ship. Pulled from a single vessel, they share a common guidance and targeting system.

Phantom fighters must be bought as complete flights, as the listed offensive bonus represents a full flight of 6 ships. The loss of a single fighter reduces the flight's offensive bonus by 1, as does the loss of each subsequent fighter, until the last fighter has an offensive bonus of 1.

Combined Aspects

The Triumviron

The vessel used by the Triad when traveling together, the Triumviron is an elegant design. Outfitted with three Hyperplasma Cutters, perhaps the most versatile weapon deployed by any Ancient, it is capable of standing up to all but the largest vessels in the galaxy.

There is only one true Triumviron, therefore it is an unique ship. If the Triad player desires to take more than one Aspect's ships, they must also take the Triumviron (unless the scenario specifies otherwise).

Chapter Seven: The Vorlons

In Primordial times, Vorlons flew their own ships and fought in combat directly. As time passed, however, they shied away from risking themselves directly. Usually, they choose to operate through servants and vessels. If the Vorlons should actually choose to risk thir ships in combat, it will usually be through ships captained by vessels and crewed by servants. The actual Vorlon may not even be present.

Weapon Technologies

Lightning Gun
Class: Electromagnetic
Mode: Standard/Raking/Raking(15),P/ Raking(20),P

The precursor to the Lightning Cannon provides a higher rate of fire, but sacrifices fire control and overall damage capability.

A single Lightning Gun may fire in Light mode up to twice a turn. This produces a bright spark of energy that is very good at taking out large groups of small fighters. The weapon scores damage in Standard mode.

Two Lightning Guns may combine fire to shoot in Medium mode up to two times a turn which is useful for destroying large fighters or inflicting significant damage on small ships. It fires in Raking mode.

Three Lightning Guns may combine fire to shoot in Heavy mode up to twice a turn. A salvo in Heavy mode resolves its damage in Raking (15) or as a Piercing shot.

Using four Lightning Guns it is possible to fire in Mega mode with a Rate of Fire of 2 per turn. The amount of energy necessary for a shot like this will drain all but the largest capacitors on the hardiest of vessels. This shot is resolved in Raking (20) or in Piercing mode.

When firing multiple shots the power requirements (shown in the power icon on the Ship Control Sheet) must be paid for each shot separately. All modes are non-interceptable.

Discharge Pulsar
Class: Electromagnetic   Mode: Pulse

The creatures that the Vorlons originally derived their organic ship technology from defended themselves by creating several balls of coherent energy and directing the balls at their targets. The Discharge Pulsar, fitted on the most archaic Vorlon vessels, provides the missing link between that rudimentary weapon and the Discharge and Lightning weaponry seen on the more modern ships.

The Discharge Pulsar fires four coherent balls of energy at its target, and resolves damage in Pulse mode. As with the Discharge Gun and Cannon, more power may be applied to produce a significantly more damaging shot, as shown on the ship control sheet.

Discharge Cannon
Class: Electromagnetic
Mode: Raking/Raking(15)

This improved version of the standard Vorlon anti-fighter weapon is often grown on battle destroyers when the Vorlon master wishes better performance against ships as well. It is less efficient than a Discharge Gun and burns through energy faster, so it is often coordinated by the breeders with the *Crimson* enhancement.

The weapon may be fired in single shot mode as normal. If fired with double or triple power, damage and combat characteristics are increased as shown on the SCS. The Discharge Cannon may be fired up to four times in a single turn, and is limited only by available power.

Altered Skins

Vorlon ships normally are not allowed any ship or crew enhancements, since they are usually as technologically as advanced as possible. However, the Vorlon ship breeders are occasionally able to modify the vessels with properties that vary slightly from the norm. The side effect of this genetic manipulation is that the vessel's outer covering usually has some odd coloring tint. As all baseline Vorlon ships are assumed to be colored in the common yellow-green scheme, the presence of any enhanced Vorlon ships is plainly obvious to any opponent and must be announced at the beginning of the scenario (unless some sort of ship detection rules are in use, of course).

Azure Skin Coloring

In the past few millennia some Vorlon vessels have been grown specifically for owners who valued defense more highly than others. The ships were manipulated at a crucial stage of growth to produce more powerful shield generators. As a side effect, the ships skin changed from the normal yellow-green to an azure blue, and became a status symbol as only the most important Vorlons or Vorlon emissaries were allotted these rare vessels.

The rating on any Vorlon shield system may be increased beyond its original value. To calculate the combat point cost, multiply the new shield value by the number of shield generators, and that total by a ship size factor. If it is desired to increase the shield value by more than one, accumulate the combat point costs for all increases.

Vessel Size	Ship Size Factor
Fighters/Shuttles	20
Light Combat Vessels	20
Medium Ships	20
Heavy Combat Vessels	20
Capital Ships	25
Enormous Units	30

For example, a Vorlon Heavy Cruiser is built with two extra points of shield rating. The ship is normally grown with four 4-point shields. The first additional point costs 5 (new shield value) x 4 (# of generators) x 25 = 500. The second costs 6 x 4 x 25 = 600, totaling 1100 points. The ship now has an EM shield system with a value of 6, reducing incoming damage and the ship's overall defense ratings as normal. The commander must truly be an important Vorlon to merit such a ship!

This enhancement affects all generators on a single Vorlon ship. No shield system may be increased beyond 150% of its original rating. This enhancement may not be used with any other skin coloring enhancements. It may be used on fighters, as long as it is applied equally to all fighters in a flight. Vorlon fighters have a single shield generator.

Crimson Skin Coloring

When the Vorlon ship breeders attempt to increase the amount of energy that a ship's Power Capacitor holds and generates, the outer skin of the ship gets a reddish hue, eventually deepening into a dark crimson color, indicative of the power held within (and, eventually, the militaristic mindset

for whom these ships were often grown).

The ship's Power Capacitor may be enhanced to gain 2 additional points of storage and 1 point of increased recharge rate. A maximum of 6 levels of this enhancement can be bought for an individual ship. The combat point cost is 20x the desired recharge rate, paying for each point of enhancement individually. The Power Capacitor does not gain any additional structure, so the first time it takes damage all enhanced abilities are lost. If the Power Capacitor is repaired, the enhancements are regained at a rate of three Self Repair points per level of enhancement. The enhancement does not function again until all levels have been repaired.

This enhancement may not be used with any other skin coloring enhancements. It may not be used by fighters.

Amethyst Skin Coloring

The typical Vorlon ship possesses a degree of adaptive armor. This ability is a result of thousands of years of selective genetic manipulation. It is possible for a ship to be bred with a greater capacity of adaptation, which usually has the effect of granting the armor a purplish tint.

A Vorlon vessel may purchase additional Adaptive Armor points. The cost for a single point is (the value of the additional point) x (the ship's Ramming Value) divided by 5. No vessel may increase its Adaptive Armor by more than 50% (round fractions down).

This enhancement may not be used with any other skin coloring enhancements. Note that the maximum Adaptive Armor points allowed to be pre-assigned or assigned to any one weapon class is half of the *new* total, not the original total points.

Ship Petals

It is well known that the Vorlons use organic ships, carefully bred from a species of naturally spaceflight-capable creatures that they discovered early in their explorations. One of the characteristics of these creatures still visible on all Vorlon ships is the absorption membrane, called "petals" by the younger races due to their resemblance to flora. Even the Vorlon Heavy Cruiser and Planet Killer retain their petals, although these are mostly vestigial. Originally used by the ancestral creatures to absorb energy from a variety of sources (solar, hyperspace, etc.), the current smaller Vorlon vessels

still may gain some benefit in non-combat or desperate situations by deploying them away from the main ship body. The following rules apply to all Vorlon ships classified as Heavy, Medium, Light Combat Vessels or any vessel noted to have Petals. There is no point cost to use a ship's petals.

· The SCS shows the configuration of the petals in the closed state.

· During the Adjust Ship Systems segment, the Vorlon player may declare the opening or closing of petals.

· With the petals open, the ship's defensive values are increased by 1. All armor values on the Primary Section are decreased by 2, due to the lack of protection from the petals. The ship's Power Capacitor Recharge Rate increases by an additional 50%, rounding fractions down. This power is available in the next Ship Power Segment as normal. The amount is determined separately from the x2 multiplier gained by shutting down all power using systems (which would effectively grant a 150% increase if used in combination.

· The petals are part of the Primary Structure, and are considered functional as long as part of the ship remains.

A flight of Vorlon fighters may open their petals during the Adjust Ship System segment. The flight's defensive values are increased by 1, and side armor is decreased by 2. The flight gains an additional 2 points of Free Thrust while the petals are open.

Starships & Fighters

Strike Cruiser
Base Hull (Restricted Deployment: 33%)

The Strike Cruiser is an example of a *Primordial* Vorlon heavy war ship. When compared to a Heavy Cruiser (its descendant) there are several obvious differences. First, the Strike Cruiser's Power Capacitor has a much higher capacity but a meager recharge rate. The Lightning Gun in place of a Lightning Cannon is another major difference. These two items are due to improvements in Vorlon capacitor technology, as the Vorlons felt that it was better to be able to produce more energy faster than to have a larger reserve. The Lightning Cannon also traded an increased rate of fire for higher damage, longer-range capability, and better fire control. There never was a successful integration of the Lightning Gun on a Heavy Cruiser hull due to the breed incompatibility, though the test bed variants may be presented at a later time.

The Strike Cruiser is also the largest Vorlon ship with operational ship petals (the Battle Station, being the largest construction with petals, will be presented in another supplement). It became a liability to present the master of such a ship with the ability to increase the capacitor recharge at the expense of primary armor. Over the millennia between ship classes, the Vorlon ship breeders have done away with such potentially hazardous abilities in favor of a more reserved, defensive approach to ship design.

Heavy Destroyer
Battle Destroyer Common Variant

A larger version of the Vorlon destroyer class ships, the Heavy Destroyer was equipped with the Discharge Cannon, granting the vessel a more anti-ship role. It was ideal for eliminating Medium Ships, and would most likely be named a "Sub Hunter" if the term had meaning in the realm of starship classification. The Heavy Destroyer possessed an improved Power Capacitor and more forward structure, which many Vorlon Masters felt made it a better all-around ship than the Battle Destroyer, and caused it to be pushed into high production before the Vorlons left for *Beyond the Rim*.

Assault Fighter
Base Hull (Restricted Deployment: Special)

The Vorlon super-heavy Assault Fighter was the ancestor of the Vorlon Transport. Not as well protected but more agile (not to mention half the size), it is easy to see why the Vorlons that traveled in these small ships desired more armor and structure to surround them when they met with alien representatives.

In the *Primordial* timeframe, the Assault Fighter would be assumed to have been piloted by a Vorlon and as such may have a purchased telepath. The ships were rarely seen in *Ancient* times (when they were, they were piloted by servants), and should be treated as a Vorlon Heavy Fighter Uncommon Variant, but use the ratios of *flights* of Heavy Fighters to *individual* Assault Fighters.

Chapter Eight: The Shadows

In the early days of the galaxy, the Shadows were warlike creatures that carved out a niche for themselves in a difficult and challenging environment. Their remarkable survival (and the failure of so many others) proved to them that evolution was keyed to conflict. All living things were born to grow and strive towards the next level of existence. A few succeeded, but most failed. The Shadows dedicated themselves to helping others achieve this grand goal.

It was natural that this view should come into conflict with the other First Ones. For the most part, the Shadows ignored their fellow Ancients. If they learned that a race was part of a Mindrider experiment, for example, they would pay it no mind. This inevitably led to conflict between them on some occasions, but one side or the other would eventually retreat. The Vorlons, however, opposed the Shadows at every turn, attempting to turn the lesser races to their ideals of order and stability. Over time, the familiar pattern of the Shadow War developed, while the remaining Ancients simply avoided the conflict entirely.

The Shadows do not, of course, embrace chaos in its entirety. Order is fine, so long as it has a purpose and grows through conflict. 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.

Special Rules

Primordial Shadow Ships

The Shadows, being one of the most ancient of the races in the galaxy (of the known First Ones, only the Triad and Lorien are older), have an extremely low birth rate. All of the Ancients abandoned flying in their own fighter craft, but it was only the Shadows who had given up flying any of their warships at all, preferring to direct the conflicts from within their sanctuaries. This was not always the case as, many millennia ago, the Shadows themselves piloted their vessels. These ships were much more powerful than those that the Shadows gave to their servant races.

Shadow vessels are living creatures bred to serve specific tasks. They normally begin their existence as a small version of whatever type ship they are destined to be, and they grow over the course of centuries. This results in strong ships with extremely capable power generators and truly nasty weaponry. Once the Shadows stopped piloting their own vessels, they embraced the philosophy of quantity over quality, and began to stimulate the ships to grow to maturity over a much shorter period of time.

Any Capital Ship or HCV-class Shadow vessel with an in-service date of *Ancient* may be upgraded to *Primordial* for an additional 20% combat point cost of the starting ship value. The following rules also apply to any Shadow vessels with normal in-service dates of *Primordial* (with modifications already included in the ship control sheets).

- The Shadow vessel is immune to any Telepathic activity except from members of the Triad, the Mindriders, and, of course, Lorien. Specific rules are located in the appropriate sections. All Shadow vessels are able to purchase telepaths (at 50 points per P-rating).
- All Molecular Slicer Beams are upgraded to Heavy Molecular Slicer Beams. All Light Molecular Slicer Beams are replaced by regular Molecular Slicer Beams.
- The ship's Initiative Bonus is increased by +1.

- The first hit to the pilot per game is ignored.
- A point of "Pain" is calculated per every 20 points of damage or destroyed tendril capacity (instead of 10).

These ships are often extremely powerful and equipped with many ship enhancements, showing how truly devastating the Shadow fleet was when they piloted their vessels themselves. Shadow Destroyers and variants are not available in the *Primordial* time frame.

Telepathy

The control systems in Shadow vessels are tied closely to the mind of the pilot through a complex telepathic link, and is one of the true vulnerabilities of an otherwise superior technology. Throughout history, the enemies of the Shadows have sought to exploit this weakness. They were occasionally successful, and the Shadows were driven back. This advantage was short-lived, as the Shadows were powerful telepaths themselves and were able to train themselves to be resistive to particular types of psychic interference. When familiar enemies meet again on the field of battle a century or two later, they often found that advantage no longer applicable.

Any battle allowing telepathic interference against Shadow vessels should be limited to special scenarios only. Historically, this would describe a time when the Shadows appeared to be unstoppable, and were facing a numerically (or point-wise) inferior opponent. Once it is known that the enemy possesses capable telepaths, the Shadows will often retreat until suitable counter-telepathy can be established. Against other First Ones, this may be as simple as bringing more Primordial vessels out of retirement and fighting the battles themselves. Against young races, it will probably mean obtaining telepaths of the appropriate race.

All battles in which Shadow vessels participate are assumed to be without the use of the telepathy special rules, unless otherwise specified by the scenario.

Autonomous Shadow Fighters

In the occasional scenario when the Shadows deploy fighters without capital ship support or if the capital ship which spawned them is simply not around, the Shadow fighters may still function, but at a reduced capability. To represent the situation where a Shadow fighter flight must operate without control coming from a carrier, the flight loses 3 points of Initiative Bonus and 2 points of Offensive Bonus. When deploying fighters in this situation, it is not necessary to mark off structure boxes on a capital ship as it is felt that the penalties listed above make up for this advantage.

Enhancements

Increased Diffuser Capability

As a Shadow vessel ages, it becomes more able to dissipate absorbed power through its tendrils. The rating on a port-starboard symmetric pair of Energy Diffusers on a Shadow vessel may be increased by up to 5 points. The cost of each individual point is the desired value multiplied by 5.

For example, a Shadow Cruiser has its pair of diffusers increased so it can dissipate 18 points of energy per turn. Its original value is 15, so the cost of the enhancement is $(16 + 17 + 18) \times 5 = 255$.

No Energy Diffuser pair may have its rating increased by more than 5 points. This enhancement may not be used by fighters.

Additional Tendrils

If a Shadow vessel is allowed to grow naturally (not rapidly aged as is common in the modern era), the transition from one ship classification to another takes place gradually over the course of thousands of years. These vessels grow new tendrils as part of the maturation process. Most commonly the tendrils are unessential, breaking off in the first confrontation the ship participates in, but, if given time to mature, they will integrate fully into the ship's Energy Diffuser system.

A Shadow vessel may purchase an additional port-starboard pair of tendrils, each tied to an Energy Diffuser in the appropriate section. The combat point cost is the tendril capacity times the diffuser rating of the Energy Diffuser. Only one pair of tendrils may be purchased per ship. The tendril capacities available are 5, 10, or 15, with the maximum being equal to the lowest tendril capacity of the tendrils on the ship's standard layout.

This enhancement may not be used by fighters.

Weapon Technologies

Heavy Molecular Slicer Beam
Class: Molecular
Mode: Raking(15)/Raking(15),P/P(Std)

This weapon takes advantage of the superior power systems available on the Primordial Shadow craft. The ability to produce and store much larger quantities of energy vastly improves the extended arming capability beyond that of the standard Molecular Slicer Beam found on the more recent Shadow vessels. In the highest arming levels, the beam is able to punch clear through even the largest opponent ships.

- **Single turn arming**: Operates in Raking (15) or Piercing mode with standard fire control.
- **Two turns arming**: Operates in Raking (15) or Piercing mode with standard fire control.
- **Three turns arming**: Operates in Piercing (Std) mode only. Fire control has been modified to include the negative modifier for firing in Piercing mode (the first four points of EW that would normally be ignored are included in the fire control). Note that since this modifier has been applied to the weapon there is no need to apply the four extra EW points to every target.

Piercing (Std) mode is similar to regular Piercing mode (see the *Rules Compendium*), except that all volleys are applied in Standard mode (overkill is applied to structure instead of being lost).

It is possible to use the weapon in a lesser mode if it is desirable, which would still count as firing. Firing a three-turn-charged Heavy Molecular Slicer Beam in two-turn-charged Raking (15) mode would fully discharge the weapon, for example.

This weapon ignores armor, cannot be intercepted, and may be broken up into separate shots in the same way as a Molecular Slicer Beam.

Starships & Fighters

Patrol Cruiser
Base Hull (Unlimited Deployment)

The Shadow Patrol Cruiser is the first stage of growth of the standard Cruiser and, in Primordial times, the smallest vessel that a Shadow would ever travel in. Respectably agile and armed with a light Molecular Slicer Beam, ships of this class can be raised to maturity in a few short years or even months. In recent times, the newly developed Shadow Destroyer and Scout have replaced the Patrol Cruiser in most surveillance missions, but, due to its short production cycle, it can be seen by the dozen in larger battles, hunting in packs.

Battle Cruiser
Base Hull (Restricted Deployment: 33%)

When a Shadow Cruiser is allowed to grow over a period of a few thousand years instead of being unnaturally accelerated, the result is a ship with an immensely more powerful propulsion system, weapons with more efficient charge cycles, and vastly improved damage dispersion capability. Referred to as a Shadow Battle Cruiser, a ship of this quality hasn't been seen in the galaxy since the Kirishiac War, granting it an In-Service date of *Primordial* (and thus ineligible for the *Primordial* Ship Enhancement).

Afterword

Back when we were writing *Coming of the Shadows*, the Ancients were something of an afterthought. We wanted to put them in the book so we could have them at the final battle of the Shadow War, but had only some basic concepts in mind. That was when Matt Plonski volunteered to take over designing them. We figured he'd provide a few control sheets and rules and that would be it.

Boy, were we wrong. Before we knew it he was putting together a whole book full of Ancients, and that's what you're holding in your hands right now. Without the tireless work of Matt and his team at the Council of Ancients, you can be assured that this book would never have been published!

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THE SMALL GREEN PLANET HUNG IN THE VOID LIKE A JEWEL. NORMALLY, IT ORBITED ITS SUN ALONE, BUT TODAY IT HAD COMPANY. A CLUSTER OF ARTIFICIAL SATELLITES ACCOMPANIED IT, EACH PACKED WITH ALL THE FIREPOWER A KIRISHIAC LORD COULD MUSTER, THEIR ENERGIES DIRECTED TOWARDS DESTROYING THE BURIED SHADOW INSTALLATIONS UNDER THE PLANET'S CRUST.

THERE WAS A RIPPLE NEARBY, AND A FLEET OF SHADOW SHIPS EMERGED FROM HYPERSPACE. NEARBY, UNSEEN, A SECOND FORCE OF TORVALUS APPROACHED INVISIBLY. A LIGHT FLARED, HERALDING THE ARRIVAL OF THE WALKERS. A CURRENT OF GLOWING ENERGY BEGAN TO FORM INTO THE SHAPE OF TRIAD SHIPS.

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