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The Rangers



Written By
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Babylon 5 Created by J. Michael Straczynski

*Tho' much is taken, much abides; and tho'
We are not now that strength which in old days
Moved earth and heaven, that which we are, we
are, -*

*One equal temper of heroic hearts,
Made weak by time and fate, but strong in will
To strive, to seek, to find, and not to yield.*

- from Ulysses by Alfred Lord Tennyson

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Introduction

'We are the sentinels at the gate and the soldiers in the dark. We hold the line against the forces of darkness and fight the wars you never see. We do battle on a hundred worlds and oppose nightmares beyond your imagination. We live for the One; we die for the One. We live and die for each of you. We are the heralds of the next great conflict and the survivors of the last. Your survival is bought with our blood. The greatest testament to our struggles, our sacrifices and our skill is that, if we have done everything right at the end of the day, you will never know we exist.'

— *Lennhan, Minbari Anla'shok*

Of all the groups, secret societies and allegiances created in the *Babylon 5* setting, the most memorable and influential is arguably the Anla'shok. These brave men and women of many different races (by the end of the five year story arc) were gathered together in common cause and given the most advanced weapons and vessels ever designed by their respective cultures. Their mission was a simple one yet deceptively complex – to discover all the hidden threats to the galaxy and deal with them before they could become a true danger.

The Rangers are an intriguing organisation best defined not as what they are but as what they are not. The Rangers, as they were conceived by Valen during the Great War a thousand years before the time of the Babylon 5 diplomatic station, were not an army or an attack force of any kind. They were trained in martial arts and combat tactics but these were more a means to an end and a form of self-

defence. While a given Ranger was a powerful adversary, they were not used as shock troopers or soldiers.

This was in keeping with their mandate as given by their founder. They were the guardians at the gate, the shadows against the shadows, as he put it to them. They were not expendable as troops of the line, though their lives could and should be spent for the preservation of the greater good. The Rangers were not warriors on any battlefield but the hidden ones of back alleys on distant worlds and the corrupt corridors of traitorous powers. They were given a mission to investigate wherever their leads took them, no matter who the target or how high (or low) the walk of life they had to follow.

This directive was certainly not going to endear them to the upper echelons of government and military power, which is why the Rangers were also not an open society. While membership was originally only for Minbari and thus the places they could go were limited, Valen foresaw the time of the next Great War and the need for the Anla'shok not to be known by others. This led him to shroud the Rangers in secrecy, keeping knowledge of them and their activities within a very small circle of trusted personnel. Rangers may serve for many reasons but fame and glory have never been among them. When they serve, they act only in the knowledge of a handful of people. When they die, they often do so alone.

The Mystique of the Rangers

Even before the events of the last Great War, there were those who knew of the Rangers outside the trusted members of the Grey Council. More accurately, there were those that knew of someone, somewhere operating as an espionage and intelligence gathering agency completely outside their own spheres of control. Whenever a government document detailing unknown alien races went missing, only to turn up a few days later intact – they knew the Rangers had been there.

Not, of course, that they knew the term 'Rangers'. The various governments of the galaxy knew only that there were those 'out there' with the ability to get anywhere, intercept any message and be places faster and with greater firepower than anyone else. Ironically, many worlds' intelligence agencies took to calling them 'shadows' – an ironic choice of names, as it would turn out.

Many governments spent a considerable amount of time and money trying to track these 'shadows', even sanctioning the existence of their own secret groups to find and identify the nameless agency operating at the periphery of their known space. So few governments even knew of the Minbari that no suspicion was ever laid at their galactic doorstep. Even



if a given race's government did suspect the Minbari of being behind the investigations, they never dared air such an opinion or try to verify it. In many ways, the dangerous reputation of the Minbari served to inadvertently hide the Rangers in its intimidating shadow.

The Truth Behind the Rangers

This anonymity served the Anla'shok well, as did the fearsome onus of their parent race. Doing what the Fire Wings Warrior caste would call the Sunwalking, the Rangers were free to act as they wished and retreat back to Minbari space, safe in the fact that no one would look there for them. This constant port of call allowed them to operate in complete secrecy for nearly a millennia. Only when the Shadows, their true enemy, began moving again in the stars did they have to risk exposure by operating farther from their safe haven.

The single defining truth of the Anla'shok is dedication. Even after a thousand years of searching and finding virtually nothing, their vigil remained ever faithful. Even when the Shadows began using their pawns to make it difficult and dangerous to investigate them, the Rangers never faltered. Even when their own government, the Grey Council, fell apart around them, the Anla'shok stayed true to their ultimate goal.

The truth behind the Rangers is that they exist as a first line of defence and a last line of retreat. They are the ones that step first into unknown territory, always watching for signs of danger. They are trained for combat and trained even more heavily in how to avoid it. While a single Ranger can be as deadly as an entire squad of soldiers, they only use that might if all else is lost. Brave explorers, reluctant warriors and nameless heroes; these are the defining traits of the Anla'shok.

After the Vorlon/Shadow War

As with any organisation dedicated to a single goal, everything changed for the Anla'shok after the exodus of the Shadows and the other First Ones beyond the galactic rim. When what had been their overriding, nearly unattainable dream became a reality, there was no longer the force of momentum behind their every action and effort. The Rangers were left adrift with no true purpose to serve. Some agencies would simply have folded and disbanded to follow other directives but the universe had a different fate in mind for the Anla'shok.

The Interstellar Alliance, forged from the echoes of the last Great War out of the League of Non-Aligned Worlds and the Babylon 5 Security Council, offered new life and a continuing goal for the Anla'shok as its official police/intervention force. Not truly a military force, as the individual member states of the ISA were called up to provide that, the new direction of the Rangers was as a peacekeeping force and an intelligence agency without peer.

This new mandate necessitated a number of changes in the way the Rangers operated. While membership in the Anla'shok had been open to Humans for a few years, now any race in the Alliance could submit candidates to its roster. This also required a number of changes to the organisational structure of the group and seriously altered the amount of training any given Ranger might receive. Whereas before a member of the Anla'shok might have nearly a lifetime of training before being given field duties, now training was reduced to two or three years.

With these changes came a new form of Anla'shok, colloquially known as the ISA Rangers. This organisation was not dedicated to combating any one great force but rather a thousand different smaller goals, all of which made up its new charter for the Interstellar Alliance. Much has changed but the core is still based on the traditions and great history of the Anla'shok that came before. The ISA Rangers continue to serve with devotion, dignity and great skill.

What Rests Within

This sourcebook both removes some of the mystery from the Anla'shok and adds several new layers of 'grey area' for Games Masters to use in their campaigns. It greatly expands the character options for Rangers, both in the hands of Players and as characters they encounter during the course of a campaign. The first two chapters, Anla'shok History and Anla'shok Directives, are a must read for any Player wishing to accurately portray a member of the Anla'shok.

In these chapters, the reader will find the protocols for field action that every member of the Anla'shok is expected to follow. There are guidelines for professional behaviour, how to proceed during missions and what procedures a well-trained Ranger should take when dealing with unknown lifeforms, interfering government officials and even the most dangerous of combat situations. There is also a detailed listing of historical events for the Rangers, starting with their founding and ending with the changes brought about by the formation and guidance of the Interstellar Alliance.

The third chapter, Anla'shok Technology, details the various tools and weapons available to the Rangers for use in the field and at home in the training cities of the Rangers. Everything from the ubiquitous denn'bok (the fighting pike of the Anla'shok) to the multiple forms of the White Star combat vessel at their command is presented and given full rules support. The chapter ends with a useful walkthrough of a standard White Star cruiser from aft docking bay to its front weapons array. This walkthrough includes maps and ensures that if an adventure calls for action aboard a White Star, the Games Master will have all the materials he needs.

The fourth chapter, Important Sites of the Anla'shok, presents a number of places the Rangers have used, explored or have dealt with over the many years of their existence. The city of Tuzanor on Minbar is laid out and described in detail, as is the ruined planet of Kaddora. Kaddora, a mute testament to the terrible price the Anla'shok must sometimes pay to protect peace in the galaxy, serves as a monument to the Ranger creed: 'We live for the One. We die for the One.'

The fifth chapter will be of particular interest to Players and Games Masters – Ranger Characters. The chapter is filled with information about new prestige classes, the Ranger as a full character class with 20 levels that Players can start as and new feats and options for members of the Anla'shok to take during play. Enough diversity is given in this chapter that any campaign should be able to handle multiple Rangers without each one seeming like a clone of the others.

The last chapter, Gamemastering the Anla'shok, provides all the tools a Games Master will need to incorporate the Anla'shok into existing games or create a new campaign centred on an Anla'shok group. Advice is given for 'Ranger Crews', a type of campaign setting in which the Players are all Anla'shok onboard a White Star or other vessel and act as its command and support staff. The chapter ends with a section on the impact of the Anla'shok on the galaxy around them and how to

deal with the inevitable complications Rangers will have to deal with when out on patrol through skies that are less than friendly.

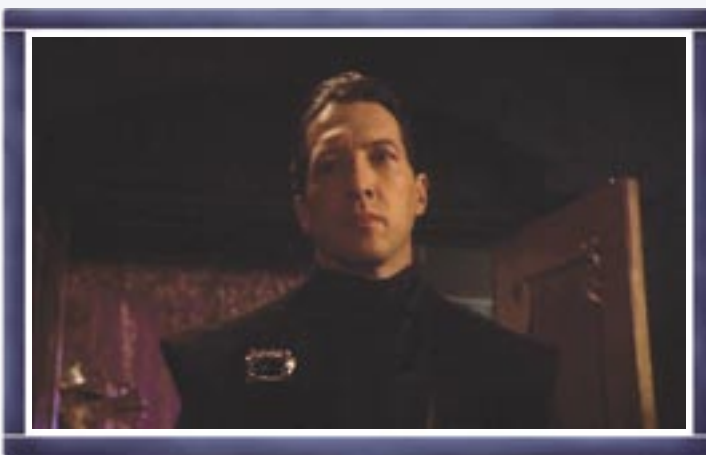
The Purpose of this Book

By the end of this sourcebook, readers should have a very acute understanding of the Rangers in the *Babylon 5* setting and be able to use them to enhance a campaign without overwhelming it. This is not always an easy task, especially given how capable and well-equipped a Ranger character can be compared with others. This book is not necessarily about balancing Anla'shok with other classes, as such would not be true to the concept of the Rangers or their abilities as shown in the *Babylon 5* series but more about achieving a place in the campaign for such characters without overshadowing anyone.

The Rangers are an undoubtedly fascinating concept and most Players of the *Babylon 5* roleplaying game are likely to want to play one at some point during a campaign. This is not to say that other character types are not equally interesting but heroes are by nature special and there are few more heroic archetypes in the galaxy than the Anla'shok. If this book manages to provide Games Masters with a way of creating a campaign for Rangers in such a way that other characters can play alongside them, it has been a success.

The Rangers is mostly intended as a presentation of all things Anla'shok. Even if the Rangers never make an appearance in a given campaign, it can still be of use as a way of showing what should be happening in the background. A solid *Babylon 5* campaign should be as much about what the Player do *not* see as what happens in front of them; the Rangers of any era embody this concept.

If there is one truth about the Rangers that should always be kept in mind, it is that as dangerous as the Anla'shok are in person, they are far more effective when they cannot be seen at all.



The Full Creed of the Anla'shok

'I am a Ranger.'

'There is a darkness in the universe. I am the light that seeks out every place that the shadow might hide. I burn brightly when there is need for light and I dim when there is cause to remain unseen.'

'The stars have called and I have answered. There are forces moving amongst them that cannot be allowed to rally. I have been called and I have answered. The minions of the darkness can be given no rest and no safe places to hide. I have been called and still I answer. The shadows will consume me if I venture too close but if I do not bring the light to them, none will survive. I am called to my destiny and I will forever answer.'

'The night is dark, the road is long, and the way is filled with danger. The path I walk, I walk alone. I will make my way to the end, because the road leads to salvation. If I falter, all will falter. If I fail, all hope is lost. I will not fall; surrender is not an option.'

'I am a Ranger.'

'I come together with my brothers and my sisters in the places of light. I come to the place between the candle and the star. I stand in the gate between faith and nightmares. I am the guardian. We are the sentinels. Together, we will not rest until no shadows fall.'

'I take my garb from the hand of providence. I take my staff with the oath never to use it in anger. I take the faith of my masters in the hope that they are never given reason to question it. I will remain forever true, forever Anla'shok.'

'I venture into the stars to seek my fate. I search now for the signs of the unhallowed. I know in my heart that I may never return but I venture forth without fear. There is nothing to be afraid of in the dark places of the universe. I will serve without question, because that is what I do. If death comes, I will fight with the strength of the light. The darkness may claim me but I will not fade without resistance. In my final moments, my foes will pay a dear price for my life.'

'We are Rangers.'

'We live for the One. We die for the One. We know that every moment we exist is a gift we must earn anew each day. If we must relinquish this life that others might live, we do so without hesitation.'

'We go to the dark places where no one else dares venture. We are explorers that show the way between uncaring stars, charting the course that others might follow when it is their time to pass.'

'We are the guards, the keepers, the seekers and the warders. We never waver in our vigilance and on our watch, there is no shadow that can slip beyond our notice. We stand on the bridge between history and the future, allowing no darkness to pass.'

'I am a Ranger. Anla'shok tulat! Entil'zba Veni!'

Anla'shok

History

'To understand where you are going, it is necessary to comprehend where you have been. This does not mean knowing the places, the faces and the events of the past. You must be able to answer the eternal question of your past - Why? Why have the moments of your personal history occurred in the order and fashion that they have? Why has history unfolded around you in its unique pattern? When you can answer this, you will be ready to move on with your future... and not a moment before.'

— *Durhan, in Tuzanor on Minbar*

Just as any organisation is the sum of its experiences, the Anla'shok in its many incarnations is the direct result of what it has been through over a thousand years of turmoil. Reading the history of the Rangers will ensure that any Player or Games Master can see what the Rangers were, how they grew and what they might become in the future of a galaxy at war with itself. The Shadows may be gone but their legacy of terror, murder, oppression and endless conflict is alive and well in the darkest parts of the known universe.

Hidden horrors and monsters all lurk just at the edge of the light, trying to extinguish hope and bring about a new age of darkness. Ignorance and fear are their tools; terror is their chief weapon. The minions of the Shadows prey on the greed inherent in the races of the galaxy to forge secret alliances and drag the once powerful into ruin. They do this partially to avenge their defeated masters but they also seek to conquer.

The Anla'shok stand between them and their goal just as they once stood against the rise of the Shadows. Where once the Rangers had the task of watching for the signs of the next Great War, now they must act to stop the spread of what that dark race left behind. At the same time, they find themselves in the midst of a newborn government, serving as its enforcement and investigation arm. While evil slowly spreads in the shadows of the galaxy, the Anla'shok is often more concerned with preventing injustices of a far more palpable and blatant nature.

Rangers act in the era of the Interstellar Alliance to ensure that the member races of the ISA treat each other fairly and are protected from all manner of threats, both internal and external. They patrol the borders of ISA space, dealing with the ever-present marauding of raiders and unallied alien races. They act to quell territorial disputes when neither side will listen to reason. While the Anla'shok were never meant to function as a military force, they are now often cast in that role due to necessity.

Though they were ill-suited to act as a military force before the coming of the Interstellar Alliance, their access to high technology, advanced training techniques and the most formidable starships in the galaxy have quickly forged them into a force to be reckoned with in the galaxy. The sight of a fleet of White Stars often puts raider forces of any size to rout and makes military forces think twice about acting against the wishes of the Interstellar Alliance.

Still, competence does not necessarily imply unquestioning adherence to the new policies of President Sheridan and the ISA. Many of the Anla'shok, especially those with a long history of service before the last Great War, do not appreciate the changes in policy that have reshaped their order. They prefer the older traditions of secrecy and non-intervention. They long for the days when their membership was restricted solely to trusted Minbari with the will to walk in dark places and the discretion to do so completely unseen.

To these members of the Anla'shok, the new direction of the Rangers borders on sacrilege. The ways of Valen and the orders of the Grey Council have been pushed aside to serve in a more open, militaristic role. They work to return the Anla'shok to its previous methods but generally to no avail. There are some in the Grey Council and among their own membership that listen to their voices but for the most part the Anla'shok now serve the Interstellar Alliance directly and act as the will of Entil'zha Sheridan commands. Until he no longer leads, until a loyalist Minbari with the 'right' ideals takes his place, their pleas to step out of the public eye will go unheard.

To understand how such a disparity could occur in the otherwise tightly bound Anla'shok at all, one must look at the history of the organisation. The internal dichotomy comes from its roots as a gathering of warriors and priests in the eye of a terrible storm a thousand years before the time of Babylon 5. One must study the long and often violent path the Anla'shok have walked over ten centuries, to emerge as the capable but changed soldiers of the shadows they are in the modern age.

To know how the Anla'shok has become what it is, one must truly understand what they were and how time, tradition and treachery tempered and formed them into the Rangers of the last Great War and the strong right arm of the Interstellar Alliance. Along the way, one can see how, at several points in their history, such forces nearly tore them asunder – leaving only dust and memory in their wake.

The First Age of the Anla'shok – Valen (1,000 years before Babylon 5)

The first age of the Anla'shok, also called the Age of Valen, technically begins with the destruction of the main Minbari star base during the Shadow War that devastated the galaxy a millennium ago. The utter annihilation of the base spelled the end of any hope the Minbari had of defeating the Shadows and shattered their morale. Drove of warships began falling back throughout the Federation, ceding entire systems to the bizarre, seemingly unstoppable invaders. The Minbari were on the brink of extinction.

Then, in a previously unexplored quadrant of space bordering their territory, the Minbari fleet picked up a massive energy fluctuation unlike anything they had ever detected before. The pulse of radiant power seemed specifically tuned to their communication frequencies, making it impossible for them to miss the anomaly even though their nearest ship was light years away in hyperspace. Curious and wary, one of the retreating Tinashi vessels broke formation and went to investigate the source of the lambent signal.

What that single vessel discovered changed the course of history for the Minbari and the known galaxy forever. There, amid a corona of

temporal energies, was a massive space station the likes of which the Minbari had never seen before. Oddly cylindrical and alien in design, it did not seem immediately hostile. Entering the strange vessel, two of the vessel's elite warriors encountered a lone Minbari, an odd, stooped alien and a pair of deific beings.

The lone Minbari bade them welcome, calling himself Valen and proclaiming that he brought them hope. The Tinashi warriors' reception was less than forthcoming or open; they moved forward to take the Minbari captive but were gently stopped by the great power of the Vorlons flanking Valen. A tense period of negotiation later, the Tinashi's captain agreed to send a general beacon out to the fleet and request that they rendezvous with the strange station.

What followed was the largest gathering of vessels since the Minbari began losing the war more than a year earlier. The Minbari fleet was taking a huge chance by obeying the rendezvous request but Valen and the enigmatic Vorlons assured them they would be perfectly safe. One by one the Minbari ships came out of hyperspace and took up position around the station until every vessel for 40 light years was present. The collective bothered the Alyt in charge of the ships as it seemed they would be a tempting target for the Shadows.

The First Trial

They were right. A few minutes after the last Minbari starship glided into position, Shadow vessels began shimmering into existence all around them. Cursing themselves for making their fleet so vulnerable, the Minbari captains turned their ships and prepared to open fire in what would be a desperate and likely suicidal attempt to



break the Shadow ambush. The black ships sped towards them, weapons charging and all seemed lost.

Then the space station opened fire with an unbelievable amount of firepower. During its long trip through time, the Vorlons had taken the opportunity to make some basic modifications to its design. The defence grid of Babylon 4 had been primed and empowered through subtle Vorlon science. Each gun was fully capable of punching through the alien hulls of the Shadow cruisers around it. After a few pyrotechnic rounds of devastating fire, what remained of the Shadow attackers were quickly sliced apart by a suddenly inspired Minbari war machine.

Valen, only hours after arriving in Minbari space, had given the beleaguered race their first victory against the Shadows in months. Though a few ships were lost to the Shadows even as they were being driven back and destroyed, the death toll was inconsequential compared to the morale level of the surviving Minbari. They had been ambushed by the Shadows and lived to tell of it. The black ships were not indestructible; they could be destroyed.

The Vorlon Connection

This marked the beginning of the hope Valen had promised. While the Vorlons were quick to leave once the fleet around Babylon 4 was safe, their presence and the unspoken promise of future aid was also a great boon to the fading spirit of the Minbari. The appearance of the Vorlons had touched a primal chord in them – a racial memory of great power and mystery. If they endorsed ‘Valen’, it was virtually impossible for the Minbari to do otherwise.

The Vorlons played another role in the mystery and acceptance of Valen; they were so mysterious and so little was known about their abilities that any incongruity about Valen or his ways was explained away as Vorlon-related. The Minbari never questioned where the new space station came from or who had constructed it; it was simply attributed to the Vorlon and no further inquiries were made. When Valen acted in a surprisingly non-Minbari way, it was assumed that his time among the hallowed Vorlons had changed him in some way.

This did have the slightly detrimental effect of making it difficult for him to get past the semi-divine status his ‘relationship’ with the Vorlons seemed to give him. While he found very quickly that he wielded great power because of it, he often felt isolated and unable to break through the reverence to simply communicate with people. He could make declarations and have them carried out almost instantly but it was nearly impossible to have a conversation with anyone.

The Inner Circle

There were a few exceptions – Minbari that saw the man within the mystique. These people became Valen’s close friends over the course of the war. He needed a group of people he could talk to, allies that would listen to his words and not get distracted by the ‘power’ behind them. He needed officers for what was rapidly becoming *his* military, rather than a cult of personality. He had seen firsthand how inefficient a group like that could become. With every battle in the Shadow War vital to survival, he could not afford to have any mistakes.

Among these close friends and allies, Valen found the core group he needed to form what he knew from the future he had to – the Anla’shok. He constantly kept his eyes open for those with the wisdom to form the new ruling council of the Minbari he knew would come but the Anla’shok were his first priority as the galaxy was plunged further into war. He knew the Minbari would need strong leaders other than himself but before he could worry too much about the semantics of a new government, he needed soldiers and commanders.

The formation of the Minbari into three castes was relatively easy and most of the clans were already oriented in one of the three directions – warrior, worker or religious – to start with. As he had members of each group in his inner circle, guiding the clans to adopt his social order was relatively simple. He merely relied on his friends and their ability to sway elders with enough social power to see his designs through to completion. True, he had a war to win, but he had to bring the Minbari together as a race before he could forge them into a force capable of defeating the Shadows.

Unfortunately, the clans were not as quick to fall behind Valen as a war leader as they were to be organised into castes. They were divided and indecisive about how to proceed, causing a fatal delay in their ability to back Valen during these critical months in the war effort. With only his nascent Anla’shok and those troops his closest allies had been able to provide, he had to fight the war for the Minbari. This proved very costly in lives, lives that could have been spared if only the clans and castes had unified under his command as he had asked. He had to bring them together at any cost; the fate of the galaxy rested on being able to do so.

In this regard, his inner circle was also instrumental. Like him, they appreciated unity. They brought to Valen what he necessarily lacked as an outsider – information about the clans and their existing leadership structure. He knew the shape of the future but they helped him shape it. His closest friends became members of the Grey Council as it formed,

war leaders aboard the flagships of the new Minbari fleet and the command staff of the newly ordained *Intiera'zhe*, the Star of Hope.

The Intiera'zhe

With a design unfamiliar to any race in the galaxy at the time and weapons powerful enough to defeat the defence systems of Shadow vessels, the renamed and refitted Babylon 4 underwent even more modifications once the Minbari began using it as their forward command base. Hanger bays were added, new weapons were brought in to supplement the base (as its anti-fighter systems were less than optimal) and a powerful tachyon communication system was added to the main comm spar for instant message relay to anywhere in the Federation.

The Intiera'zhe became a symbol of renewed morale and faith for the Minbari but it also became a sign to other races that had been suffering under the deadly attentions of the Shadows as well. Some of these races, like the Tak'Cha, proved to be valuable allies in the beginning but had dangerous personal agendas and would prove eventually to be the undoing of much of what Valen was able to achieve between the Minbari and other civilisations. The Tak'Cha were also responsible, though they repented the action later, for the destruction of the Intiera'zhe through planted explosives.

Before its destruction by the xenophobic Tak'Cha, the much-altered Babylon 4 was a marvel of engineering and re-engineering. The station was half again as long as it had begun, the extra room taken up with a superior reactor to support its defence and attack grids. The station had an electromagnetic shield, marking the first time any vessel outside Vorlon space had been granted one (and providing a certain foreshadowing for the White Stars of the distant future).

It is certain that without the might of the Intiera'zhe and the hope that it represented, the Minbari and their new allies would never have been able to stand up to the devastating terror of the Shadows. For more important to the war effort than its guns was the symbol of Intiera'zhe as meeting place and staging ground. It was a sign of safety, of faith renewed and of the power of co-operation. Had it survived long after the end Shadow War, the station would likely have become the same kind of gathering place that its descendent station Babylon 5 was destined to be.

Babylon 4 as the Intiera'zhe

The Babylon 4 diplomatic station in both its original incarnation and as the upgraded Intiera'zhe, is too large

to be represented as a spacecraft as detailed in Chapters 3 and 4 of the *Babylon 5 Roleplaying Game and Fact Book*. Its use in a tactical situation would be limited to scenarios involving the last Great War, 1,000 years before the time of Babylon 5.

The Shadows would certainly have a keen interest in destroying Babylon 4 since it was brought in as a replacement for the Minbari starbase the forces of darkness had just annihilated. Actually destroying Babylon 4 would be extremely difficult. However, it is certainly possible for an attacking spacecraft to cause serious damage and even breach the hull. Though automatic pressure doors would close to minimise the affects and repair crews be assigned to patch the damage, the loss of life and facilities would certainly be noticeable to residents on board.

If a Games Master is interested in roleplaying the attempted destruction of the station by fusion bomb as seen in the 'War Without End' episodes, these statistics will be of limited use. If the fusion bomb is allowed to detonate within range of the station, Babylon 4 will be completely destroyed, despite its statistics.

Damaging the Station

Every section of the Intiera'zhe is assumed to have Damage Reduction 20 and 250 hit points, though this becomes Damage Reduction 25 while its electromagnetic shield is active. Once this damage has been exceeded, an area of the hull will be breached. However, Command and Control can close blast doors to protect the stations most vital systems, such as the Observation Dome itself, Docking Portal and Fusion Reactor, increasing the Damage Reduction score to 25 in these locations. The EM shield will not improve this DR value, as it only protects the outside of the vessel.

Sensors

Boosted by the navigational network and its original XP-5 computer system, the Vorlon and Minbari modified tracking units onboard grant Command and Control a Sensor score of +10. Communications, a primary concern of the Intiera'zhe, are unblockable, cannot be deciphered by any vehicle or interceptor not within a direct line of effect to the target vessel(s) and can instantaneously reach any point in the Minbari Federation or within 120 light years coreward from its border.

The Defence Grid

Though the defence grid of Babylon 4 was quite impressive on its own, the Vorlons supporting Valen were well aware of its inability to significantly damage Shadow vessels. Though they would have preferred not to have any direct

part in the Shadow War, the Vorlons had to ensure the survival of the station at least until the Minbari's hope and unity could be rekindled. This took the form of a hybrid weapon grid capable of slicing through Shadow armour and defending the Intiera'zhe from the initial attacks it was sure to attract.

As most weapons are mounted on the rotating sections of the station (the motion of which is automatically compensated for by the targeting systems), the Intiera'zhe is assumed to be able to fire those listed below into multiple facings simultaneously. For example, an attacking Shadow cruiser in the left fire arc could be fired upon by ten neutron lasers in the same round as another cruiser in the right fire arc was fired upon by another ten neutron lasers. However, Babylon 4 does not have a front or rear fire arc, only right and left arcs that bisect the station (see page 13).

After the first four months of the Great War, once battle was joined with the Shadows, the Minbari completely upgraded the station's defence grid. Using the heavily armed nature of Babylon 4 as a model, they implemented the following weapons in each arc.

- ⑤ One Superheavy Neutron Laser; Attack +5 (targeting computer); Damage 200+10d20; Critical 18-20; Range 8; Special Feature: Automatically inflicts a Heavy damage critical hit each time it successfully strikes an enemy vessel
- ⑤ Ten Neutron Lasers; Attack +5 (targeting computer); Damage 150+5d10; Critical 18-20; Range 8
- ⑤ Five Fusion Cannon; Attack +5 (targeting computer); Damage 10+3d10; Critical 18-20; Range 2
- ⑤ Four Electro-Pulse Guns; Boresight; Attack +5 (targeting computer); Damage special; Range 1 (max)
- ⑤ Four Modified Interceptors; Attack +5 (targeting computer); Damage 20+2d10; Critical 20; Range 1; Rapid Fire; Special Feature: Can be used against Shadow beam weapons

This tactical information supersedes the statistics given in *Point of No Return* Season Book and should be used instead of that appearance of Babylon 4 for any scenarios using the Intiera'zhe.

Spacecraft Complement

The Intiera'zhe has the following spacecraft permanently assigned to it, either kept within docking bays, the modified Cobra Bays, the additional bays built by the Minbari or parked in a safe orbit at a distance from the station.

- ⑤ (48) *Nial Fighters* divided into *Vau, Seti, Kian* and *Fural squadrons*
- ⑤ (12) *Combat Flyers*

- ⑤ (10) *Cargo Loaders* (original vehicles from its time as *Babylon 4*)
- ⑤ (50) *Maintenance Bots* (original vehicles from its time as *Babylon 4*)
- ⑤ (25) *Maintenance Pods* (original vehicles from its time as *Babylon 4*)

12 Nials remain on patrol around the station in four flights of three at all times. These vehicles are swift enough to get out of the field of fire should Shadow vessels appear around the station without warning. They can also deploy to aid capital ships on patrol or enroute to the Intiera'zhe if they are needed. The Combat Flyers double as shuttles and can be used for diplomatic reasons or to aid in combat during times of extreme danger.

Valen's Last Words and the Vanishing

It was as the fires of the detonating Intiera'zhe were glimmering into the night that Valen's final words to his people were played as a recording for all present to hear. These words, simple and elegant as they were, showed much about the character of Valen as leader, saviour and in the end just a mortal man like any other Minbari or Human. While those who heard these words first had no way to know the names mentioned or what they would one day mean, the message inherent in his words was clear enough for any to comprehend.

'My name is Valen... and I have served my people like no other. I led them into fire... into darkness... into death... and they followed me without hesitation. They acclaim my victories and hail me as a great leader. They speak of my successes as if they are as infinite as the stars. And yet, for all that I've accomplished... I lie awake, listening to the screams of the dead and dying, those who are already gone and those yet to be born.'

'A few words from me could avert the Earth-Minbari conflict. A warning to Deleenn or Dubkat... but without the war, there would be no Babylon 4 and no Babylon 5. There would be no rallying point against the Darkness... and the Shadows would win, now and a thousand years from now. I cannot deviate from the circle of which I am a part. I am the beginning of the story, as Zathras said, and a prisoner of it. I dare not change the end.'

'Still it's been a good life... lives... over all. Deleenn, Catherine, Susan, Michael... if any of you see this somehow, don't cry for me. For in the final analysis, I've always been too hard on myself. I'll be content to let history judge me and all that has been done in Valen's name.'

'And as for me... I've received my own reward, because I've found her. At long last I've found her.'





Left Fire Arc



Right Fire Arc

There has been much conjecture over who the 'her' referred to in the message might mean. Most believe it is Catherine Sakai, Sinclair's fiancée and love who disappeared into a temporal anomaly and was never seen in galactic history again. Still, it seems odd that if that were the case why would he mention her name as someone who could 'see the message somehow'? It is likely that Valen's meaning will never be known but that might be for the best. For a man permitted very few secrets and very few choices in life, it seems fitting that he be allowed one final mystery to call his own.

In truth, this would give Valen two mysteries, as the facts surrounding his assumed death are entirely missing. There is no record of how he died, where he might be buried, or under what circumstances the great leader of the Minbari people met his end. He is known to have had many children during his years after the Shadow War but of the man himself there is no trace. It is as if history, having been denied the conclusion of his life in the future, repeated his disappearance a second time to keep his circle from ever truly ending.

Of Zathras

No discussion of the first era of the Anla'shok would be complete without mentioning Valen's curious companion, the nervous and strangely disarming Zathras. A stooped, smallish humanoid with a penchant for furred clothing and referring to himself in the third person, Zathras was an inseparable part of Valen's inner circle. Alternately seeming like a savant-like advisor and a menial servant, no one among the first group of Anla'shok had any clear idea what Zathras' role in *anything* was, much less his purpose for being with Valen when he was discovered on the Intiera'zhe.

Zathras was never known to wield or even touch a weapon, not even in self-defence. His technical expertise seems to have been his only real skill but this was nearly legendary among worker caste Minbari. There did not seem to be any advanced system he could not take apart and put back together faster and better than it was before. Indeed, their only concern with Valen's aide was his constant habit of doing just that, without regard for whether or not the system he was dismantling was in use.

Zathras' end is also a mystery. Most legends agree that Zathras was with Valen until the Minbari leader's last days but whether he went with Valen into obscurity or was finally sent on his way and disappeared into deep space alone is in doubt. Given Zathras' monominded loyalty to Valen, whom he called 'the One', it is likely that even if he had been released from service, he would have followed Valen regardless.

After Valen

For several years after the passing of Valen into the darkness of space, the momentum of the Anla'shok as his first, best military force remained with the organisation and they wielded remarkable power. They were given the finest vessels, the brightest recruits and were allowed to travel freely through the Federation in Valen's name. It was assumed that they were patrolling against the possibility of the Shadows' return and for the most part this is what they were doing.

There were rogue elements among the Anla'shok and among the alien races that had their own agenda to follow. Some of these were simply variations of Valen's orders and consisted of strikes against worlds that had harboured the Shadows or were potential bases where the fleeing ancient race might be hiding. While not directly supported by the new Grey Council, these military actions were perfectly acceptable and when they came to the attention of the Minbari they were given silent, tacit approval. Indeed, many new warrior caste fleets supported the Anla'shok, carrying out these raids as training exercises.

This era finally waned as the Anla'shok patrolled further and further outside the borders of Minbari space and turned up fewer signs of the dark enemy with each expedition. As the power of the warrior caste and the Grey Council grew back home, the Anla'shok out on the fringe of their space lost influence and eventually faded from the public eye. Ironically, if they had disobeyed Valen's mandate to continue watching for the coming of Shadows, they would have been closer to Minbar and likely been able to retain their position as the primary military and political force of their people.

The fading of the Anla'shok from the height of their power was not a concern for the leaders of the Rangers, who were direct descendants of Valen's Inner Circle. They still understood the reason for their formation in the first place and knew that this division between themselves and the powers that ruled the Minbari was actually a blessing as it allowed them to focus on their true goal. Indeed, the Grey Council taking the reins of governmental authority fully provided the Anla'shok with their next target for vigilance – the Minbari themselves.

The Second Age of the Anla'shok – The Inward Eye (200 AV to 450 AV)

This period was punctuated by first the return of the Anla'shok to their homeworld and then their gradual alienation from their own people. This was brought about by the best of intentions, as horrible things often are; the Rangers merely wished to make sure that the corruption

inherent in the Shadows and their Minions never took root in the Minbari. To ensure this, they turned their keen investigating skills and considerable power towards the place where they felt such a decline would do the most damage – the Grey Council.

This proved to be the Anla'shok's undoing on their homeworld. For 200 years, roughly the lifespan of an average Minbari, the Grey Council had ruled uncontested under the laws set down by Valen himself. In their eyes, they were no more deserving of scrutiny than The One or, for that matter, the Anla'shok. This base pride formed an underlying disagreement between the Anla'shok and the Grey Council that would last for centuries and undermine much of the power in both groups.

Eternal Vigilance

The Anla'shok's return to Minbar was a festive affair and for a time, they were heralded as conquering heroes of a generation past. They were welcomed back to Minbar, effectively given the city of Tuzanor to maintain as they saw fit and given whatever resources the Grey Council could afford. This peaceful time was fated not to last but for the few years that it did, both power groups worked in harmony and life was both peaceful and safe in the Federation.

Because the warrior caste was quite expertly monitoring space for any threats to the Minbari, the Anla'shok turned their attention inward to their people and the rulers that had taken power in their absence. Again, at first everything seemed calm and the Rangers found little to take fault with; the Grey Council was organised and operated according to the Law of Valen; they could not and would not contest such an arrangement. Acting as a form of secret police, the Anla'shok worked as part of the government to deal with internal matters quietly and efficiently.

During this time, sedition in the form of radical Minbari elements were located, neutralised and banished from the Federation. Overall, the Anla'shok were responsible for dealing with these problems and the Grey Council showed its appreciation by granting them great authority and legal powers to maintain their vigil. Acting as they were intended, the Anla'shok thrived in this role as protectors of the people and guardians against the darkness in the souls of all living beings.

It was this training that eventually began to erode relations between the Grey Council and the Anla'shok. Because the Rangers were taught to believe that no place, no power and no person was above approach (not even Valen himself, not that any Minbari truly believed that), they did not maintain a respectful distance from the Grey Council for long. Eventually, over the course of several decades,

the Anla'shok began investigating the background of the current members and all potential advisors to the Grey Council.

Though these were precursory examinations only done to be thorough, some members of the Grey Council took great offence at being brought under investigation for what they perceived as no reason. Though the Anla'shok could easily have explained that they were simply following their own rules in making certain there were no dark secrets hidden behind the highest seats of power in the Federation, pride and the Ranger's code of silence crippled communication before it could even begin.

These small offences quickly became larger outrages as the members of the Grey Council that complained about their investigations came under closer scrutiny. After all, the Anla'shok reasoned, only those with something to hide would complain about them merely doing their duty by Valen. Things eventually came to a head 140 years after the return of the Rangers to Minbar with the passage of the Act of Shal'rhi.

The Act of Shal'rhi

The acting leader of the Grey Council, a religious caste figure of great personal charisma named Shal'rhi, proposed to his fellows that the powers given to the Anla'shok were being greatly abused and needed to be repealed before they did real and lasting harm to the Grey Council. The children and the children's children of Valen's appointed leaders of the clans argued the matter for days with no clear resolution until a tragic mistake finally forced the issue.

During a 'routine' investigation of Shal'rhi's personal domicile by a pair of Anla'shok looking for signs of collusion with enemies of the Minbari people, the Grey Council leader's son was killed when, startled by the unannounced entry of two hooded figures, he bolted out of the manor and fell to his death. The two Anla'shok involved, utterly horrified at this accident, offered to make restitution immediately and fully admitted to their complicity in the boy's needless demise.

Shal'rhi, sickened with grief, did not accept the offers of the Anla'shok. Instead, he used the death of his youngest son as an emotional and personal tool to drive through the passage of the Shal'rhi Act. The other Council members, convinced (perhaps rightly) by this tragedy that the Rangers were going too far in their pursuit of baseless charges, voted unanimously to approve the Act without fully reviewing its now changed wording.

It was in this procedural error that the true damage between the Anla'shok and the Grey Council was done. Shal'rhi,

furious and vowing that no Minbari would ever lose their life or freedom to the Anla'shok 'traitors' again, had reworked the Shal'rhi Act to include more sweeping repeals of authority and legal power than its previous text had codified. The new form of the Act of Shal'rhi effectively stripped the Anla'shok of all power to monitor, investigate, or operate in a military fashion on Minbar or anywhere within ten light years.

When the Anla'shok leaders received the text of this new act through their contacts in the Grey Council, they were understandably alarmed. When they were informed of its passage, they could scarcely believe the news. The Act was a massive cease and desist order that crippled the power of the Rangers around their own homeworld – the very place they needed to monitor the most!

Faced with this Act and the impending enforcement of it by the warrior caste, the Anla'shok did the only thing they could do; they ignored it completely. Because they held sacred to the law that Minbari must never kill Minbari, they could not directly fight the Act but through passive resistance they hoped to endure it and continue doing their duty by Valen.

The First Anla'shok Uprising

The Anla'shok conferred for a short time after the passage of the Shal'rhi Act and decided to carry on with their duties as if nothing had changed. While this bothered a few of the more traditional and caste-oriented members of the Rangers, most of them felt that the Anla'shok and its sacred mandate was far more important than a law passed by a grieving father and a council of frightened autocrats. While they respected the Grey Council in its existence as Valen's chosen method of government for their people, the actual men and women that wore the grey robes of the Council were mortal Minbari and just as susceptible to greed and corruption as anyone else.

This was precisely the wrong attitude to take, as it made the Anla'shok seem completely unsympathetic and cast the radical steps Council Leader Shal'rhi wished to take in an even more appealing light to the outraged Minbari people. The Rangers, just a century earlier portrayed as heroes of the Federation, were now the uncaring eavesdroppers out to violate every caste member's privacy and endanger their lives and, more terribly, the lives of their children.

This public opinion further fuelled the reactionary elements of the Anla'shok; they saw this reaction as a carefully planned manoeuvre by the Grey Council to discredit them and turn their fellow Minbari against them. They were blind to the truth that while they had been wrongly maligned, it was their reckless behaviour and utter lack of empathy at a time

when even the merest act of public contrition might have salvaged their flagging reputation.

Instead, the Anla'shok pooled their resources, drew on the support of prominent Minbari still loyal to the Rangers in Valen's name and maintained their presence on Minbar even after the Council had requested their voluntary confinement to Tuzanor. The Anla'shok continued their peaceful uprising against the authority of the Grey Council and although no lives were lost, hostilities mounted to the point that violence seemed imminent.

The Century of Tension

What might seem like a crisis for any other race doomed to escalate in a matter of days was considerably more subdued for the Minbari – at least on the surface. While there was no love lost between the Anla'shok and the Grey Council over the next hundred years, neither side was willing to break Valen's most fundamental law and the central code of their race; no Minbari shall kill another Minbari. Though there were a number of physical clashes ending in pain, broken bones and even bloodshed, the violence never escalated to a true threat of death.

This was not to say that things were ordered or calm between the two warring camps of thought. The Grey Council worked within the laws of Valen to slowly undermine the power of the Anla'shok and put their own forces in place from all three castes to constantly reduce the Minbari people's need for the Rangers and the military might they still represented.

In a way, the Anla'shok did some of the Council's work for it by railing against their efforts incessantly. The Rangers neglected most of their expeditions while they worked to maintain power on Minbar and in so doing, many of their fleets were either lost or chose to fold into the growing forces of the warrior caste and turn their back on the Anla'shok, an organisation that seemed to have forgotten the basic principles it was founded to defend.

When the Anla'shok, near the end of the century of tension, looked back over its activities during that time and took stock of its remaining resources, it could not help but feel ashamed. The trust Valen had placed in them had been sacrificed in the almost insane desire to retain power they were no longer using effectively or had the mandate of their people to wield in the first place. The Anla'shok had strayed so far from the example set by Valen more than 400 years ago that it was difficult to even remember a time when they had been faithful to his vision.

This revelation affected the Rangers and their leadership far more profoundly than any law the Grey Council could

ever impose. It was not troops or threats or public outcry that finally brought down the self-enforced secret police of the Anla'shok; it was their own realisation that were the founder of their order alive to see what they had become, he would have turned away from them in shame and disgust.

The next decade was spent dismantling many of the power centres they had destructively clung to during their long years fighting against the Grey Council for authority they did not deserve. They returned rule of Tuzanor to its city administrator, retaining only the temple and grounds Valen had specifically set aside as the Anla'shok's home. Many of the Rangers did not truly feel they deserved even that much but the disheartened leaders of the Anla'shok needed time to think and re-evaluate their place in the galaxy.

The temple offered seclusion and, with the Grey Council's agreement that they would be allowed to stay at their temple for as long as they wished uncontested, they retreated from the world and spent a very long time contemplating their folly, their mistakes and whether the Anla'shok truly had a reason to exist at all.

The Anla'shok had been struck a blow far more serious than any assault by warrior Minbari and far more crippling than any manipulation the Grey Council could have contrived. The Rangers, masters of investigation and uncovering the truth, had turned its infallible eye upon itself and recoiled at what it saw. It was wounded by a force far deadlier than any Shadow attack. For the first time since their inception in the war-torn stars, the Anla'shok encountered an enemy they could not defeat.

For all their power and skill, the Rangers faced a threat their founder could never have prepared them to confront – doubt.

The Third Age of the Anla'shok – Silence and Doubt (450 AV to 700 AV)

With the constant pressure between the Grey Council and the Anla'shok finally abated, the order faded out of the public eye. No longer seeking to police the Minbari, the Rangers began a very long, very detailed examination of their methods, motives and reason for existing. They were the extension of Valen's will, his desire to keep the galaxy safe from the threat of the Shadows and a gathering of the Minbari's best, brightest and most faithful. Were they not?

Their recent failure notwithstanding, the Anla'shok had more than 400 years of noble service and could rightly be proud of their vigilance in Valen's name. Unfortunately, the seemingly unilateral rejection of their authority made it difficult for the Rangers to continue functioning the way they had been. If the Anla'shok were going to survive, they would need to alter their approach to the sacred mission handed down by their founder. Valen wished them to remain wary of any sign of the Shadows' return and that, above any other duty, was their primary reason for being.

The problem with this decision, though it was not immediately apparent, was that many of the Anla'shok were beginning to doubt the fundamental elements of their own organisation. While few actively doubted the existence of Valen, many wondered how instrumental he actually was in their culture and whether they should be dedicating their lives to the memory of a Minbari war hero more than four centuries dead.

The main doubt that began to creep into the minds of the Rangers as they remained cloistered in Tuzanor was far more crippling; were the Shadows even real? While it might have seemed preposterous for any Minbari to doubt the existence of an enemy that had very nearly destroyed their entire race, there was virtually no evidence of the Shadows ever having been in the galaxy. This lack of physical proof, coupled with the malaise that fostered in the Anla'shok temple



among the dejected, cast out Rangers, combined to make an entire generation of Minbari Anla'shok question what their fathers accepted as undeniable fact.

Ironically, of course, it was the efforts of previous Rangers that fed these doubts. The reason why there was so little evidence of the Shadows was because the ancient race had covered its tracks extremely well and any traces found by the Anla'shok had been isolated and erased. Those Rangers could never have imagined that what they were doing to protect their people would someday shake the foundations of their own order and threaten to destroy the Anla'shok as a whole.

An Unwilling Exodus

For years, these doubts fomented and grew but the internal discipline of the Rangers kept them together even as more and more of their number doubted the existence of their eternal foe. The temple in Tuzanor grew in population as Rangers from all over the Federation returned home because their patrols had been turning up nothing for decades. Despairing of finding anything in the void of space, Ranger ships returned to Minbar, were decommissioned and their crews entered the monastery to join their brothers in self-imposed exile.

Unfortunately, this occurred so often that within a few years, the Tuzanor temple reached its formidable capacity and became overcrowded. The leaders of the Anla'shok, not willing to turn members out amid the population of their home city for fear of beginning the same cycle of problems that had brought them to this sorry fate in the first place, had to seek a different answer.

Eventually, the answer came to them as a fortuitous accident. The warrior caste had been accepting the Anla'shok's old vessels as their Ranger crews returned to Tuzanor. These ships were then repaired, refitted and added to the Minbari military as auxiliary ships. As this occurred on an increasing basis, the military's ability to take in ships diminished for want of places to maintain them. When the last available berth for a reserve vessel was filled, the leaders of the warrior caste refused to take any more of the Anla'shok's 'outdated scrap'.

Ultimately, this would work to the Ranger's advantage. 'Stuck' with several ships that were functional but needed work, the Anla'shok were forced to deal with these vessels or agree to let them be demolished to make room in the often crowded orbit of Minbar. Unwilling to let these pieces of their history vanish for want of use, they needed to find a solution that allowed them to keep the ships in existence. The answer was superlatively simple. The Rangers did not

trust themselves among their own kind and they had several jump capable ships they did not want to see destroyed.

Fully half the population of the Tuzanor monastery left in a wave of exodus within the year. Divided into crews of varying sizes depending on the ship and its needs, they took allied warriors and technicians with them on their long journey to the farthest reaches of the Federation. One of their main goals was to find some sign, *any* sign of the Shadows as a mark of proof that their lives had not been spent on a fable from the past.

In many cases, these ships left somewhat under protest. The Rangers were no longer a motivated organisation and most of the Anla'shok had long since lost faith with the Code. With no clear objective and less than optimal equipment, morale was quite low for the Anla'shok fleet as it left the Minbar system and headed into space. Had they known what they would find on the periphery of the known galaxy, they might very well have stayed home and let their ships be destroyed after all.

The Zed'rak Ambush

The Rangers left Minbar in search of some proof of the Shadows' existence. While some had faith they would find something if they simply went far enough out, others – most others – no longer believed in the Shadows. To these disaffected Rangers, the Shadows and the Vorlons were both stories told to children late at night. They represented the ideals of good and evil – nothing more. They never expected to find proof of these legends, especially not so far from the battle sites of the Shadow War.

They were wrong. Three months after leaving Minbar, one of the Anla'shok vessels – the *Varaii* – went out of contact with the rest of the fleet. While they were scattered along the border of Minbari space, all of the Ranger ships tried to remain in communication with one another. They were, after all, brothers in common cause and after years together in temple they were loathe to completely embrace the isolation of space. While days would sometimes pass without word from each other, no ship ever went more than five days without at least a basic status report.

When the *Varaii* remained silent for nine days, the Ranger ships nearest to its last known position suspected trouble. No attempt to contact it was successful; there was no indication that it was even receiving their communication signals. With no pressing reason to remain on their own headings, the nearest three Anla'shok ships diverted course to intercept. They prayed the *Varaii* would be found intact with something simple like a failed comm array to explain its silence.

The three ships rendezvoused in hyperspace and jumped into the last system the *Varaii* had been noted as visiting, hoping to find their kindred vessel waiting for them. What they found instead was a field of debris barely recognisable as having once been a Minbari ship. A scan of the wreckage confirmed its source as the *Varaii*; the ship had been completely torn apart in what appeared to have been a devastating battle. Blast patterns on remaining hull pieces suggested multiple attackers. The *Varaii* had never stood a chance.

When the Ranger vessels tried to communicate their findings to the rest of their distant fleet, they found their communications jammed. Then, without warning, the source of the *Varaii*'s destruction appeared out of hyperspace. A swarm of small ships the likes of which the Anla'shok had never seen descended upon them, weapons blazing. While each of the tiny ships was quite inferior to even the older technology of the Minbari, there were so many of them that the unknown race's initial surprise attack was very effective.

One of the three Ranger ships was blown apart before it could even return fire. Incensed at the loss of their brethren, the other two ships chose to stand and fight rather than run. With cries of 'Live for the One, Die for the One' and superior weapons firing into the night after their swift and agile prey, the Anla'shok turned the tide of battle against the ambushers and drove them off.

Both ships were badly damaged when the momentum of combat broke and their attackers fled. Their communications restored, they intercepted enough of the enemy's transmissions to put together that they were the indigenous life of this system, which had before been considered uninhabited. Called the Zed'rak, these aliens were determined to destroy the 'invaders' at any cost and would be returning with a larger force. The Anla'shok ships were faced with a choice. The one they made would haunt the Rangers for a long time to come.

Genocide

Bloody and battered, the two Ranger vessels could have activated their jump point generators and retreated out of the system. The sight of their two fallen sister ships, lost with all hands as the result of cowardly sneak attacks by the Zed'rak, instead drove them mad with grief and rage. Rather than leaving the area or rendezvousing with other ships to discuss strategy, they sent a transmission explaining the fate of the *Varaii* to every Anla'shok ship within range and followed at top speed after the retreating Zed'rak.

The alien ships, while quick in combat, were not able to out-race the speed of Minbari warships; even the old craft used by the Anla'shok were faster than them. The Anla'shok caught them as they reached the orbital path of their homeworld and ripped them apart with fusion beams as they tried to flee.

This would have satisfied the bloodlust of the Rangers but as they turned to leave, the rest of the Zed'rak fleet arrived. While the Zed'rak did not have very powerful weapons, they made up for this shortcoming in both quantity and range. Energy lances from what seemed like an impossible distance away slammed into the aft of the rearmost Anla'shok ship. The attack breached its hull, setting off a chain reaction that shattered its reactor and consumed the craft in a brilliant sphere of nuclear fire.

All thought or reason disappeared from the Anla'shok crewing the remaining vessel, the *Andar'vai*. They turned and met the assault of the Zed'rak head on. It was a doomed charge and most of the ship was picked apart by the Zed'rak's superior range before it could fire its own guns but the *Andar'vai* exacted a horrible toll on the aliens before joining its fellow vessels in oblivion.

The *Andar'vai* managed to survive just long enough to occupy the combined attention of the Zed'rak ships. This left the flank of the alien's forces completely undefended when Minbari jump portals tore open the void around them. Seven Ranger ships emerged from hyperspace to see their companion vessel blown out of the stars. Rage begat rage and within an hour, no Zed'rak ship survived the fury of the Anla'shok. Though only six ships remained when the glare of battle faded and all were seriously damaged, their work was not yet done.

The six vessels fell upon the homeworld of the Zed'rak and discovered why the system had been previously assumed to be uninhabited. The Zed'rak were subterranean, likely a related species to the Brakiri. How they had survived the harsh conditions of their world and thrived enough to establish a space presence was a fascinating scientific mystery but the Rangers were not interested in investigating the Zed'rak; they only wanted to annihilate them.

Three of the surviving Ranger ships were equipped with weapons capable of orbital bombardment and spared no consideration at all before opening fire. The Minbari rained fusion fire down on the Zed'rak, melting stone and collapsing caverns with the heat of their wrath. By the time the bloody night's work was done, not a single square mile of the planet remained untouched by the Rangers. The ambient temperature of the planet had raised 20 degrees and any ability it might have had to sustain life was gone.

The Zed'rak, for the crime of overzealously defending their home system, had been eradicated.

Aftermath

It was only after the horror had been committed that any of the Anla'shok became aware of what they had done. While the attack on their brothers and sisters aboard the *Varaii* and its attempted rescue party had been terrible, extermination of an entire race was so much greater a magnitude of evil that they could not come to terms with their actions. Some wished to set their own ship's reactors to critical levels and die for their crime against the universe.

This might very well have occurred if calmer heads had not prevailed. Better, they reasoned, to continue with their mission than to take the easier way out of suicide. After all, they were essentially in exile as it was. Remaining among the stars for the rest of their lives, searching for something they doubted even existed, was a fitting punishment for genocide. While it seemed like a better fate than they deserved to some, it was an acceptable answer and the Rangers departed the floating graveyard of the Zed'rak, humbled and resigned to their lonely fate.

This resignation might actually have been the saving grace of the Anla'shok during the Era of Silence and Doubt, because without it there was every likelihood that the ships of the Ranger fleet would have drifted apart spiritually and physically. Instead, unified through a common thread of guilt and sorrow, they stayed together and continued to pursue a mission none of them believed in any longer.

Those Who Stayed Behind

The Minbari that remained on Minbar, either because their skills were not well-suited to starship operation or because they preferred the isolation of their monastic life, did not completely abandon their faith or their teachings. Reminded of Valen each and every day by the statues, scriptures and lessons taught in the temple, these Rangers became the final bastion of the Anla'shok. While belief in the Shadows was all but gone, the wisdom of Valen himself was never lost.

These Rangers became scholars of the first order. They spent years gathering hundreds of previously forgotten texts



together into a single body of knowledge so comprehensive that it is still used in the religious caste as one of their key historical documents. The Rangers of Tuzanor researched the Shadows, Valen, and the time before his coming when the clan were still disjointed and often warred among themselves. While little of what they learned was a revelation and no direct evidence of the Shadows' existence was found, the repeated lessons of the past rekindled their faith in their mission.

Once again believing in the word of Valen, the Anla'shok on Minbar returned to their training as their founder had intended. Their scholarly experience blended quite well into the subterfuge skills of their forefathers. They also took up the denn'bok, at first because of tradition but later as a method of exercise and training mental discipline. Long lost mastery of the weapon quickly returned, until the Rangers of Tuzanor were once again the image of Valen's first gathering.

If the Grey Council had been made aware of the Ranger's renewed martial focus, they certainly would have moved against them again. However, they had long since stopped watching the Anla'shok as they once had. This laxity provided the temple of Tuzanor a privacy born of neglect, allowing them to train and restore much of what had been abandoned. They had to do so in secrecy but this only reinforced the stealth training they were already embracing as part of their past.

While the Rangers out among the stars were growing increasingly despondent, their order was being reborn back on Minbar. If the leaders of the Anla'shok had been able to risk communication with their ships, the final tragedy of

the Era of Silence and Doubt might have been avoided. As it was, this revival of the Anla'shok was doomed to darkness by the one thing every Ranger in the Federation had been seeking for centuries – proof of the Shadows.

Unexpected Discovery

As it has been so often in the histories of the Younger Races, a glimmer of hope only appeared to the Anla'shok when their own was long lost. This was to be false and damning hope but the Rangers of the searching fleet could not have known that. They were only doing as they had been instructed – seeking any proof they could find of the Minbari's ancient foe. No star was too distant, no void too dark for the Rangers to search in their pursuit of the truth.

Unfortunately, none of the Rangers in space were searching for any reason so noble. Having become quite fatalistic after the Zed'rak massacre, they were more operating on momentum and shame than any real desire to find what they have been seeking for so long. They were so disenchanted, so isolated from the reason for their mission, that when they actually came across what they had been searching for, they almost missed it for lack of focus. Ultimately, it would have been better for the Anla'shok, at least in the short term, if they had.

While moving through an isolated sector six light years coreward from the anti-spinward edge of Minbari space, a Ranger vessel glided past the orbital path of a ringed gas giant in search of a suitable place to open a jump point. They had completed a very cursory scan of the system, found nothing (which came as no surprise) and were preparing to leave for the next closest star. It was only the idle action of a bored sensors operator – sending a low level gamma burst through the nearby ice rings to watch the light show that resulted from the crystalline resonance – that turned up the 'Remnant'.

What the Rangers found and dubbed the Remnant was as long as they were and as black as a nightmare. Spindly and horrific in design, it matched exactly the description of a Shadow vessel as remembered from Valen's lessons. At first, the crew of the ship could not believe what they were seeing, a frozen wreck of a Shadow vessel trapped in the orbital ice ring before them. When repeated examination could not reveal anything about the ship other than its incredible age and utterly alien design, they had to admit the truth to themselves. They had found it. Valen's words were true. There really had been Shadows.

Of course, this discovery swept through the exodus fleet of the Anla'shok like a shockwave. If the word of their founder were not a lie, then their cause was a valid one.

Hope was restored in an instant as every Anla'shok ship converged on the ruined Shadow cruiser. It was real, it was inert and it proved everything. It was a miracle from Valen. The ships quickly conferred on what they should do and tried to contact the temple in Tuzanor for instructions.

Unfortunately the situation on Minbar had become so secluded that the temple, afraid that answering the communication would reveal the extent of their rebuilding to the Grey Council, chose to ignore the transmission. If it was important, they reasoned, the fleet would repeat it. However, upon receiving no reply, the Ranger fleet assumed Minbar was simply out of contact and decided to tow the evidence back home for all of Minbar to see.

It was a logical plan, a reasonable intention and it nearly spelled the end of the Anla'shok forever.

The Fourth Age of the Anla'shok – Lost Hope (700 AV to 990 AV)

The situation on Minbar, while the Ranger fleet was discovering and then slowly bringing the Remnant back to their homeworld, had suddenly declined. A random inspection of the Tuzanor temple had uncovered a denn'bok training class and sent the alarmed official involved back to the Grey Council with over-reactionary tales of the Anla'shok massing for war. Rather than discussing the matter calmly, the Grey Council deduced on its own that the isolation of the Anla'shok had been a ruse all these years and that they had been fooled into believing the order no longer a threat.

With a force of warrior caste Minbari behind them, the Grey Council sent a team to the temple to demand its immediate closure on grounds of suspected treason. The careful diplomacy of the Anla'shok within, thanks in part to the renewed training they had undergone, kept the situation from degenerating into an all out battle in the streets of Tuzanor. It was a tenuous peace but both sides were at least talking.

The Rangers, they assured the Council, were not preparing for any coup. They were simply following the will of Valen as set down in his holy texts. They produced the recovered files of the Shadow War as proof. They had no desire to circumvent the government created by their founder any more, they tried to reason, than the Grey Council wished to disband the Anla'shok, Valen's chosen guards against the dark times to come.

Tensions were extremely high during these talks, as the warrior caste Minbari among the Council's task force were unconvinced of the Anla'shok's veracity. They were also

offended that they had chosen to train in the denn'bok, a weapon that after the decline of the Rangers had become a mark of rank and skill among their officer-elite. While the Grey Council held off the dissolution order while they considered the peaceful protestations of the Anla'shok leaders, it was clear that any hostile action would lead to war.

It was at this moment, this one critical day in the history of the Rangers, that the Anla'shok fleet returned to Minbar in force. Every vessel that had left Minbar more than a century before returned in one great, triumphant wave. Behind them, held in glowing tractor beams that lit it from every angle, was a thing born of pure terror. They soared right past the stunned military fleet guarding Minbar, their grim spectre of death in tow, unaware of the situation below.

The planetary defence fleet opened fire. When the mass of laser fire disappeared, a third of the returning fleet had been destroyed or disabled. Concluding (wrongly) that the reason for the lack of response from Tuzanor was that the military and the Grey Council had already attacked it, the Ranger fleet turned their guns towards the planetary defence fleet, prepared to sell their lives dearly.

The battle that took place was a massacre on both sides. While the Anla'shok ships were older and in poor repair, there were so many of them that they actually outnumbered the defenders of Minbar two to one. Reinforcements sped from the remote outposts in the system and surrounding colonies but they could not arrive in time to prevent one of the most costly battles in the history of the Minbari Federation. For days thereafter, fragments of laser-riddled hull rained down over Minbar – tears of fire lamenting the needless slaughter.

Throughout the combat, both sides tried desperately to get their forces to cease fire. To no avail, their communications were blanketed out by the radiation of so many weapons firing in high orbit. Once they could get through, the Grey Council forced all the remaining Alyts to withdraw their ships further into space and end the conflict. By then, the damage was done. More than a hundred vessels were torn apart in the conflict, among them the Shadow vessel responsible for the whole ordeal.

Their proof gone and the vastly greater part of their order dead in the cold of space, the Anla'shok fell into utter despair. The Grey Council, realising their part in this tragic affair, withdrew back to Yedor and ordered what was left of the defence fleet to look for survivors. In all, only five Anla'shok vessels remained from the group that had returned, hopeful and faith renewed, back to their homeworld.

Their Darkest Hour

If the Anla'shok had been despondent before, they were positively bereft with the destruction of their brothers in space above Tuzanor. Instead of doubting the existence of the Shadows, they now doubted everything else. The Shadows had been real all along but after centuries of trying to prove it and regaining their faith, they were rewarded with annihilation. They had no hope, no purpose and everything they had been taught to fight for amounted to little more than drifting scrap, frozen blood and wasted lives.

The Minbari people continued to avoid the Rangers but it was now more out of a sense of pity rather than fear. The Anla'shok were no longer the spies and reckless thugs of legend; they were a broken, pointless group of mystics that had thrown away their lives in a holy war they could not win against the rightful rulers of the Minbari Federation. Rather than hate them for trying to subvert the Grey Council once again, the people of Minbar found their plight extremely sad.

Hatred would have been kinder. The Anla'shok had endured much in their time but pity was the worse torture of their long existence. They had nothing now. Left to quietly moulder in the temple in Tuzanor, the Anla'shok were given more freedom to act than ever before out of the Minbari sense of decorum for the dead. That was what the Rangers of Valen were to their own people – dead and gone.

Of course, the Grey Council knew the truth about the 'Second Anla'shok Uprising'. They knew that it had all been a terrible misunderstanding and that the lives lost were a senseless waste. They knew their own complicity in the incident. They had specifically placed a heavier layer of fleet protection over Tuzanor just in case the leaders of the Anla'shok tried to flee when confronted. They had never considered the possibility of the Ranger fleet appearing in the opposite direction, nor had they warned the planetary defence force to watch for it.

Knowing that if this information ever got out among the populace, it might turn their pity for the Anla'shok into sympathy, they suppressed the truth. It was best, in their opinion, to allow the people of Minbar to believe the Rangers had taken one last, doomed chance at regaining their former glory. In a way, they were salvaging what pride they could for the Rangers but they were primarily trying to shield themselves from repercussions.

The Painless Purge

This plan contained a single flaw – the survivors of the Anla'shok themselves. The Rangers that remained surely

knew or at least suspected the truth. If they made a concerted effort to convince the Minbari of what actually happened, there was a chance they could play on their people's pity to actually gain an audience. If they achieved any credibility at all, there was a chance the Grey Council's deception could be turned against them.

That could not happen; the Grey Council could not allow it to happen. Though it pained them to do so, there was only one available solution. They could not bring themselves to violate the sacred law that had been so horribly mangled in orbit above them. Killing the last of the Rangers was not an option but something had to be done. Before the Anla'shok could overcome their shock and grief, they had to be removed from Minbar, where they could still harm the Grey Council. If done correctly, it could even be made to look like an act of kindness.

The plan as it was carried out was elegant and effective. The Grey Council, at its own expense, repaired what ships could be salvaged and supplemented the remainder with vessels that had originally been taken from the Anla'shok in the past. Their offer was thus; the true calling of the Anla'shok was in space. If the legends of the Shadow War were true, they could only really continue to serve the will of Valen by being out among the stars watching for signs of the battle prophesied to come.

The Anla'shok of Tuzanor, weary and sick with sorrow, accepted the proposal and loaded all of their resources into the ships 'graciously' gifted to them by the Grey Council. Minbar gave them a hollow hero's send-off, as lacking in enthusiasm as the Anla'shok were in gratitude. The Grey Council were glad to be rid of the Rangers and, for the first time, the Rangers were glad to be rid of their homeland. Minbar and Tuzanor especially, held nothing but agony and broken dreams.

The removal of the Rangers from Minbar took more than two years to complete and, not that the Grey Council ever knew it, was not entirely successful. Saddened as they were, some of the leaders of the Anla'shok suspected the true motivations behind the Grey Council's charity. Leaving behind a few of their most trusted members to mingle with the populace and keep them informed of important news on Minbar, they departed into the stars. The Anla'shok left the Federation as they were bid but they never truly abandoned it.

Of Sorrow and Pride

While the Rangers were sent out of the Federation essentially to die, they steadfastly refused to do so. Their ships were not as fully repaired as they had first appeared, leaving some of the ships stranded long before the Anla'shok

fleet had travelled more than 20 light years from home. Instead of abandoning their companions to the depths of hyperspace, the Rangers performed a dangerous and daring rescue. Chaining their ships together in a line with tractor beams, they were able to stay in proximity long enough for shuttles to save the personnel from each crippled vessel.

The ships were lost but the crews were rescued. While many suspected the Grey Council of complicity in the accident, there was little to do about it. Their ships needed a great deal of maintenance if they were to make the journey they had been programmed to take but if they took their computers offline long enough to make them, they might never be able to get them functional again.

After several critical breakdowns and a few losses they could not save, the majority of the ships reached the edge of Minbari Federation space. The surviving captains of the Ranger fleet conferred about their future and what they planned to do. They were unanimous in their immediate priorities – get their ships working again and return to their duties as defined by the Codes of Tuvor, Tunalla and Veshii. These things they agreed upon without exception.

Unfortunately, they did not agree on much else. Each Captain had a different opinion about how, and more importantly where, they could best serve as Anla'shok. The Ranger fleet was divided along eight lines, with each contingent wishing to explore in a different direction. For the first time, the Anla'shok did not have a central point to rally around; Tuzanor was lost to them and with it the greater part of their sense of unity.

They worked together long enough to overcome the crippling shortfalls they had inherited from their Grey Council 'benefactors' but then their co-operation broke down. Small differences became major points of contention and when one Captain's Room argument nearly came to blows, everyone present agreed on the most undesirable option. To save the Anla'shok, they would have to tear it apart.

Each Captain took the ships under their command and, choosing the direction that appealed most to them, entered hyperspace knowing full well he might never see the other Anla'shok factions again. While they were no longer able to agree or work together, this was an emotional time. For many years all the Rangers had were each other. Now, as each jump portal shimmered and closed in the darkness, that was no longer true.

The Sundered Years

Of the eight fleets of the Anla'shok that left to patrol against the coming of the Shadows, history only has a record of

three. The other five met with fates of their own, though whether they were favourable or tragic none can say. It is entirely possible that there are still small cells of the Anla'shok on isolated worlds deep in the unexplored reaches of the galaxy. What they might be like or how closely they have adhered to the Laws of Valen is completely unknown. Given the level of self-sufficiency taught by the Rangers to its members, however, it is very likely that most survived no matter where they ended up.

Each of the three fleets known to have survived the sundering of the Anla'shok made their way deep into space, coming upon worlds that no Minbari had ever seen before. Some were inhabited and aside from a scan for signs of the Shadows, the Anla'shok avoided these planets all together. The wonder of their stealth technology assured their invisibility from these worlds, even those advanced enough to detect passing starships.

These ships observed many of the Non-Aligned Worlds before they had even developed combustion engines, much less nuclear power or a space program. They saw the Centauri, the Narn and if their records are to be believed, pre-industrial Earth but without signs of the Shadows on these worlds they glided past without further examination.

Each of the three fleets were searching for the Shadows but they also had another goal in mind – a home port to call their own. None of the three had any desire to share a world with another sentient race, as their history had shown they worked best when they worked alone. The Rangers needed a place to set up as a training ground, a repair depot for their aging ships and a place to gather much-needed resources.

Zagros VII

Each fleet found a world to call their own though in each case, they were not fated to keep it. One fleet found a planet with mineral and agricultural wealth, two things they desperately needed. Landing their flyers on the surface, the Rangers of the first fleet were surprised and delighted to find a peaceful world without significant predators, a clement atmosphere and more food-quality plants and animals than they could ever consume. The world was also ripe for colonisation but the Rangers were not numerous enough to take advantage of this.

Instead, they set up a very small presence on the planet itself, adhering to their stealth training to make it as low-impact and hidden as possible. The proof of their skill in this area came many years later when, after the world had been settled by the Drazi, it took that race more than a century to discover the secluded Anla'shok temple. When the Drazi did finally find them, the Rangers were able to

convince them that the temple had only been there a few years and that it was only being used as a minor training camp.

Zagros VII was the first of the three 'lost' Ranger worlds to be brought back into the reformed Anla'shok after the revival of the order under Entil'zha Sheridan. This was chiefly because the location of the world placed it very close to the core of several major galactic events. When the personnel of the Zagros VII temple intercepted transmissions using ancient Anla'shok frequencies, they made contact and were reunited with their homeworld at long last.

Rohric

The second fleet of the Anla'shok sailed straight through Abbai space, evading the starships of the Abbai Matriarchate without so much as a whisper across their sensors. They contemplated making contact with the peaceful natives of the area but their isolation and alienation ran too deep and solitude had become their preferred way. Sadly, they could have accomplished a great deal if they could have brought themselves to trust the Abbai but instead the second fleet drove through to the edge of their territory before encountering the world of Rohric.

There, much to their surprise, they found the ruins of an ancient race. At first, they assumed by the size and apparent age of the ancient stones that it must have once been a Shadow outpost or base. Upon closer examination, they found signs that its builders might have predated the Shadows, though there was no way to be certain. While they could not verify much about the shattered stones and eroded settlement, they were certain of one thing; it had *not* been built by the Shadows.

Rohric held another surprise for the Rangers of the second fleet. Though the settlement was no longer inhabited by its creators, it was inhabited. The Rohrans were a pastoral and peaceful people much like the nearby Abbai but they had descended from birds rather than hailing from a piscine ancestry. Feathered and capable of limited patagia-aided flight, the Rohran were both fascinating to the Minbari and completely inoffensive.

After making limited contact with the Rohran people, the Rangers of the second fleet explored the ancient ruins and found little of interest. Hailed as divine by the simple people of Rohric, the Rangers were given as much seclusion as they wished and could still maintain trade and contact with the planet's natives whenever they wished. This world was the perfect site for the fleet to create their base and after ensuring that the ruins were completely inert, they did so.

Rohric was the second group of Anla'shok to make contact with the Rangers of Sheridan's era, though this did not occur until well into the last Great War. They were only discovered when Commander Ivanova's attempts to contact the First Ones brought her to Rohric and its 'inert' settlement. When her hail, empowered by the Great Machine of Epsilon III, caused the sleeping ship resting under the ruins to erupt forcibly out of the ground, the Ranger temple above it was completely destroyed. Ivanova and Marcus Cole, upon landing to survey the damage, discovered the Anla'shok living around the newly formed crater and the descendents of the second fleet were brought back into the fold.



Kandar

The third fleet, which did not reunite with the Anla'shok of Minbar until well after the last Great War, was discovered in an orbiting station made of the combined hulls of their spacecraft in 2268. The tale they told their Ranger brothers upon being rescued from their imprisonment in this system was strange and very interesting indeed.

They had come to that dark part of the galaxy tracking rumours from a transmission they intercepted near the Arisia system. In it, there was a brief mention of dangerous artefacts recovered from ruins near a set of galactic coordinates. After translating the location, they had to choose between the three stars in that general area – Ikarra, Kandar and L-213. L-213 was an unstable star, a pulsar flooding its first two orbital rings with deadly radiation. Ikarra did not seem to be anything more than an utterly burned out system, likely the result of a massive but long passed conflict.

While both of these were possibilities, the system of Kandar seemed far more likely because of its bizarre sensor readings. Even at a great distance, it revealed a massive energy signature somewhere near its fourth planet. This was too tempting for the captain of the third fleet to pass up; they altered course to search Kandar first. It was a decision that would leave them isolated and stranded for the next century and a half.

Once the ship arrived, Kandar's energy signature was indeed revealed, as an alien artefact but the gigantic ring was certainly not a recognisable piece of Shadow technology. While its makers were entirely unknown, the third fleet discovered its purpose soon enough. A low power scan of the artefact returned absolutely no results, as if the item was somehow invisible to their equipment. In response, the lead ship of the fleet increased the power to its detection array and bathed the ring with full spectrum analysis using a significant amount of the ship's available energy.

Instantly, lights ignited around the ring and it began to emit a building pulse of electromagnetic energy. At first, this wave was harmless to the ships of the third fleet and they remained at what they deemed a safe distance. After an hour of building power, the ring became so brightly illuminated that any Ranger gazing directly at it was left temporarily blind and every sensor onboard every vessel was completely overwhelmed. When sight returned to both men and equipment, the ring was gone.

Unfortunately, so were the motive energies in every jump point generator in the entire fleet and the ignition charge on every vessel's main fusion reactor. The ships themselves were fine, though a massive standing wave of EM radiation made communication impossible. With no ability to open a jump point, no appreciable engine power and no way to send a distress signal (and no-one within range to receive one in any case), the third fleet were effectively marooned in deep space.

When they were discovered 140 years later, seven years after the end of the last Great War, the few remaining survivors of the original crews and their descendants were living in a

massive station built from their vessels. This had been done to salvage the ships after they began to deteriorate from lack of replacement parts; the station gave the survivors living space and conserved their meagre resources. Even so, their discovery could not have come at a better time. With failing power to their station keeping thrusters and dwindling supplies, the remains of the third fleet would not have lasted another year before they either starved to death or incinerated as they fell into Kandar IV.

As for the ring artefact they encountered, rumours of its appearance in other systems reoccur from time to time in historical texts over the last millennia but always around a different planet and never in the same system twice. Its purpose, its curious properties and whether it has any motive intelligence remain mysteries that may never be solved.

Hope Reborn

Back on Minbar, the few remaining Rangers were doing what they had been so well trained to do; they were hiding and continuing their traditions directly under the hostile gaze of the Grey Council. After several years, the suspicions of the Council that any Anla'shok had stayed on Minbar were allayed and they stopped spending time and resources looking for them. This enabled the Rangers, in their religious caste guise as priests and scholars to return to the temple in Tuzanor and begin again.

They were the ones left behind, the seeds from which the leaders of the Anla'shok hoped a new order would grow. It would take a long time – and it did – but their hopes were not in vain. The Anla'shok painstakingly recreates themselves from the records and few members that remained. While they never became very numerous, their dedication never waned. They lived carefully, constantly in fear of discovery, yet they held true to the ideals of the Anla'shok and Valen's prophecy that they would one day be needed again.

They waited patiently for a sign, some indication that their long wait was finally over. As this omen would also mean the coming of a terrible war that would threaten to swallow all the light in the universe and doom the Minbari and every other living race to oblivion, they took their training very seriously. When the One finally arrived, they knew they had to be ready. It would be the work of a lifetime but the Rangers hidden on Minbar had what their brethren wandering the stars did not. They had hope.

The Fifth Age of the Anla'shok – The Shadows Awaken (990 AV to 1004 AV)

This hope was realised in the form of a Human, one they knew well. Jeffery Sinclair arrived on Minbar at the beginning of the Earth year 2259 amid a cloud of suspicion and a great deal of hostility. An Earthforce officer and the notorious survivor of the Battle of the Line, he was the only Human accepted by the Grey Council to lead Babylon 5. For him to be on Minbar as an ambassador of his race meant that someone else, someone the Minbari did not trust, would be in charge of the station instead. For the Anla'shok, it also meant that the first part of Valen's prophecy to them was coming true. Regardless of what a given Minbari believed, the arrival of Sinclair on Minbar could not bode well.

Fortunately for both Sinclair and the Anla'shok of Tuzanor, the Grey Council was led by Jenimer, a Minbari with great sympathies towards both. While his position as the 'head' of the Council was mostly ceremonial (as it had been since the loss of Duhkat), he did command a great deal of respect from his peers. He also wielded enough personal power that he was able to keep both protected from the forces that moved to kill the former and disband the latter.

The trials Sinclair went through on Minbar were, not to his knowledge, intended to test him and prepare him for the role he was intended to fill – that of Entil'zha, Ranger One. Only a few individuals in the galaxy knew that his destiny was even greater than that but the immediate concern was to get him ready for the first role he had to play.

After several triumphs and tragedies, including being reunited with Catherine Sakai and the death of Jenimer, Sinclair was ready to adopt the mantle of Ranger One. He was finally able to take his rightful place at the head of an organisation that was not supposed to exist and prepare them for a war that no one believed was actually happening all around them. It was a tall order for a humble fighter pilot hundreds of light years from home but Sinclair accepted it with his usual calm demeanour.

Had he known what was to come – the battles, the travel through time, his transformation into a Minbari and the truth behind Valen – he might not have been so calm. It was an act of cruelty for those who knew the truth of Valen/Sinclair's life to keep it from him but it was also one of kindness. In the truest sense of the lesson of Cassandra, the reviled and ignored Greek Oracle, the future should sometimes remain a mystery.

Before Sinclair, After Dukhat

The fifth age of the Rangers does not actually start with Sinclair's arrival on Minbar. Twelve years earlier, the true awakening for the hidden Anla'shok on Minbar came with the discovery of a race their prophecies spoke of, not that any of them understood the significance of humanity at the time. Instead, they learned of Earth and its indigenous race as the result of one of their race's greatest tragedies – the murder of Dukhat by an EarthForce ship.

For the Minbari, it did not matter if the incident had been accidental. It did not matter if the Humans had misunderstood their tradition of approaching with gun ports open. It did not matter that fully half the Grey Council had voted for investigation over assault. All that mattered was that blood, perhaps the blood of their finest, had been spilled. Blood calls for blood, as the Minbari say and Dukhat's blood demanded – in the minds of his people – a very dear amount indeed. Their thirst for revenge would not be satisfied until every last Human was wiped from the face of the galaxy.

For the Anla'shok cloistered in Tuzanor, this all sounded hauntingly familiar. Reminded of the extinct Zed'rak and the terrible way they had been 'erased', they knew that if something was not done the past would repeat itself and all Minbari would be diminished. While they had no idea the Humans were the 'other half of their souls' the prophecy spoke of, they knew that they could not allow this travesty to come to its final, bloody end.

Seeking out the only sympathetic ear they had on the Grey Council, they spoke to Jenimer and begged him to call off these senseless attacks. Already, thousands of Humans lay dead as a price for Dukhat's life; surely that was enough. At first, Jenimer's rage echoed his people's and he refused but as the death toll mounted he relented and bid for peace.

The Council would hear none of it, though Jenimer could see echoes of sympathy in the eyes of some of his associates. Though technically their leader, he could not reverse a matter once it had been voted and approved. Instead, he and his allies worked behind the lines of the war to try and set up a last, desperate bid for peace. A clandestine meeting was arranged but the unknowing interference of a Centauri noble brought ruin to it and any hope either race had to end things without more bloodshed.

Instead of stopping the carnage, the Anla'shok had to settle for mitigating the damage. In many of the Minbari attacks, survivors left behind found mysterious supplies of food and medical aid. Stranded pilots and ship's crew were towed to safe havens by vessels that never tarried long enough to be identified. Though no warrior ship could

ever prove it, many suspected that their performance in battle was impeded by faulty controls and malfunctioning weapons. This interference was never enough to endanger any Minbari ship; it only ensured that its captain had to settle for victories rather than complete annihilation.

This lurking behind the scenes, aiding humanity while ensuring that their own people were never at risk, placed the Anla'shok in the perfect position to make a discovery that would change their lives and the destiny of the Rangers forever. Though Delenn informed Sheridan that a piece of gun camera footage constituted the first time a member of her race had seen a Shadow vessel in a thousand years, she was unknowingly incorrect.

The first time a Minbari laid eyes on a Shadow vessel since the Shadow war a millennia earlier was 11 years before that statement – at the Battle of the Line.

The Shadows' Eye Opens

An Anla'shok ship, an incredibly well-shielded Tigara, was behind the lines of the Minbari during that fateful battle, when Earth and Minbar clashed in what could only end with the utter annihilation of the Human homeworld. Determined to save everyone they could, the Rangers had allowed their craft to drift further and further out so as not to attract attention from either side. While the Minbari military warships certainly noticed it, they assumed it was a support vessel and ignored it. If any Earth vessel saw them, they had far bigger problems to worry about.

The battle was well underway when the crew of the Ranger ship first noticed a strange blip on his sensors. To remain hidden, they were running with passive scanning only; this fact saved them from what would have otherwise been their instant destruction. There, not more than a few thousand yards away, a single black ship as dark as the night itself, sat with its curled, claw-like protrusions turned towards the Battle of the Line.

Knowing that if they moved suddenly or activated any ship system, the bizarre craft would likely notice them, they waited, slowly adrift, as the Earth/Minbari war came to its conclusion in front of them. When the fighting stopped, brought to a premature end by the sudden and unexplained surrender of their people, the Anla'shok watched in growing horror as the black ship simply vanished from sight. Though they had not immediately recognised it as such, their ancient lore spoke of only one race capable of instantaneous hyperspace travel – the Shadows.

The enemy, the foe they had been training to battle solely on the words of an age-old prophecy left to them by the leaders of their order before going into exile were finally on

the move again. While they could only guess why they had chosen to watch quietly as two other races wreaked such horrible devastation, this mystery was far less important than the fact of their existence.

If the Shadows' Eye was open, the dark and terrible Shadows' Hand could not be far behind.

Preparing for the War Without End

The Anla'shok spent the next ten years getting ready for the battle to come. They were not many but they had the support of Jenimer and others to provide for their funds and connections. They sent out trained agents to collect information and see if the Shadows had appeared anywhere else. They stayed alert and ready, not knowing when the first attack would come but certain that it would. Now that the Shadows were awake, the Anla'shok could ill afford to be caught asleep.

While denn'bok training had been maintained over the years, it had never been a high priority because of the low profile the Rangers had been forced to maintain. Now it became a priority and lessons became far more serious. None of the Anla'shok actually believed that a denn'bok would save them from a Shadow but where there were Shadows there were bound to be minions. The servants of the Shadow could be fought by conventional means and in the places the Anla'shok would have to walk, such encounters were very likely.

New resources were allocated to the Rangers through subtle channels, allowing them to acquire much needed gear and support the long journeys some of their agents would have to take. There were many systems in the galaxy the Shadows might be observing or beginning to manipulate. To find the Shadows, they would have to travel to the distant stars and make contacts at every level of each new culture. As Minbari this would be difficult but somehow they would persevere.

In the Shadow of the Entil'zha

Once Sinclair became Entil'zha and accepted the truth of his fate, he took on his new role with great ability and drive. His very first change was to open the traditional membership of the Rangers up from warrior caste Minbari to all castes and, almost as an aside, to Humans as well. There was great resistance at first but the leaders of the Rangers quickly realised that such a move was not only an echo of their own mixed souls, it was also brilliant from a tactical standpoint.

Human had skills and resources the Minbari did not. They also had a singular ability possessed by no other race in the galaxy; they could go virtually anywhere. It was not

uncommon to find Humans in every almost sector of space in the known galaxy. That alone made Human Rangers invaluable, especially for the intelligence gathering missions the Anla'shok desperately needed to undertake. True, they were as a general rule undisciplined and prone to rash action, but if Entil'zha Sinclair was Human, the Rangers were willing to give others of his kind a chance.

It proved to be an incredible success. The Humans among them could go where they could not and talk with sources that would never converse with a Minbari of any kind. When it was revealed that John Sheridan, the man the people of Minbar called the Starkiller, was now in charge of Babylon 5, Human Rangers became their sole point of contact with the space station. The Anla'shok themselves did not directly move against Sheridan the way some rogue elements of the Minbari attempted but old wounds run deep and some members of the Rangers had lost family and friends aboard the *Black Star* (the Sharlin cruiser Sheridan destroyed in an ambush involving nuclear mines).

With the new Entil'zha leading them, the Rangers became a more vibrant, active organisation. Scared into training and renewing their faith just a decade before, the Anla'shok latched onto Sinclair's Human vibrancy easily. It was not difficult for them to start acting a little more Human, taking the initiative and bravely investigating places that their natural Minbari caution would have kept them from even considering before.

In fact, it was this enthusiasm that, just a few months after Entil'zha Sinclair started training and building up the organisation, almost brought the Rangers, their mission and the fate of the galaxy crashing down. On the eve of their only hope against the Shadows, a foolhardy act by Anla'shok trainees wishing to impress their new master nearly destroyed everything.

Hard Lessons

A group of Anla'shok trainees, upon hearing the name of the Shadow homeworld for the first time in documents made available to Sinclair by the Vorlons, decided that if the main goal of the Rangers was to gather information on that dark and terrible race, the only logical place to start an investigation was the planet of Z'ha'dum. They put together a plan for a low orbit entry, a planetary survey from orbit and then immediate extraction by using a Tinashi cruiser as a jump-capable base of operations.

Ranger One, upon hearing the proposal, denied it, telling them what he had been told in no uncertain terms by the Vorlons themselves: 'If you go to Z'ha'dum, you will die.' He did not give them any other reason than that because in Sinclair's mind, no other reason should have been



resourceful Humans could be; their ships of that time were set to immolate completely if they became crippled. That way, they left no parts behind to be analysed and possibly copied. Within moments, the Tinashi vanished in a brief, bright flash.

The decision haunted Sinclair all the way back to Minbar but he understood that he had done the only thing he could. That moment taught the Entil'zha a vital, though very hard, lesson about duty, sacrifice and responsibility. From that day on, Sinclair became much more demanding of his

needed. Eager to impress their master and motivated by all of these new Human Rangers to prove that Minbari were still the best of the Anla'shok, they forged an authorisation, commandeered a war frigate in Sinclair's name and departed for Z'ha'dum to prove their mentor wrong.

Sinclair, ever the cautious sort, inquired after the students only hours after they left Minbar. When he discovered their actions, he gathered a force together and departed immediately into hyperspace to stop them before they got themselves killed. His hails went unanswered, as the Tinashi ahead of them had been silenced by the Minbari Rangers for just such an event. They knew that if Sinclair heard what they were about before they could finish, he would try to convince them to turn back. Not trusting themselves to be able to deny a direct order from the Entil'zha, they turned off their communication system instead.

The students beat their master to the jump point at Z'ha'dum and moved toward the planet at full speed. Sinclair, knowing what was at stake and understanding intuitively that the planet – and its nightmarish inhabitants – were only a few seconds away from detecting the students in their Tinashi, did the only thing he could. If the Shadows suspected that anyone knew about them, they might move before the Army of Light could prepare for them. It was too great a chance to take.

It was Sinclair himself that, stricken but determined, pushed the button to destroy the Tinashi. The ship's fusion core instantly went critical and set off contingent charges throughout the vessel. It had been a relic of the Earth/Minbari War and as such, had been rigged like many of the ships of that time. The Minbari had known how

students. He tolerated no insubordination and became far less forgiving of 'creative interpretations' of his orders. He was determined that the tragedy over Z'ha'dum would never occur again.

The Circle Unbroken

Of the events involving Babylon 4, Sinclair disappearing from time and the emergence of the Rangers as allies to the conspiracy of light headed by the command staff of Babylon 5, there are a number of historical references for anyone interested in learning more. The majority of the Anla'shok have been made aware of the truth behind Valen's mysterious appearance in the past and his being 'Minbari not born of Minbari'. Though none of this information was ever made public knowledge, rumours have a way of making their way to the light, especially in a group dedicated to discovering the truth.

What is publicly known is that the Anla'shok were formed by Sinclair from the remnants of a much older organisation founded by the historical Minbari figure known as Valen (true). They were a form of intelligence agency dedicated to intercepting information about the Shadows and preparing for the inevitable war with them that occurred in 2260 (true). The general public also believes that Sinclair died during the Great War, passing the mantle of leadership to Sheridan and Delenn jointly (false but accurate enough in that Jeffery Sinclair did effectively cease to exist after the second disappearance of Babylon 4).

The Anla'shok had come full circle with the defeat of the Shadows. Though they did not succeed in their mission of destroying their ancient enemy, the Shadows were quantifiably no longer a threat. They had passed beyond

the rim of the galaxy to be with their rivals the Vorlons and the other First Ones. The original powers of the galaxy were gone; the future belonged to their children – the Younger Races – now.

With the end of the Great War, the purpose of the Anla'shok had been formed came to pass. Sinclair had returned to the past to begin their story, their struggles, triumphs and mistakes formed their saga and the exodus of the First Ones wrote its final page. The Rangers were at last finished, their millennium-long cycle complete. Some talked of disbanding, their mission at an end, but fate had something else in mind...

The Sixth Age of the Anla'shok – The Interstellar Alliance (1004+ AV)

When one story ends, another begins. Thus it was that on the eve of their triumphs, a new book was started with the Earth Civil War. The Anla'shok had very little part in that struggle, mostly at the insistence of Captain Sheridan. He wanted the struggle to stay where it belonged – between Earth and its outraged sons and daughters. The conflict was an ugly, bloody affair, with needless losses on all sides. The Anla'shok occasionally interfered, mostly without Sheridan's knowledge but they respected their leader enough to obey his wishes in their strictest sense.

When the War was over and Sheridan stepped down from EarthForce officially, there were many in the Anla'shok that took this as a hopeful sign. One of the reasons he had always been apart from them at some level was his loyalty to Earth and the uniform he wore. No longer tied to the latter and no longer serving in the military of the former, Sheridan was free to take command alongside Delenn and give the Anla'shok purpose again.

Unfortunately, he was also now vulnerable to his many enemies. Without a position of authority that was public and visible, he would be far easier to 'erase'. The minions of the Shadows would certainly move against him now; lacking an official position and therefore out of the limelight, Sheridan could now be conveniently and quietly disposed of.

Fortunately, Entil'zha Delenn and her allies among the other major powers of the galaxy had

a plan that would neatly solve that problem and provide the Anla'shok with all the purpose they could handle. Gathering the members of the League of Non-Aligned Worlds for a meeting that would go down in history, the governments of star systems that spanned hundreds of light years in every direction did something that had not accomplished since the battle of Corianus 6; they all agreed to a single, daring course of action.

Thus was the Interstellar Alliance born – a governmental body made up of independent member worlds with authority over their own territories while respecting the sovereign rights of each other's domains. This was done partially out of respect for the original mission of Babylon 5 but there is no denying that it was also done as a way of ensuring the survival of the man they owed their continuing existence to – John Sheridan, now the President of the ISA.

Presidential Authority

It comes as no surprise, in later analysis, that the first President of the Interstellar Alliance was a career military officer with long experience in war time situations. The major defining moments of the first few years of the ISA primarily involved conflict and battle. Each time, in the middle of each fight, the Anla'shok stood as the President's strong right (and when needed, left) hand. Warriors and scholars, the Rangers were always there when needed the most.

Through each crisis, with the exception of the telepath incident that nearly cost Intelligence Director Garibaldi his life and brought Babylon 5 dangerous close to war with Psi Corps, the Anla'shok proved to be swift and effective.



Their power, both in battle and in stealth, were invaluable to President Sheridan as he struggled to enforce what had so easily been formed in his name. It did not take him long to realise that the ISA would be far more work to keep together than it had been to create in the first place. Now, more than ever, he needed eternal vigilance.

Fortunately for him, those were the watchwords of the Anla'shok. They remained at his beck and call constantly, never wavering in their loyalty to the goals of the ISA and the needs of its member worlds. Soldiers for peace, they exercised their expanding police powers to ensure that every race under the protection of the Interstellar Alliance was treated fairly and with the dignity they deserved. The Rangers were a public force for the first time since their founding but they were united in their determination to do in the light what they had always done in the shadows.

Internal Strife

At least, they acted as a united force. Inwardly, the Anla'shok were not as accepting of the massive changes in their organisation as they appeared. The true line of division came between the Rangers recruited during the time of Sinclair and those that had been Anla'shok before his arrival. The Minbari that remembered a time when they worked in the background of their homeworld to protect all life from the Shadows were slow to change and resented the new direction of their order. A few of their number understood the need and respected Delenn and Sheridan enough to accept the changes but even they were overwhelmed by how quickly the Anla'shok had gone from secrets to soldiering.

Once again, the strong innate discipline of the Anla'shok served to carry them through this difficult time. Though many Anla'shok, mostly the Minbari pre-dating Sinclair's stint as Ranger One, were uncomfortable with their new role in the galaxy, they took to their duties very effectively. The skills they had been taught for working in the shadows were equally efficient in the light of the public eye. The Anla'shok with the most objections to the new style of their order retreated to Tuzanor and took positions teaching their skills to young trainees. This not only capitalised on their abilities and allowed them to continue serving but it ensured that their views on the way the Anla'shok should conduct itself never disappeared from the organisation completely.

If President Sheridan was aware of this disparity between the way the Anla'shok performed and the way many of them truly felt, he did not let it show to anyone – including his wife Delenn. For her part, she almost certainly knew the truth behind the growing concerns of its oldest members. She had faith that their loyalty would not be shaken by

their doubt and in that she was correct. This was a time of internal strife but the Anla'shok were never less than at their best when in the field.

Missions of the ISA Rangers

And there were many opportunities for the Anla'shok to engage in field work. The first and most important role the Anla'shok played in protecting the fragile existence of the newborn Interstellar Alliance came on the day of Sheridan's public resignation from EarthForce. Though he had not planned to have an 'ace in the hole', one was given to him by Delenn, G'Kar and Mollari only minutes before his address to the entire Earth Alliance.

After announcing his intention to resign, Sheridan told a stunned audience (which included the new President of Earth and the entire leadership board of EarthForce) of the formation of the Interstellar Alliance. Though he did not say as much, this was a statement of a *fait accompli* – not a discussion of a future possibility. To emphasise his point and to make it absolutely clear that this new Alliance had the power to enforce its right to exist, a flight of White Stars arrived on site to escort President Sheridan back to Babylon 5.

The message was quite simple; we have chosen to form a new government and we have the strength to make sure no one stops us. It was bold, it was confrontational, but it did not directly challenge anyone or make any threat. In effect, it was the Anla'shok way to handle the situation. The force was visible and evident, the intention was unquestionable but there was just enough subtlety to allow everyone to choose a peaceful solution without having to lose face.

This was precisely the way President Sheridan wished to handle every problem the ISA faced in the upcoming years and, unless he was backed into a corner, that was exactly what he did. When the Drazi were confronted with their campaign of terror against the Enfilii, a race on the border of their territory, they were given just enough leeway to retreat without an equally horrible loss of life. There was no doubt in the minds of any of the League powers present what was really going on but Sheridan allowed the Drazi to surrender with some semblance of dignity intact.

Though it would be easy to label the missions of the Rangers after the formation of the ISA as overt or entirely military, this would be an oversimplification. It is perhaps the saving grace of the ISA-era Anla'shok that their tactics were always allowed to incorporate an element of subterfuge and misdirection. While they certainly possessed the power to opt for purely physical solutions to many of the dangers facing the Interstellar Alliance, they were encouraged to find other answers.



This encouragement kept the faith of the Anla'shok when everything else around them was changing far faster than its traditionalist members could accept. The fact that President Sheridan and Entil'zha Delenn remembered their original mandate and wanted to ensure that it was not entirely forgotten in this new age allowed even the most hidebound Ranger of the old guard to find something to still believe in. The Anla'shok were not without conflict during the early years of the ISA but they stood strong in the commission of their duties.

The Shadow of Things to Come

Though the chronicled events of the known galaxy and the history of the Anla'shok are only shown until the end of

2262, future records show the Rangers existing long after the trapping of government are gone. The Earth, while it may be lost in a firestorm of ignorance and foolish war, is not entirely without hope so long as the Anla'shok remain to guide, serve and protect.

In the shorter term, there is every reason to believe that the Anla'shok remain a loyal, indispensable part of the Interstellar Alliance for as long as it exists. While it is well within the realm of possibility that differences between the alien races of the ISA eventually tear it apart, the Alliance will have the protection of the Rangers for as long as it lasts. This places the Anla'shok as the guides and guardians of all life in the galaxy, a role that demands great vigilance and promises only constant struggle and suffering as reward.

Still, to the Rangers, there could be no other life. From the protection of a simple race of peaceful farmers on the edge of known space to confronting unknown horrors older than the Shadows themselves, the Anla'shok have a responsibility to act whenever a need arises. Whether they fly boldly into battle in White Stars or slip behind enemies lines stowed away on tramp freighters, there is no place the Rangers will not go.

The Anla'shok. They live for the One. They die for the One. And they will be remembered.



Anla'shok

Directives

'In the end, it is not body armour or skill at arms that will save you from a sniper's pulse or the claws of an alien foe. If you take but one lesson from my class, pupils, let it be this. The greatest defence is absence. If your opponent does not know you exist, he cannot try to end that existence.'

— Durhan, in Tuzanor on Minbar

In its thousand years of service, the Anla'shok has collected quite a body of historical notes, most of which has never been revealed outside the organisation itself and the nine Minbari elders leading the Grey Council. It has also developed a very complex yet remarkably utilitarian set of codes, rules and regulations. These too have been kept secret for obvious reasons; if the ways and means of the Rangers were ever revealed, the entire organisation would be jeopardised. Everything about the Anla'shok, from its origins to its codes of conduct, has been shrouded in the deepest levels of secrecy, never to be revealed.

Until now.

With the advent of the Interstellar Alliance and the departure of the Shadows beyond the rim of the known galaxy, the need for such heavy security has been reduced. In keeping with its policy of revealing as much information to the members of the Alliance as possible on every topic, certain details about the Rangers have become declassified. While the secrets of the Anla'shok are certainly not common knowledge and many details still remain tightly guarded, more is known about them after 2261 than has ever been made available before.

This chapter is designed to immerse readers in the practices and methods of the Rangers, from first report to last contact. This section will also reveal the insignias of the Rangers, the simple but elegant ranking structure they use and provide the many training methods they undergo. A

Games Master reading through the text of this chapter should be able to run a complete campaign focused around the earlier years of a Ranger's life if desired.

In many ways, this chapter is the most important one in the book for gaining an accurate feel for what the Rangers truly are. This chapter is the look behind the curtain, the glimpse of the Anla'shok past the mystery and subterfuge through which it is constantly obscured. Few people outside the Rangers themselves have even a fraction of the information presented here, so read on and enjoy.

Directives of the Anla'shok

No discussion of the methods of the Anla'shok would be complete without first mentioning the primary rule of the Rangers: 'Do not be seen.' This mandate is at the heart of everything they do. Even during the time of the ISA Ranger force when the Anla'shok take a more active role in galactic events, they are still first and foremost an intelligence agency and emphasise stealth above all else. From vessels that can fool detection arrays to in-depth training in infiltration and passing without leaving a trace, Rangers specialise in the art of being living ghosts.

Beyond the need for caution, Rangers are expected to perform two vital duties. The first is monitoring various forms of communication and interaction, from ships engaged in secret rendezvous near uncharted stars to documents without labels or names on the hidden desks of a hundred different governmental agencies all over the galaxy. This vigil lies at the heart of what a Ranger does; without knowing the movements of the enemy, it is impossible to reliably mount a resistance.

Opposing the actions of the 'enemy' is the other half of the Ranger's calling. In the past, this foe was the Shadow race but with their departure after the last Great War, that distinction has become considerably broader. Some enemies have been easy to define – raiders, oppressive governments and rogue elements of member races' militaries. Others, such as the elusive power behind the Centauri raids on Interstellar Alliance trade, have not been readily identified. Regardless, the Anla'shok must be ready to stand against them at any time.

These three activities are best summed up in the Minbari motto on the Anla'shok plaque, engraved on every Ranger ship and inscribed on the back of every Ranger pin. 'Tuvor, Tunalla, Veshii'; 'Invisibility, Investigation, Intervention.' A perfectly executed Ranger mission is one that begins in silence, ends in silence and leaves no trace that any problem existed in the first place.

Tunalla (Investigation)

As the central focus of the Ranger order, investigation is also the main subject of a would-be Anla'shok's training. It is not enough for a member of the Rangers to be able to get into a hidden complex or locate the right person in an organisation to speak with; he must also know the correct questions to ask and do so without raising suspicions. If a Ranger can obtain a document in such a way that no one ever knows it was seen, much less copied or stolen, so much the better.

This is not an easy task in an information-heavy galaxy with multiple security safeguards, computer encryption and detection equipment that grows more sensitive every year. For an organisation that numbers its age near the 1000 year mark, the Anla'shok has had to remain very reactive where its espionage and investigative skills are concerned. If a format for information exists in the galaxy, the Rangers as a group must know how to access and – when required – tamper with it successfully. This forces the Anla'shok order to become proficient with new technologies as soon as, if not before, they become standards.

All of this progressive learning and adaptability are remarkable assets to the Rangers but they are also a constant strain, especially in the days of the Interstellar Alliance. For centuries, the Anla'shok only needed to contend with distant systems and the occasional suspected Shadow movement in more settled areas. However, during the decade leading up to the last Great War, this activity become far more intense and major governmental agencies had to be investigated closely. This led to a rapid expansion of much needed training in the Anla'shok – a new directive that might not have been possible were it not for the inclusion of Humans in the Rangers.

Humans brought to the Anla'shok a quality not found in many Minbari; they were proactive whereas most of their alien brothers were content to be reactive to changes in the galaxy. While the Minbari Anla'shok were some of the most inquisitive of their race, they were still Minbari. They were content to see a problem, research its every aspect and then calmly determine its most likely avenue for a successful resolution. Human Rangers were, to put it succinctly, not content with this approach.

Instead, the new recruits drove the trainers of the Anla'shok to the breaking point and forced them to come up with new protocols for both teaching and field work. The old ways of handing investigations simply were not swift enough to make a difference with their ancient enemy once again on the move. While the Minbari Anla'shok were its keepers and legacy, it was Human ingenuity and inquisitiveness that forged the group into the cohesive, investigative group that it is in the modern day. Human drive combined with Minbari technology and intellect proved a match for the subterfuge of the Shadows and their allies.

The needs of the Interstellar Alliance have once again reshaped the methods of the Anla'shok. Whereas before all their techniques and tools were keyed to dealing with a single overriding enemy using a certain method of hiding its activities, the Rangers now have to deal with fact-finding missions ranging for a nearly infinite number of topics. The Anla'shok has had to expand their knowledge base to cover virtually every intelligence agency and their operational structure in the galaxy.

Despite this greatly increased base of activity, the methods of the Rangers remain fairly simple. Grounded in the Code of Tunalla, every technique from the simplest form of interrogation to the most detailed and intricate computer search is conducted within its guidelines. A Ranger can be certain that if the tenets of Tunalla are satisfied, his mission will have been, at some level, a success.

The Code of Tunalla

Ask The Right Question: Simple but very important, like many of Valen's recorded sayings, the first law of Tunalla is the one most Anla'shok instructors choose to quote during



training. The full quotation is: 'You can learn more with a single correct question than with a thousand incorrect ones'. The opposite corollary to this quote is noted below as the second law of Tunalla and ascribed just as much importance as the first.

- 5 **Regimen:** For several weeks during Ranger training, Minbari instructors will play dozens of varieties of word games with their students. These games centre around the instructor knowing a certain fact and the students having to follow a protocol of questioning in order to discover it. After a time, these games become so ingrained into the student's thought processes that they begin playing them even during normal conversation. At that point, the lesson is complete.

Never Ignore An Answer, Even To The Wrong Question:

It was Valen's contention that any time someone spoke, what he or she chose to say was of vital importance, even if it was only to them. Thus, in his opinion, there was never truly a 'wrong question' as long as the person listening could interpret what was being said. The other half of his oft quoted phrase above is: 'That does not make the thousand questions a waste of breath'. A Ranger taking this part of the Code of Tunalla to heart learns quickly that everything they hear while on a mission is a potential source of information.

- 5 **Regimen:** During the majority of their training in Tuzanor, Ranger students are often exposed to 'hidden rules' of conduct. Those that successfully discover these rules and follow them are marked for advanced training. Additional lessons are often concealed in the teachings of Anla'shok instructors as a way of fostering their pupils' ability to see hidden messages.

There Is More Than One Sword: This law references the quote: 'Truth is a three edged sword'. Valen's meaning in this part of the Code has been the subject of some debate but it is generally accepted that it refers to the fact that every sentient in the galaxy has their own definition of the truth and when questioned, the same fact may seem different depending on which being is asked and when. Determining which 'edge' is the most accurate from the position of a Ranger's current assignment is one of the most difficult and vital parts of information gathering.

- 5 **Regimen:** The Anla'shok is interested only in learning the truth whenever they extend their resources during a mission. That focused interest is tempered by this law and allows a certain amount of interpretation to occur in the collection and analysis of data from the field. As a training exercise, Ranger students are often given logic problems in pieces that require more than

one of them working together to solve. If done without such cooperation, the answers are ultimately incorrect and the lesson is failed.

The Best Question Is The One Never Asked: During conversations with Valen in the early days of the Anla'shok, instructors were often amazed at how well he could get them to volunteer information by asking leading questions and never hitting his real subject of interest directly. This technique became a standard part of Ranger training, as it became very clear that investigations were safer and more effective if they could remain as subtle as possible.

- 5 **Regimen:** After the first month of a Ranger's indoctrination, they are no longer allowed to ask direct questions during their active espionage training. If they seek some piece of information, they are instructed to find ways in class or outside of it to discover what they need to know. This forces those pupils wishing to complete their studies to become very effective at working around a problem rather than straight through it (and thus leaving a trail by which they could be discovered in the field).

Special Note: It should be noted that since the opening of Anla'shok membership to the races of the Interstellar Alliance, Drazi students have been almost universal failures at this part of the code. Numerous instructor requests have been logged with the Grey Council to allow special dispensation for those students if any Drazi Rangers are to be allowed graduation. In individual cases, such dispensation has been granted but no unilateral change has been approved.

Tuvor (Invisibility)

In the past, this was as much a life-saving technique as any form of professionalism. The Anla'shok were created to investigate and remain watchful for signs of the Shadows' return. With the Shadows' penchant for making anything they noticed disappear, it was vitally important that the Rangers not be detected by their ancient foe. This posed a necessary limitation on their activities but it also kept them far outside the elder race's ability to detect them.

There was an entirely separate and even more important reason to stay off the scopes of the Shadows. After a time, the leaders of the Anla'shok realised that if the Shadows discovered others poking around their affairs, the dark race might move sooner than prophesised by Valen and all would be lost. The founder of the Anla'shok had warned that if the Shadows were roused from Z'ha'dum before a thousand years had passed, they would be unstoppable and life would perish throughout the galaxy. All Rangers were given orders therefore to act with both stealth and

discretion. One false move could mean the destruction of all sentient life – an onus too grave to allow anything but the utmost caution.

In the modern era of the Interstellar Alliance, the need for such subterfuge is not as great but all Rangers are still given to act with great caution. Not only is their presence in many star systems resented by the local government but there have been signs of Shadow allies surviving the Great War. If any of them seek revenge, they are likely to go after the Anla'shok and the Interstellar Alliance first. This has given most Rangers all the reason they might need to keep from acting too blatantly.

There is also the very real fact that as Rangers, they have become the new high water mark for professionals in every intelligence or military role. This had led to a growing trend of 'gunslinger syndrome', whereby Rangers are challenged in the field by resentful soldiers and agents looking to prove themselves better, faster or deadlier than the Anla'shok. Most of the time, these situations can be diffused without violence but most Rangers find it easier and more efficient to avoid notice for what they really are all together.

All Rangers adhere to the Code of Tuvor, a set of guidelines laid down by Valen and added to or modified over the centuries as the role of the Rangers shifted to match galactic events. The Code of Tuvor is likely to change again slightly during the reign of the Interstellar Alliance but these modifications have yet to be made official as of 2262.

The Code of Tuvor

Do Not Be Seen. This simple rule illustrates the blunt, often simplistic approach to Minbari training methods. While the Minbari are capable of great subtlety and complexity, they are also a society based on obedience. Therefore, straightforward commands are easily given as few members of the race would take the time to question or attempt to interpret such an order.

- 5 **Regimen:** While 'do not be seen' is very simple way to explain the art of stealth, the training involved in fulfilling this first part of the code is remarkably involved and difficult. Ranger candidates spend at least three months in a base camp near Tuzanor going through a simulation field for stealth training. Rangers do not graduate this course until they can navigate it flawlessly. A single noise or being observed by even one instructor is a failure and requires at least an additional week of retraining.

Silence Is Its Own Shield. This advice speaks to the heart of stealth – the ability to not make any sound at all. Most Minbari understand this instinctively but Valen considered it important enough to codify as a rule. A thousand years later when Humans became an accepted part of the Order, the Anla'shok instructors finally understood why.

- 5 **Regimen:** During the stealth training on Tuzanor, from the moment a candidate enters the simulation camp as a student until the day he graduates and moves on to his surveillance training, he is not allowed to speak. He is also fitted with a crystal necklace that issues an ear-splitting pulse if he generates any noise for any reason above 30 decibels. After a few days of this negative reinforcement, candidates become very proficient at remaining as silent as possible.

Close The Eyes That Are Open But Not Forever. This directive speaks to the need for Rangers to sometimes act against others to ensure they are not seen. Nonlethal actions are sanctioned in such circumstances but killing force is forbidden in any but the most extreme of situations. As Valen put forth to the first Anla'shok: 'We are the galaxy's protectors, not its executioners. We do not kill except to save others. Those that cannot understand this have no place at my side'.

- 5 **Regimen:** A substantial part of a Ranger's combat training is spent learning how not to kill. They are trained in hand-to-hand combat and shown the many places on a wide array of opponents to strike without slaying. Pressure points, effective wrestling techniques and martial arts designed to incapacitate are taught rigorously; no Ranger is allowed to graduate without exhibiting a mastery of these skills.

When You Are Seen, Ensure That You Are Not Understood. Despite a Ranger's best intentions, there will be times with full stealth is not an option. In circumstances like these, it is better to continue the mission and just sow enough confusion that no-one present can accurately identify what they saw or provide a description of the Ranger in question. Misdirection is one of the Anla'shok's watchwords for this very reason.

- 5 **Regimen:** Actually taught during the Anla'shok's surveillance courses, the arts of camouflage, disguise and sleight of hand are very important to a Ranger, as is a grounding in basic psychology. While they cannot always remain invisible, they can make certain that no-one involved in a given operation remembers enough or saw anything clearly enough to pose a threat to the Anla'shok or future missions.

Veshii (Intervention)

Rangers are instructed to be invisible and to investigate everything they can as efficiently as possible. The focus of their efforts is to not have any effect at all on their environment whenever possible. They do everything they can during a mission to have as slight an impact on the lives of others as possible. Some Rangers spend years among a constant group of companions without ever revealing their true calling or what they do in the shadows. The greatest compliment to a Ranger's skills is to live in continual obscurity.

At least, that is how it is supposed to work for the Anla'shok. Unfortunately, the universe is a more complicated place than it was when Valen formed the Rangers a thousand years in the past. Ten centuries later, Rangers have to deal with the growing need to be active in galactic events. They frequently must make a show of force when directed to do so by the Interstellar Alliance. When the situation calls for it, the Anla'shok must have an impact – a crushing one when the need arises.

To that end, every Ranger is well trained in the combat arts. They are given a thorough grounding in unarmed fighting, melee skills and marksmanship with many different forms of weaponry. They are shown how to make their environment into an ally; traps, concealment and impromptu weapons are all within the curriculum of Anla'shok combat lessons. If it can be commonly found, easily manufactured or swiftly concealed, it is a deadly weapon in the hands of a Ranger.

For all this emphasis on flexibility, the focus of a Ranger's fighting skills fall upon a single weapon more often than not. While some members of the Anla'shok do not demonstrate a true mastery of the denn'bok, the Minbari fighting pike, all are shown its intricacies and can wield it with grace and lethal effect. Far more than just a collapsing quarterstaff, shifting weights, adjustable balance and a unique heft that changes for each user make the denn'bok a very special weapon indeed. It is – along with the half-Minbari/half-Human pin each Ranger wears – a singular, special item that identifies its bearer as a Ranger on sight.

Intervention should never be confused with battle, however. While all Rangers are trained to fight and fight well, they are also schooled on many other ways to take action when they

must. From sabotage to indirect interference, Rangers are taught how to do battle without ever drawing a weapon. If a government action can be derailed by cutting its funding, that is preferable to intercepting and killing the soldiers ordered to perform it.

Veshii must be carefully considered at all times. This becomes quite a conundrum when all the laws of Veshii are taken into account as some of them seem contradictory. Most Rangers assume these paradoxes were intentionally created by Valen to make them think long and hard about their actions. What is known about the founder of the Rangers would seem to indicate the truth of this assumption; he was not a man to act rashly but when he was moved to action it was swift, decisive and always guided by a wisdom beyond his years.

The Code of Veshii

Never Act When It Is Time To Wait: Valen taught his first students that an unplanned attack is the surest form of defeat. He advocated caution and consideration even in the middle of a tumultuous battlefield. This thoughtfulness of action became codified into the first law of Veshii shortly after his disappearance, when the Anla'shok became a far more ordered and structured organisation. It says a great deal about Valen's innate sense of caution and timing that he never thought to create any true rules about the matter before that time.

⑤ ***Regimen:*** The training for this law is a simple one involving a complex set of tools. Minbari fighting drones are programmed with a transmitter and set to fly around a Ranger candidate with a random timer that eventually causes them to charge. The candidate is given a laser pistol with a receiver that only allows the gun to fire when the drone gets within a certain random



distance during each charge. The test is passed if the candidate can successfully keep aim on the drone and fire the one shot the pistol holds when the drone swoops into range. As simple as this sounds, it takes days or even weeks of practice to maintain enough discipline to hold back shooting while under attack.

Never Wait When It Is Time To Act: The opposite of the first law, it illustrates Valen's love of riddles and self-contradictory rules. It also embodies the founder of the Anla'shok's belief that the right moment to take action can come at any time, including a moment before a battle even begins. Just as he taught discipline and calm in the midst of a storm, he also advocated the need to strike whenever an opening presented itself. The key to this, in his own words, was to seek the 'senses within', as if the right moment to act was something that could be determined through pure instinct.

5 **Regimen:** The same training process used to teach the first law is also used for the second with a slight variation. The fighting drone is programmed not to charge but to keep up a constant barrage of low-powered fire. The candidate's weapon is keyed to a special power cell that will only activate and charge the gun during a random interval when the drone ceases fire and becomes temporarily vulnerable. As with the training for the first law, this trial is also very discipline and patience oriented.

Special Note: It should be noted that very few Drazi candidates have shown the ability to pass these two sections of their training regimen. The need for patience is not alien to them but placing a weapon in their hands and then expecting them not to use it is very difficult for them to process. The standing rule in Tuzanor after 2262 is to pass Drazi students if they fail this test but still manage to defeat the drone with their bare hands afterwards, something many of them attempt to do at the start of the lesson in any case.

Do Not Strike Twice When Once Is Enough: Valen did not believe in using more force that was strictly necessary at any given time. Not only was it wasteful in both time and effort but it lacked a certain elegance he believed the Rangers should always try to exhibit. They were, after all, enforcers trained in stealth and surveillance, not common thugs with collapsing clubs. He taught a special technique called *vaniir keth* – the Perfect Strike. Though the lore and skill of the *vaniir keth* was lost when Valen disappeared after the Shadow War, some of its teachings survive in the denn'bok training of modern times.

5 **Regimen:** There is no single technique used to teach this law to student Rangers. Every Anla'shok master

has his own way of getting its message across. One infamous example includes Master Durhan's habit of making candidates carry water in small buckets over a long distance to a large rolling trough. The lesson did not end until a student finally made the mental breakthrough of discarding the buckets and wheeling the trough itself to the well.

Know When A Battle Is Also A Message: This law came about long after Valen's disappearance and refers to his tendency to stage combats during the Shadow War as much to demoralise or mislead enemy forces as to defeat them. Battle, he would insist, could take place for many reasons, only a few of which were ever obvious. The idea of fighting for something other than a clear and concise victory was difficult for the linear-thinking Minbari to grasp but once it was shown to have a measurable effect in future battles, the Anla'shok embraced the idea and became masters of combat subterfuge.

5 **Regimen:** This training is difficult to pass and very few manage it on the first pair of attempts. The lesson comes in two parts. The candidates are shown to an obstacle course and given a short amount of time to run the field, collect a key and open a door at the end of the field. They are also told the course will be run twice. The trick to the field is that getting the key involves a high energy stunning pulse that invariably strikes down the candidate after he obtains the key. This usually results in despondent trainees arriving at the course the second day only to be given the key they won the first day. This lesson teaches them that the first time through, their true objective was to just get the key and that completion of the test *required* two tries. Once a Ranger candidate learns that not every mission has an objective of total victory, they are ready to move on in their training.

On Becoming A Ranger

Rangers are recruited in a number of different ways, from recommendations in the field by other Anla'shok, to application to the Interstellar Alliance and a thorough background check. Though they may come from many different walks of life, social castes and cultures, when candidates arrive on Minbar their lives become exactly the same. No matter what differences Anla'shok trainees might have in the past, they are all treated as equals and given the exact same opportunities and precisely the same disciplinary actions when the need arises.

The Burning Time

One of the most difficult rituals for most newly inducted Ranger trainees occurs when they first arrive in Tuzanor carrying only their most treasured possessions and nothing else. Each candidate is taken to a small private chamber containing a metal crucible as its only light. Any personal items they are carrying with them must go into the fire, without exception. If the trainee cannot do this, if there is anything they cannot bear to part with, the ritual is failed and they are given transportation out of Minbari space that very night. This occurs before a candidate is given any real

understanding of what it means to be a Ranger – a must for security reasons.

This ritual is not done to be cruel; it is a vital step in the teaching of the candidate and necessary to show that he can be trusted by the Anla'shok. Any object too dear to the trainee to give up is a link to something precious that could be used against him or the Anla'shok at a later point. The calling of the Ranger path must be one that is absolute; any doubts or hesitations may only grow over time to create

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Echo Four, this is Echo Two. I am not certain how long my window of report is, so this will have to be brief. I have obtained a number of classified documents relevant to Operation: Illuminate. I am sending these on a separate sub-band for rapid transmission. I will not be able to continue my mission here for much longer; security is even greater than anticipated. The Office is right to be concerned about this organisation, though I cannot label them a Code Red threat as of now. They certainly bear further investigation.

The Home Office's suspicion that the Anla'shok has the means and resources at their disposal to wage a full scale war is entirely correct. I have uncovered evidence that the previously released ISA figure on their warship count is only accurate as a current number. There are plans for at least two additional configurations in the near future and production has increased from reported levels. There may not an active cover-up involved but Ranger fleet totals will not be accurate as of the end of the year.

The Office's concerns about Human involvement in the Rangers and their desensitisation to Earth concerns are also entirely accurate. The Anla'shok have a training regimen designed in my opinion to emphasise sympathy for alien cultures and concern for non-Terran activities. Candidates are expected to learn at least one form of Minbari and one other alien language but non-Earth, non-Minbari students are not required to select English as this additional form of communication. Trained Human operatives such as these Rangers without a grounding in Terran ideals could pose a security threat at the highest levels of EarthGov.

Despite this, I have uncovered no active sedition on the part of the Anla'shok regardless of the Director's well-founded concerns. My continued investigation here will undoubtedly be compromised if I remain any longer and my avenues for research are already being closed. ISA counter-intelligence is very secure and the Rangers police their own encampments, making it very difficult for me to gain any further useful data. I request immediate reassignment, preferably outside Minbari space.

There is one alarming development here that might bear further inquiry. Reports have come in to Tuzanor of an errant element in the Anla'shok. Apparently a member of their graduating class has gone rogue, stealing a Nial class fighter and disappearing into deep space. What bears further investigation is the identity of this rogue agent, one L-

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a gulf in the mind of the candidate – a gulf that could swallow him whole.

The Burning Time is also a solemn moment of reflection for the candidate. Each burnt object is a piece of his history given into the flames but never forgotten. It is a chance to relive key moments of one's life, the very moments that make each trainee what they are and why the order wanted them in the first place. The Burning Time takes as long for each individual as they need; it is never rushed or terminated at any point. A candidate comes out of the Crucible Chamber cleansed and ready to proceed or departs Tuzanor forever.

The Three Marks

Once a candidate has been stripped of (and in so doing forever grounded in) his past, he is ready to proceed through the hardest nine days of his life. This process takes place after a full three nights of meditation, fasting and solemn reflection. During these three days any candidate can for any reason decide to leave Minbar and never turn back. They are given free passage anywhere in the known galaxy they wish and treated with respect for having the wisdom to accept that the path of the Anla'shok is not for them.

Those that endure this time of introspection are accepted into the Halls of Tuzanor and given over to the taskmasters of the Academy. They are fully educated on what it means to be a Ranger and told the truth about the last Great War. They are given answers to many vexing questions and allowed to ask anything they wish as a mark of the trust they must share with the Anla'shok if they are to function as a true protector of the galaxy.

They are also informed that they can no longer leave the Academy without their minds being wiped of all they have learned. They are also told they must pass three tests of wisdom, stamina and ethical conduct before their training will begin. This is known as the Three Marks, a lengthy three-part ritual of great significance to the Minbari and never waived for any candidate. They are informed that the Three Marks will be trying, painful and could even put their lives at risk. Each candidate is offered one last chance to leave Tuzanor without disgrace. To date, in the thousand years of the Anla'shok, no candidate has ever taken this offer and left the order.

The First Mark – Darkness: For three days, the candidate is blindfolded and placed in a difficult and lengthy maze carved out of the crystalline rock beneath Tuzanor. For two

days, the only exit leads to a small room with a meal, a bed and a dim light barely enough to eat by. On the third day, the exit that leads out of the maze is opened and candidates can escape. Those that do not find their way out by the end of the third day are escorted out but they must repeat the exercise until they find their way out on their own.

The Second Mark – The Star: This trial often gives the Anla'shok candidate his first real taste of stellar travel. The trainee is placed in a specially fitted Nial heavy fighter and sent through an obstacle course of asteroids and drones near the last orbital ring of the Minbar system. At the end of the run, the fighter 'malfunctions' and is sent hurtling towards out of control towards the darkness of space with life support failing. The real test is how the candidate comports himself in what might well be his last moments of life. As long as the trainee keeps his calm and does not act without dignity, he passes the trial and receives the Mark of the Star and the benefit from obtaining it. Failure does not keep a Ranger from graduating and joining the order but it is a stigma from which his pride may never recover.

The Third Mark – Fire: The third mark is also the hardest to earn and not at all a common accomplishment among the Anla'shok. The trial of fire is a harrowing one that few manage to get through because of the pain, humiliation and absolute sense of self-control it requires. The gauntlet prospective students are required to run is quite simple – deceptively so. All a trainee has to do is make it from one end of the landing courtyard in the heart of Tuzanor's Ranger Academy to the other. He is fully armed with both denn'bok (though he is not trained in its use yet) and stun rod but given only light clothes to wear. The test comes in that he is not allowed to speak or strike out no matter what the circumstance. The courtyard is filled with other Anla'shok, all of whom are instructed to make certain the trainee does not pass the test. Very few Rangers obtain the



Mark of Fire, as most either pass out due to injury or lose their tempers and fight back.

It should be noted that only the Mark of Darkness is required for a Ranger to pass this initial part of their indoctrination. The other two Marks, earned or not, are not necessary and even if they are possessed, no special rank or privilege is shown to their recipients. The Anla'shok are an equal brotherhood and while merit has its rewards, no favouritism is given to any single student. Even those with all three Marks are expected to perform as well as (if not better) than their fellow trainees.

The Final Oath

It is traditional for three days to pass for contemplation, reflection and most often healing after the Trial of Fire. These are spent in the company of other students or alone, as each trainee wishes, and the full hospitality of Tuzanor is at their command. Any food they desire is made for them, any drink obtained and all manner of indulgence (within limits) is theirs for the asking. The Minbari are well aware of the terrible burdens and sacrifices the Anla'shok may be called upon to make and they are treated accordingly in these first few days.

On the last night, every Ranger to be is gathered together in the landing platform of the Academy and arranged in formation under the stars of the Minbar evening sky. There, surrounded by the incandescent glow of Tuzanor's buildings of crystal and light, they are addressed by the leaders of the Anla'shok and welcomed formally into the order as acolytes to its mysteries. This is the final step that marks their moving from prospective members to Rangers in full, if still trainee, status.

However, one tradition remains to be observed. Each new Ranger, one at a time, speaks aloud the full Oath of the Anla'shok. Each time the speaker gets to the line 'We are Rangers', the entire assembly speaks it with him. This includes the masters of the order, as this shows the solidarity that drives the organisation to be as strong and tightly bound as it is. The next three lines are also spoken aloud but only by all the students present.

The last line is spoken solely by the Ranger being inducted by that oath. The entire assembly area falls silent and the speaker's voice is amplified by Minbari crystal acoustics throughout the entire city. This echo of loyalty fills all of Tuzanor, letting the citizens of Valen's favoured home know that another brave soul walks among them, standing between the shadows and the light.

Ranger Training

For all its risks and punishments, the Trials and Marks of simple acceptance are as nothing compared to the actual training Rangers must endure. After their oath, Anla'shok get a single night's sleep before the real endurance test begins – the lessons of the Rangers. While few students ever die from the stress of this instruction, it has been known to happen and all new Rangers are warned of the risks long before reaching this part of their stay on Minbar.

Once training begins, all pretence of caution disappears. Rangers are expected to live their lives as if they were at risk every moment of every day. As such, the training is intense, the classes complicated and incessant and the level of danger elevates greatly. Trainees are expected to be able to handle live fire in space, gunfights and melee exercises that commence without protective gear or pulled blows. This is an especially dangerous time for non-Minbari as many of the Anla'shok's instructors are simply stronger, better skilled and more enduring than their 'alien' students.

What follows is a list of typical Ranger training classes. Many of these happen simultaneously and each instructor is given leave to vary the curriculum to better match his own style and the needs or gifts of his trainees. This means that one Ranger's experience during training is likely to be quite different than the day-to-day schedule of his peers. Even so, each Ranger comes away from this trying period of his or her life with the same high level of instruction in all the same skills.

Example Lessons

In all but the most extreme circumstances, these lessons take place in very controlled environments. There is rarely any contact with the public or civilians of any world the Ranger use as training bases, more for their protection and security concerns than any regard for the safety of the Rangers being trained. As mentioned, Anla'shok at this point in their education have proven themselves capable and willing to put their lives on the line for their cause. The Minbari see little need to exercise caution, as any laxity in the Anla'shok's training could leave them vulnerable when facing enemies that – obviously – will not be holding back.

Miscommunication

This lesson is a continuous one that occurs during the length of an Anla'shok's training and often repeats itself throughout his career. The lesson is a basic one; a message to the trainee is translated into an alien language and then ciphered using one of the standard Ranger code keys (of which more than 300 exist). The trainee is then tested on how long it takes him to both understand the original

message and reply using the *exact same* combination of language and cipher. By the end of a trainee's lessons, many can do this within a few minutes if it is based on an alien language they speak.

5 **Location:** The where of this lesson is unimportant as it can be done anywhere the trainee can be reached by communicators or even written documents. A few trainees over the long years of the Anla'shok have actively tried to get themselves into situations that isolate them enough to escape these lessons but the communications masters of Tuzanor are experts at getting messages to the Rangers through even the most serious interference.

5 **Duration:** As mentioned, there is no set duration to Miscommunication training. The instructors of the Anla'shok tend to send encrypted messages to students and full Rangers alike on an almost random basis with no regard for mission status or seniority. This is actually a benefit to the Rangers, as it keeps their communication skills consistent.

Force of Arms

The most straightforward aspect of Anla'shok training, it is also one of the most popular lessons offered on Tuzanor. This is a complete suite of martial courses, from hand-to-hand combat using only unarmed strikes, to drills with the denn'bok. Rangers are also taught knives, swords and other melee weapons as well as wrestling holds and subdual tactics. By the time a Ranger trainee successfully tests out of this part of his instruction, he is a force to be reckoned with in physical combat.

5 **Location:** The main school of arms for the Anla'shok is on Tuzanor in a hall called the *vureth'ar*. *Vureth'ar* is a Minbari phrase that literally translates to 'enlightened discomfort', leading many students to call it the 'House of Pain'. This is not an inaccurate pseudonym; many Anla'shok suffer broken bones, muscle tears and other physical damage in their time within its walls.

5 **Duration:** Most Anla'shok students study in the House of Pain for six months to a year, though other courses are taken during this time as well. It is possible for any student to spend only a single day in *Vureth'ar*; all it takes is the ability to best the current Denn'bok Master in residence in a single duel. This has only been accomplished once by a first day student of the



Anla'shok. The trainee, Durhan, is currently serving as a leader of the Anla'shok and is considered the greatest denn'bok master since the time of Valen himself. To study with Durhan directly is a great honour indeed.

Hide and Seek

The Anla'shok teach many variations of this game, from ground hunts that involve short-range beacons and Rangers on foot with ten yard receivers, to asteroid fields and Nial fighters equipped to destroy hidden targets. The philosophy behind the simple game of Hide and Seek is a vital one to the Anla'shok as it involves both stealth and investigation, two of their most important mandates. When the Anla'shok play these 'games', they typically have the additional provision that if a seeker is seen by any other seekers while hunting, he is taken out of the game.

5 **Location:** This lesson can be taught anywhere that someone or something can be hidden. This makes it suitable for virtually any environment. Favourites of the Minbari instructors include crowded libraries with a single book or crystal as the subject, asteroid fields, cities on Minbar, temples and open wilderness on alien worlds. Until 2262, the entirety of Babylon 5 was considered off limits for security reasons but after the adoption of the Anla'shok within the Interstellar Alliance it became a very popular setting for hunts.

5 **Duration:** Most instructors plot out a Hide and Seek once a month for as long as a trainee is in their care. Some appreciate the exercise more than others and can hold them as often as once a week. In any case, hunts rarely last more than a few hours unless the environment of the game is such that it might take longer to complete the objective (such as a single transponder hidden somewhere on an entire alien planet).

Ghosting

A variant of Hide and Seek; the skills involved in Ghosting are important enough to warrant its own game. The way Ghosting is taught is by placing a Ranger in an unfamiliar setting and teaching him to blend in either through pure stealth or by means of camouflage as a native of the area. Both techniques are encouraged and taught, though some students are better at one than the other through personal inclination.

- 5 **Location:** Where this game is played is just as important as the skills it teaches. Every Anla'shok trainee is put through at least one alien city, one crowded space craft and one pass through the halls of the Tuzanor facility itself. A few instructors run their training classes as an almost constant form of Ghosting, insisting that students attempt to conceal themselves at all times when not being directly trained. These are considered some of the hardest but most rewarding instruction cycles in the Anla'shok.
- 5 **Duration:** Ghosting lasts as long as an instructor decides it does but 24 hours is considered the standard time limit for such games. Of course, Ghosting ends if an observer sees and identifies the Ranger trainee but as training commences most students find themselves capable of remaining hidden even when moving more or less freely about the lesson area. Students are considered masters of this exercise when they can complete an active mission, all while remaining unnoticed.

On Becoming - A Ranger's Graduation

For a race rich with rituals and traditions, the graduation ceremony for a member of the Anla'shok is surprisingly subdued. The most complicated part of the process is the Gathering of Oaths, a process by which a Ranger secures the parts needed to forge his Ranger's pin – the badge of his office and the symbol of his faith in the Anla'shok.

A Ranger's Pin

The first material is gold from the southern mines of Minbar. This is done by hand and involves the Ranger-to-be swearing at least a week's service to the worker caste overseer of the mine in question. In return for

days of back-breaking labour in the mine, the trainee is gifted with enough raw ore to comprise the golden part of his pin. This ore must be smelted by hand and if the metal is ruined in the process, the labour must begin again. This step teaches humility, something all Rangers must possess.

The Minian silver used for the other half of the pin is obtained in much the same way, save that the Ranger has to convince a worker in one of the moon mines around Minbar to do the mining for its ore for him. Minian silver is a rare metal because the mining is both dangerous and time-consuming. To convince a moon miner to sacrifice enough of his precious ore to make an Anla'shok pin, the Ranger must be diplomatic and willing to do whatever service the miner asks in return. This step teaches co-operation and communication, two vital parts of a Ranger's later duties.

The stone in a Ranger's pin, an Isil'Zha, always comes from a previously cut and smoothed stone found by the Ranger himself. Isil'Zhas are precious stones once used in abundance in religious icons and as religious caste ritual jewellery. This makes them common enough to be found by Rangers but usually only after a lengthy search. Once found, they must literally be stolen, removed from their current whereabouts without the Ranger being detected in the process. Restitution to the previous owner is made by the Anla'shok afterwards. This step teaches caution, investigation and stealth.

Once the materials are gathered, a Ranger must convince one of his instructors to aid him in the forging of the piece. The process takes several days and if the materials are ruined, the entire graduation ceremony must be attempted again. Forging a Ranger pin requires the white hot flame



of the heart forge in Tuzanor and the use of sacred tools rumoured to be handed down by Valen himself.

When the pin has been crafted to the standards of the assistant instructor, the final step can be undertaken. The Ranger prepares three bowls of Minbari pottery. One is filled with holy water taken from the natural spring that feeds the Grey Chamber in the capital city of Minbar. The second contains some of the instructor's blood; this is considered a great gift and is seen as a sign of the instructor's acceptance of the student as an equal in the eyes of the Anla'shok.

The third bowl is something of a debate. When the Rangers were first conceived, it contained Valen's own blood and was said to be symbolic of the two halves of the Minbari soul coming together as one. This comment was never explained in Valen's lifetime and over the centuries, Valen's blood has been medically duplicated through Minbari science to provide enough for inductions into the order. Once Humans began joining the Anla'shok at the insistence of instructions given by Valen long before, the bowl became filled with the blood of the Earth-born Ranger being brought into the Anla'shok.

In the era of the ISA, this has changed once again. Now the pin is seen as symbolising the Ranger becoming one with the Anla'shok (represented by one of the two figures on the badge). In keeping with this, the third bowl contains the blood of the Ranger in question, be that Narn, Human, Drazi or otherwise.

The Last Words of Youth

One thing that has never changed in a thousand years is the final vow of an Anla'shok upon completion of his pin and its subsequent presentation by the assembled Grey Council. This is done aboard the Sharlin cruiser dedicated to the Council and is always done in orbit over Minbar itself. With the planet's surface and its star-filled surrounds prominently displayed on the Council chamber's viewing walls, the Grey Council brings the candidate in and places him in the centre of their circle.

The leader of the Grey Council (or the religious caste leader if

the Council does not have a singular head) steps forward, the Ranger's pin in one hand and the staff of the Triluminary in the other. In a quiet voice, he speaks the full oath of the Anla'shok, shifting all of the tenses to pose it to the Ranger as statements of intent rather than a personal vow. The Ranger answers the oath with the singular line of 'I am a Ranger' after each section. His every word, expression and inflection are read by the assembled Grey Council, placing him very much under intense scrutiny.

If the Council is satisfied with the candidate, the member leading the oath presents the Ranger with his pin and touches him on the brow with the Triluminary. As this occurs, the Grey Council speaks in unison, saying 'Welcome, Anla'shok. Stride forever among the stars'. This marks his full acceptance and transfers to him the rights and privileges of his new title. The Council retires and the Ranger is dismissed to begin his duties.

Roster of the Rangers

While the Anla'shok act in secrecy at all times and very few have any true idea of their strength in numbers, the leaders of the Rangers on Tuzanor must keep a close accounting of how many men and women are at their command at any given time. Over the eras of the Anla'shok this number has waxed and waned tremendously but it has never been as great as it has become under the direction of Entil'zha Delenn and through the support of the Interstellar Alliance.

Continuing Training

Whenever a Ranger is on Minbar, especially if he is on Tuzanor, he is expected to continue his training by returning to the lesson chambers and combat halls of the Academy. These classes are as much to allow the Ranger to pass on what he has learned to other students as they are to teach him anything new. The Minbari believe in constantly maintaining their skills, an ethic passed on to every Anla'shok during their days as a trainee.

This means that at any given time, Rangers of every level of experience can be found in Tuzanor, walking its long halls and studying its many books and data crystals. Very little distinction is made between graduates of the Academy and new students; both are treated with respect by instructors and peers alike. Both are also treated as newcomers to the order, much as the instructors treat each other. Very little arrogance is allowed to foster in Tuzanor; everyone remains a student of the universe itself until the day they pass on to where no shadows fall (a Minbari euphemism for death and the afterlife).

The Open Nature of Ranger Command

Because Rangers are not really structured in such a way to allow clear chains of command, groups with more than one member of the Anla'shok often have a period of uncertainty where each Ranger finds his 'place in the pack' so to speak. No official method of determining who is in command exists for anything other than starship crews specifically made up of Anla'shok but an unofficial tradition has emerged over the centuries.

When a group of Anla'shok get together and have to work as a team, each one will take a moment to speak of his deeds, his skills and his length of time as a Ranger. To any outsider, this process sounds a great deal like ritualised arrogance but it is actually a subtle way of determining both qualifications and personalities from everyone present. When the circle conversation is finished, one Ranger typically rises above the rest as dominant and from that moment forth all the rest will defer to him unless a situation arises that requires independent decision making.

For the most part, Rangers tend to respect time in service and 'elders' in a group have an advantage when gathering to determine dominance. The least effective method of achieving command is to overstate one's accomplishments. While experience is appreciated, overweening pride is seen as a detriment in a leader and other Rangers tend to distance themselves from such behaviour. While not every gathering of Rangers involves a smooth and flawless 'circle ceremony', groups of Anla'shok will not work efficiently together until the matter of leadership is resolved.

At the time of Babylon 5's first year of operation, there were less than forty Rangers – all Minbari and all stationed on Minbar. After Sinclair's assignment to Minbar as Earth's ambassador, this number swelled over the next year to more than 200 recruits from all three castes of the Minbari and several promising Human candidates. This number included Sinclair's fiancée Catherine Sakai and other contacts of Sinclair's that he knew to be trustworthy. Ultimately, he could have inducted anyone he wished to the order of the Anla'shok; his authority and the unknown truth that he would become Valen eventually gave him complete control over the Rangers.

Membership changed drastically over the next two years with attrition during the last Great War balanced and in many cases exceeded by the influx of willing new recruits. While the Rangers remained a secret society until the end of the Great War and the birth of the Interstellar Alliance, there were enough officers and diplomats with knowledge of them to ensure that word spread quickly through the many races of the galaxy.

With this widespread, if unwanted, fame came new dangers and new opportunities for the Rangers. This also had an ultimately positive impact on their numbers; by the end of 2261 and the completion of the Earth Civil War, more than 1,000 Humans, Minbari and other aliens wore the Ranger pin proudly and swore their lives to 'the One'.

Basic Organisational Structure

The Anla'shok are a very decentralised group by necessity. Each member is trained and expected to be independent in thought and deed, especially when on assignment. While the Anla'shok have only had a titular head (the Entil'zha) for a very short amount of their history, they have a leadership council of sorts that guides them through the day-to-day business of eternal vigilance. These leaders, drawn for the most part from instructors on Tuzanor and the eldest of their membership, are called Miri'zha.

The Miri'zha have no set number but tend to fluctuate between three to ten at any given time. As the Anla'shok have grown, so have the Miri'zha and by 2262 the council of Ranger leaders has swelled to 15 Minbari and five Humans. These unofficial commanders answer directly to the Entil'zha and also heed the will of the Grey Council in purely Minbari matters. This rarely causes a conflict of interest as the Anla'shok are virtually independent of the Grey Council and are never ordered to take any action on the Council's behalf. They can be petitioned for aid but Rangers are never required to serve any masters but their own.

The only other rank recognised by the Anla'shok is that of Anar'zhe, which literally translates to 'newborn star'. This is the title given to all Ranger candidates when they first

join the order as trainees and remains with them until they complete their pins and become full Rangers. Anar'zhe have very few responsibilities and virtually no authority, though the courage and dedication that brought them to the Anla'shok is greatly respected regardless of their low rank.

The Anla'shok Fleet

Before the time of the Era of Lost Hope and later, after the new direction of the Anla'shok under the banner of the Interstellar Alliance, the Rangers command a sizable fleet against their enemies for use in their unceasing vigilance among the stars. This fleet changes in size and configuration, especially during the early Eras of the Anla'shok, but after the Rangers are given full military powers by the ISA their scale of operations steadily increases.

In campaigns set during the various eras mentioned in this sourcebook, it may be helpful for the Games Master to have some idea of how many ships and troops are at Tuzanor's command. Keep in mind that these numbers are only an estimate as the leaders of the Anla'shok could certainly request aid from the warrior caste if the need was great enough. There are also years, especially during the Era of Lost Hope where despite the numbers listed below, when few or no ships at all remain under the direction of the Anla'shok.

Era of Valen Fleet

This fleet is the force led by Valen himself against the Shadows during the sorties that drove the Shadows out of Minbari space and sent them into exile on Zha'ha'dum as a broken but still extant power in the galaxy. This fleet is more sizable even than the force commanded during the start of the ISA Era because of the unified support of the entire Minbari war effort. These ships are primarily warrior caste vessels, though certain ships were under the command of newly inducted Rangers.

Assault Group

Needing to hit the Shadows hard whenever Valen could arrange a battle that was not completely one-sided against the Minbari, these fleets were designed to be able to bring an incredible amount of firepower against single targets as quickly as possible. Though he hated to spend Minbari

lives in combat, he ensured that carriers were always present to provide fighter screens for the frigates and assault ships.

- ⑤ (2) *Morshin Carriers*
(48) *Nial Fighters* (full complement)
- ⑤ (3-6) *Tigara Attack Cruisers*
- ⑤ (3-6) *Tinashi Frigates*

Final Line Force

Necessary as the last defence for the Minbari homeworld, Valen put this fleet in place around Minbar and saw the wisdom of doing so when the Shadows tried to bypass his attack fleets and strike directly against it at the end of the Shadow War. Only the Final Line Force, which was almost completely annihilated, held the Shadows back long enough for Valen's forces to turn back the overwhelming assault.

- ⑤ (6) *Morshin Carriers*
(144) *Nial Fighters* (full complement)
- ⑤ (3) *Neshatan Gunships* (one serves as command vessel)
- ⑤ (6) *Tinashi Frigates*
- ⑤ (6) *Torotha Assault Frigates*

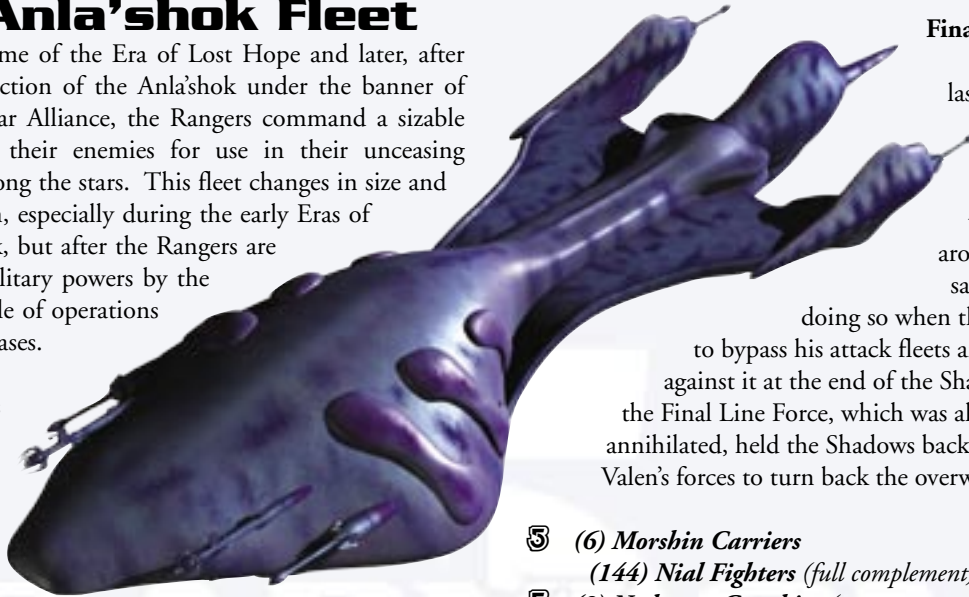
Planetary Defence Force

When it became evident that setting up a perimeter of rapid deployment ships would not be enough, Valen took the chance of spreading his forces too thin by setting up dedicated fleets for each of the Federation's main star systems. More often than not, these carrier deployments proved invaluable during the Shadow War.

- ⑤ (2-3) *Morshin Carriers*
(24-36) *Nial Fighters* (half complement)
(24-36) *Tishat Fighters* (half complement, a new form of fighter built to counteract the deployment of lightning-fast Shadow fighters)

Rapid Deployment Force

Because the Minbari had not yet designed the Sharlin that would take over every command and control need their later fleets would require, the Neshatan and Torotha shared equally in this duty. Valen preferred the Torotha for its manoeuvrability and greater protection for the men inside. One Torotha and one Morshin carrier stocked with fighters, shuttles and soldiers always stayed at the ready in every system controlled by the Minbari.



- 5 (1) *Morshin Carrier*
- (12) *Assault Shuttles*
- (12) *Nial Fighters* (half complement)
- 5 (1) *Torotha Assault Frigate*

Standard Fleet

Valen maintained six of these fleets throughout the course of the Shadow War, though two were burned down to the last fighter and had to be completely rebuilt to maintain combat effectiveness. Valen named each fleet after a dangerous alien predator from his undiscovered homeworld, giving rise to the Tiger, Wolf, Viper, Scorpion, Hawk and Shark fleets of the Anla'shok.

- 5 (1) *Morshin Carrier*
- (24) *Nial Fighters* (full complement)
- 5 (1) *Neshatan Gunship* (command vessel)
- 5 (2) *Tinashi Frigates*

Era of the Inward Eye Fleet

After the passing of the Shadows and the relative silence that followed, the warrior caste took over defence of the Federation and the need for ships dedicated specifically to the Anla'shok became less of a priority. Out of respect for Valen's wishes and under the premise that if the Rangers did discover hidden cells of Shadows and their minions they would need a fleet, the following formations were left under their command.

Standard Fleet

Greatly diminished in strength, the standard fleet of the Anla'shok in this era is still a force to be reckoned with. Supplied with lighter fighters as a concession to the Fire Wings clan of the warrior caste who wished to confine Nials to the true Minbari military, these fleets were mobile but severely curtailed in their ability to maintain a heavy assault. The Anla'shok were only allowed three of these fleets to be active at any one time.

- 5 (1) *Morshin Carrier*
- (24) *Tishat Fighters* (full complement)
- 5 (1) *Neshatan Gunship* (command vessel)
- 5 (1) *Tinashi Frigate*

Assault Group

Given the reduced state of support by the Grey Council that marked this era, the Anla'shok were fortunate to be given the right to an assault fleet at all. As with their standard deployments, this group represented a severely curtailed battle force compared to its previous incarnation. The Rangers were only allowed to maintain one of these and it had to remain in orbit around Minbar when it was not in use.

- 5 (1) *Morshin Carrier*
- (24) *Tishat Fighters* (full complement)
- 5 (1) *Tigara Attack Cruiser*
- 5 (3) *Tinashi Frigates*





Era of Silence and Doubt Fleet

In the Era of Silence and Doubt, the Minbari questioned the validity of the Anla'shok as an organisation and membership sharply declined. As it did, the ability of the Rangers to crew their remaining fleets dwindled until only a skeleton fleet around Minbar remained along with five independent vessels acting as scouts and long range guardians. In the last century of this era, even these ships were in disrepair and operated at bare minimum crew strength. They could not be counted on to serve in a combat capacity with any true reliability.

Standard Fleet

These patrol and sentry fleets consisted of only one ship and were often out of communication range for weeks or months at a time because of the massive area they had to cover to make up for the loss of other fleets. At their best, these were faithful ships adhering to the teachings of Valen and doing the best they could with limited resources. At worst, their crews were plagued with doubts of their own and virtually ineffective even when they did encounter signs of their ancient enemy.

- ⑤ (1) *Morshin Carrier*
(1–12) *Tisbat Fighters* (half complement at best)

OR

- ⑤ (1) *Tinashi Frigate*

Home Fleet

Allowed only because of Valen's specific request that the Anla'shok were always allowed ceded a space presence over Minbar, this system-bound fleet was maintained through a special agreement between the Rangers and the Grey Council. At no time was it ever allowed to leave the outer orbit of Minbar but centuries of silence gave it no reason to do so.

- ⑤ (1) *Morshin Carrier*
(12) *Tisbat Fighters* (half complement)
- ⑤ (1) *Tigara Attack Cruiser* (50% chance at any given time of being called away to serve in an active warrior caste task fleet)
- ⑤ (2) *Tinashi Frigates*

Era of Lost Hope Fleet

To call the ships at the disposal of the Anla'shok during the Era of Lost Hope a fleet is stretching the point at best. Only technically a fleet because it has more than one vessel available, the home fleet of the Rangers is even smaller than during Silence and Doubt. The 'standard fleet', on the other hand, is actually just a single vessel whose type changes dependent on the year. By the time the era ends, the standard fleet (now called the expedition fleet) is so old and out of repair that it does not survive the Ranger recall order back to Minbar by Entil'zha Sinclair and is lost with all hands (what few there were) in hyperspace.

Standard Fleet

Locked in orbit around Minbar and not allowed to engage in battle for any reason save home defence, the standard 'fleet' of the Anla'shok was little more than a glorified patrol boat with a Ranger crew. The faithful used it as a floating training facility as well, keeping their skills sharp with combat drills aboard its dwindling supply of aging Tishat fighters.

- ⑤ (1) *Morshin Carrier*
(1-8) *Tishat Fighters* (one-third complement at best)

OR

- ⑤ (1) *Tinashi Frigate* (75% hull integrity, no jump capability, not long-ranged)

Expedition Fleet

Roaming the vast reaches of space as much to stay away from the declining political situation on Minbar as to search for the Shadows, these two fleets only returned reluctantly when replacement parts or new ships to replace their losses. Each time, the size and power of the expedition fleets were reduced dramatically.

- ⑤ (1) *Morshin Carrier*
(6) *Tishat Fighters* (one-quarter complement)

OR

- ⑤ (1) *Tinashi Frigate* (50% hull integrity, 20% chance each round of weapon failure)

OR

- ⑤ (1) *Tigara Attack Cruiser* (50% hull integrity, 25% chance each round of weapon failure, 10% chance of jump engine failure, 5% chance of loss in hyperspace)

Era of Shadow Fleet

While Sinclair had a great deal of authority and worked very hard to restore the fleets of the Anla'shok to their former strength, the warrior caste was not quick to lend their support even after the dying wish of Jenimer undeniably gave him the title of Entil'zha. This limited his ability to pull together ships and crews, leaving the fleet of the Anla'shok crippled right up to the last battles of the last Great War when Sheridan and Delenn managed to supplement their strength with White Stars. Even so, Sinclair had access to a few religious caste Sharlin vessels, ships that leant a much-needed strength to the cause.

Before the White Stars

Standard Fleet

With several dozen religious caste officers signing on to the Anla'shok cause, multiple ships bolstered the standard fleet of the Anla'shok. While this single fleet could not match the power of the Ranger's original standard fleet, it did have the advantage of more modern vessels and fully repaired ships, something the fleets before them could not claim to possess.

- ⑤ (1) *Morshin Carrier*
(24) *Nial Fighters* (full complement)
- ⑤ (1) *Sharlin Cruiser* (command vessel)
(3) *Shial Fighters* (half complement)
- ⑤ (2) *Tinashi Frigates*

Assault Group

Kept in reserve and never used because of the faster and more accurate White Stars that come out of production before the end of the last Great War, Sinclair's assault group fleet remained at the border of Minbari space awaiting attack orders that never came. When the battle of Corianus VI occurred, the crews of these vessels were moved to the new White Star fleet and served admirably. The Sharlin cruisers of this group had already been deployed; they were the ships brought in to defend Babylon 5 from attack by both the Shadows and EarthForce once relations with Earth became hostile.

- ⑤ (2) *Morshin Carriers*
(24) *Nial Fighters* (half complement)
(24) *Tishat Fighters* (half complement)
- ⑤ (4) *Sharlin Cruisers*
(12) *Shial Fighters* (half complement)
- ⑤ (2) *Tigara Attack Cruisers*
- ⑤ (2) *Tinashi Frigates*

After the White Stars

Standard Fleet

With several crews moved from older ships to the new White Stars after the change in leadership from Entil'zha Sinclair to Entil'zha Delenn, the White Star fleet was ready to take up across the Minbari Federation border and await further instructions. When those orders came, the fleet gathered in hyperspace and answered the call to arms at the end of the last Great War.

- ⑤ (1) *Morshin Carrier*
(24) *Nial Fighters* (full complement)
- ⑤ (1) *Sbarlin Cruiser* (command vessel)
(6) *Shial Fighters* (full complement)
- ⑤ (25) *White Stars WSC-1*

Assault Group

Though Sinclair had hoped to keep the rest of the White Star first production line in reserve, the power and resourcefulness of the Shadow fleet made that impossible before the end of the war. Each of the three reserve waves became active assault fleets as they were needed to augment allied attack and defence forces across the galaxy. Until they were used in this capacity, many of the White Stars were individual scout vessels, bringing vital intelligence in from the field.

- ⑤ (75) *White Stars WSC-1* (three discrete fleets of 25 each, scatter-deployed across the coreward border of Minbari space and internally segmented for remote duty as scouts and couriers.)

Era of the ISA Fleet

By the end of the last Great War, only 29 of the original 100 ship production run of the White Stars had survived. This was enough to found an interplanetary military, one with the inclusion of ships from the other Major Races but the ISA would clearly need more if it was to keep the Rangers on in a peacekeeping capacity. This demanded a larger and more diverse fleet – a goal accomplished by the end of 2265 with the production of White Star variants and their assignments into set fleet structures drawn from the original organisational model set down by Valen a thousand years before.

Rapid Deployment Force

One of the most valuable traits of the White Star ships, regardless of model, is their speed and mobility. These traits make every variant of the ship class effective in a rapid deployment fleet. These forces (of which three exist and four more are intended to be active as of 2267+) are stationed at Epsilon III, Beta-Cygni and along a varying patrol route on the border of League space.

- ⑤ (4–8) *White Stars WSC-2*
- ⑤ (1) *White Star Carrier WSC-A*
(24) *Shial Fighters* (full complement)
(2) *White Star Fighters WSC-L* (full complement)
- ⑤ (1) *White Star Command WSC-O*

Standard Fleet

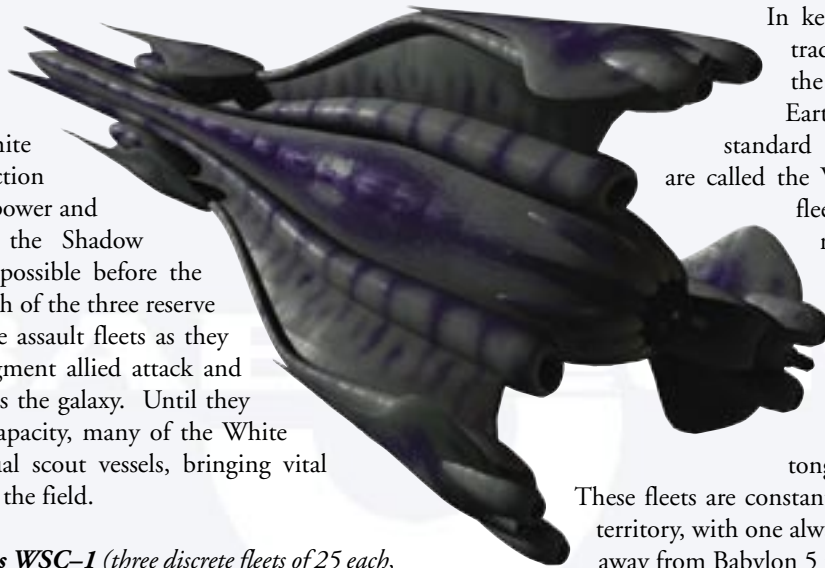
In keeping with the ancient tradition of naming the standard fleets after Earth predators, the three standard fleets of the Anla'shok are called the Wolf, Tiger and Falcon fleets. The Falcon was renamed from Hawk when it was explained to President Sheridan that the word Hawk sounds exactly like *hau'k* which, in the Minbari worker caste tongue, means 'disaster'.

These fleets are constantly rotated through ISA territory, with one always remaining one jump away from Babylon 5 for security reasons.

- ⑤ (1–5) *White Stars WSC-1* (this number diminishes as the original model is slowly phased out and decommissioned over the course of Sheridan's presidency)
- ⑤ (6–10) *White Stars WSC-2*
- ⑤ (2) *White Star Carriers WSC-A*
(48) *Shial Fighters* (full complement)
(4) *White Star Fighters WSC-L* (full complement)
- ⑤ (1) *White Star Command WSC-O*

Assault Group

Kept only as a tribute to Valen's fleet model and because Sheridan had to begrudgingly accept the fact that during the growing years of the ISA a direct show of force might be required, this fleet is the most numerous of the Anla'shok formations. It also represents the greatest concentration of firepower the Rangers can bring to bear at one time, making deployment of the Assault Group a serious act only done when the ISA has no other option for keeping the peace.





- ⑤ (15–25) *White Stars WSC–2*
- ⑤ (2) *White Star Carriers WSC–A*
(48) *Shial Fighters* (full complement)
(4) *White Star Fighters WSC–L* (full complement)
- ⑤ (3) *White Star Commands WSC–O* (one serves as command vessel)
- ⑤ (4–6) *White Star Gunships WSG*

Final Line Force

The Interstellar Alliance maintains two of these fleets. One is constantly in orbit over the planet that hosts the capital of the ISA. The other is a roaming fleet that is deployed to any world in the Alliance in need of a strong defensive shield. Petitioning for the Final Line Force is a lengthy and complicated affair primarily because the ISA cannot afford to constantly change the position of the roaming fleet to suit the paranoid whims of its member races.

- ⑤ (30–50) *White Stars WSC–1* (these fleets comprise the final official role of the remaining original White Star design and the ones constructed in the time span between the end of the last Great War and the development of the WSC–2)
- ⑤ (1–6) *White Stars WSC–2*
- ⑤ (3) *White Star Carriers WSC–A*
(72) *Shial Fighters* (full complement)
(6) *White Star Fighters WSC–L* (full complement)
- ⑤ (2) *White Star Commands WSC–O* (one serves as command vessel)
- ⑤ (2–3) *White Star Gunships WSG*

Planetary Response Force

When a member world of the Interstellar Alliance petitions for intervention, such action generally takes the form of a Planetary Response Force. These forces are very flexible in size and configuration as befits their ever-changing demands and supply. The fleet listed below is the largest PRF the Alliance will send before resorting to the use of the nearest standard fleets.

- ⑤ (1–6) *White Stars WSC–2*
- ⑤ (0–1) *White Star Carrier WSC–A* (command vessel if present)
(24) *Shial Fighters* (full complement)
(2) *White Star Fighters WSC–L* (full complement)
- ⑤ (0–1) *White Star Gunships WSG*

Remote Deployments

This is the fleet designation for individual ships of the line under the command of Anla'shok officers and crew. These 'fleets' are almost always one ship and typically a White Star WSC–1 or WSC–2. The nature of the missions Remote Deployments are given varies greatly but often includes

bolstering other fleets and investigating distant locations in keeping with the Anla'shok's original mission. While the Shadows are most certainly gone, they left behind minions and artefacts that may still endanger peace in the galaxy. These threats are the primary concern of Remote Deployments.

Mission Directives

Once an Anla'shok graduates his courses and receives his Ranger cowl and pin, he is ready to begin serving the order directly. This service will vary greatly from Ranger to Ranger depending on his individual gifts but all Anla'shok are expected to observe and obey certain techniques and codes while in the field. There are ways to report, ways to behave and mandates to be observed constantly, making service as a Ranger both very freeform and very structured simultaneously.

The directives Rangers must operate under are all drawn from the three great Laws of the Anla'shok given above. Their primary duty when engaged in field work is to not get caught while doing it. After that, their priority is to ensure that anything they learn makes it safely into the hands of those that need to know it. Finally, they are expected to deal with threats themselves before escalating to draw on the resources of others. The reasoning is that if a problem is dealt with by a trusted agent when it first appears, it will never have the chance to become something far worse.

In this, the Anla'shok are given a lot of personal discretion. They can intrude, investigate and even kill in the line of duty so long as they deem it necessary and try to do so as little as absolutely possible. Rangers are not killers (though they are well-equipped to be) and they are not common thieves, though they certainly have the skills. They are expected to rise above such petty activities while doing both whenever the need arises. Most Rangers have few scruples about theft and infiltration, while remaining opposed to taking lives unless no other option exists.

Rangers obey the following protocols in the field. These guide their every action but all Anla'shok know that if a mission calls for behaviour outside these parameters, they are to act first and beg forgiveness for the transgression later. The mission is typically far more important than the methods by which it was accomplished. This ability to act as needed with little oversight gives a Ranger unprecedented freedom and authority – all the more reason to be extremely cautious as to who becomes one in the first place. The screening process for accepting and training Rangers is careful to the point of paranoid but there is excellent reason to be so.

Campaign Play and Remote Deployments

The nature of roleplaying campaigns in *Babylon 5* makes remote deployments the logical choice for Ranger-oriented plot lines. More information on using these 'fleets' for Players is found in the Gamemastering the Anla'shok chapter but Games Masters should pay particular attention to the ISA Era fleet structure when plotting out campaigns set in the time period of the television series and beyond. For games set in earlier eras, the Era fleets listed can also offer ideas on how to work the Anla'shok into space combat and travel scenarios.

Games Masters and Players should keep in mind that remote deployment does not mean no accountability. Even if a White Star is sent to the far side of the known galaxy it is still a Ranger vessel and answers ultimately to Tuzanor and the current Entil'zha (assuming there is one during the era of play). While it would certainly be possible to play a rogue Anla'shok campaign, the dangers inherent in doing so would leave long term survivability against both the minions of the Shadows and other outraged Rangers very much in doubt.

Standard Anla'shok Protocols

Investigation Before Action

At no time should a member of the Anla'shok take direct action against any organisation, individual or objective without completely understanding the ramifications of that action and the target in question. Only once a Ranger can successfully identify both his objective and list all probable reactions and outcomes to his action should he proceed with his mission.

- ⑤ **Implementation:** Rangers are trained to obey this protocol in all but the most extreme circumstances. As such, they usually spend at least one full day investigating the background of any given mission, including important persons, power structures and motivations behind the actions of others involved in the objective before settling on a plan of 'attack'.

Whenever Possible, Document

Rangers are taught to make certain that whenever they have to make a command decision in the field, they document that decision for later review (both by themselves and by the Anla'shok should the need arise). This is typically done on a crystal voice recorder, though any medium works in an emergency. Documentation is treated with high security whenever possible and the more secure and portable the storage device, the better.

- ⑤ **Implementation:** This protocol is one of the most widely debated directives in the Anla'shok. Most Rangers are fine with the idea of documenting their every important move as it makes planning future actions easier and gives them a record of their progress. Others find the documentation step a hindrance and almost never bother with it for anything other than planning stages and as an after-action report.

Never Leave A Trail

Almost at odds with the documentation directive, this one involves making certain that nothing can lead a pursuer back to the Ranger or – even worse – the Anla'shok as an organisation. This can

make documentation a tricky business, mostly as files and voice recordings have to always be in code or otherwise encrypted to ensure they do not become a security risk. Leaving a trail is not always a physical matter; computer use and even information gathering also have to be clandestine whenever possible.

- ⑤ **Implementation:** This protocol has relaxed considerably in the Interstellar Alliance era with the public face of the Anla'shok. Even so, there are a number of operations Rangers take on that need secrecy to be successful. Not the least of these is the constant background investigation of the members of the ISA; if any given government in the Alliance ever quantifiably proved the Rangers were delving into their internal affairs, it would be a political disaster for the fledgling ISA.

Operate Alone, Act as a Team

Following with the penchant in the Anla'shok for seeming paradoxes, this directive instructs Rangers to make certain that their most sensitive operations are done privately as a single-man mission. It also indicates that no mission should ever be aborted simply for want of reinforcements. A Ranger has the ability and the funds to hire aid when necessary to accomplish his objectives; the key is in making certain this can be done in a subtle and untraceable way.

5 **Implementation:** Like not leaving a trail, this directive is less observed in the ISA than it was before the last Great War. With numerous White Stars operating in tandem during difficult military exercises, the need to function autonomously has been reduced greatly. This does not mean the directive is suspended entirely; many Rangers still act in dangerous areas and have to rely on themselves alone to see their tasks to completion.

We Live for the One, We Die for the One: The core of the Ranger's vow and the most often quoted expression of Rangers in dangerous situations, many members of the Anla'shok emphasise the latter sentence when facing death as a means of calming their minds and dealing with fear. The first sentence is equally important, as it represents a guide for acting each day as a Ranger – living to ensure the survival of the galaxy and its people against the many ills that dwell in the shadows between the stars.

5 **Implementation:** Implementing this directive is effectively part of a Ranger's duties to the Anla'shok. By living, a Ranger ensures he can continue to serve in good stead. When it comes time for a Ranger to lay down his life for the protection of others or the completion of a vital mission, he completes the cycle and his sacrifice is seen as a glorious testimony to his dedication and spirit.

Ranger Ranks - The Hierarchy of the Anla'shok

The Anla'shok does not have a formal ranking structure to speak of, as one Ranger is very rarely considered superior to any other Ranger, save for in very special circumstances. They also have no true rank insignia, as such would be a visual clue to their enemies as to which Rangers might hold a command rank and thus make a more useful prisoner or more effective target to take out. Ranger garb and the pins they use are distinctive enough; insignia are generally eschewed.

This is not always true, however. There are a few rank marks used mostly as an homage to the days when the Anla'shok were drawn from the

ranks of the warriors Valen gathered as his personal guard. When they were later brought into the first Anla'shok, they brought modified versions of their rank insignia with them. These are not used at all in the field by Rangers in modern times but some Ranger crews still utilise them on occasion aboard Ranger ships. The decision to use them or not is entirely up to a given Anla'shok Captain (the rank given to the Ranger in command of a vessel, typically a White Star of some designation).

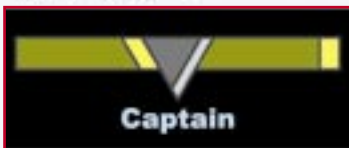
When insignia are used, they are used across the board for every member of a Ranger vessel. They are only used off the craft itself if the Captain feels there is no chance or concern of betraying the existence of himself and his crew as Rangers. Insignia tend to be magnetically-backed metal symbols worn directly above and below a Ranger's pin. Some crews also use identical (but smaller) symbols in a double row on both shoulders of the cowl but this is also a matter of discretion on the part of the Captain.

Entil'zha

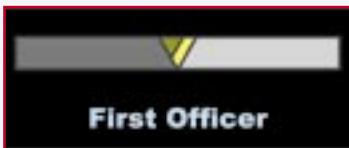
One rank that requires special note is Entil'zha. This traditional title denotes the true leader of the Anla'shok and until the time of Sinclair, Sheridan and Delenn, had only been held by Valen before them. Left as an empty place in the hierarchy of the Rangers as a means of honouring the founder of the Anla'shok, it was given to Sinclair as part of the dying wish of Jenimer, the figurative head of the Grey Council.

Under Entil'zha Sinclair's leadership, the title conferred upon him the ability to make fundamental changes within the organisation. No longer were only warrior caste Minbari allowed to join the ranks of the Rangers. He





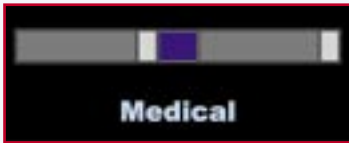
Captain



First Officer



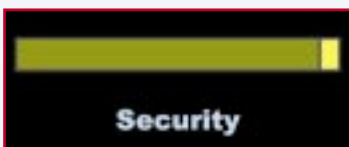
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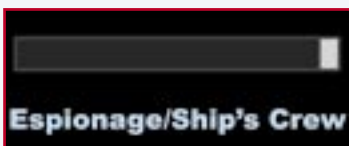
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Security



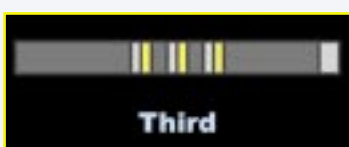
Espionage/Ship's Crew



Prime



Second



Third



Fourth

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opened up the membership of the Anla'shok to all castes and provided a way for select Humans to gain a place in Tuzanor as well. He required that all Human Rangers learn to speak Minbari fluently as a way of unifying them with their 'alien' brothers and modernised the training regimens of the Anla'shok to better reflect the changed state of the galaxy since Valen's time.

Being Entil'zha grants the authority to make these sweeping changes. It is also the means by which Sheridan and Delenn (both holders of the title, though as of 2262 Delenn is the true head of the order while her husband Sheridan acts as President of the Interstellar Alliance) have altered the mandate and methods of the Anla'shok even further to act as a police force for the ISA.

Nineteen years later, when Sheridan passes beyond the rim and Susan Ivanova of EarthForce is made Entil'zha, even more changes are made to the Anla'shok and it becomes a true military organisation with strong ties to the Minbari and Earth armed forces. This also facilitates the unification of all three militaries into a focused combat machine capable of dealing with any threat the galaxy might hold. This combined force also brings all three governments (Minbari, Earth and the ISA) into a cohesive whole that will last for centuries to come. All things eventually end but it is the leadership of all five Entil'zhas (with Sinclair and Valen counted separately) that, in their own ways, forms the future of the *Babylon 5* universe.

So What Does It All Mean?

Up to this point, this chapter has listed training techniques, protocols for acting in the field and many of the terms and skills used by the Anla'shok. What has not been discussed is just what it is a Ranger does? What constitutes 'the field'? With all their training, resources and specialised equipment, just what is it a Ranger does from day to day? Why do they exist at all?

It has been stated previously that the Anla'shok were brought together first by Valen to act as a sort of sentinel group against the return of the Shadows. In 1,000 years that mandate has never diminished, never waned. This level of vigilance, even for the enduring and determined Minbari, proved impossible to keep up after centuries of silence from the dark race. This made it necessary to expand the original purpose of the Anla'shok just to keep the organisation in existence. In a phrase, 'evolve or die'.

Directives



Early Changes

What the Anla'shok evolved into took hundreds of years but it effectively became a small internal police force for the Minbari, watching the activities of the three castes and ensuring that no true level of disagreement or disruption could ever threaten the harmony of the three-part social system set into place by their founder Valen. What the Entil'zha had forged, the Rangers took it upon themselves to ensure would survive.

This duty was not given to them; the Anla'shok made it their own. This did not make them a very popular group with the castes or with the more tradition-bound members of the Grey Council. For decades, rough relations made it difficult for the two groups to deal with each other. The 'sanctity' of the Grey Council felt threatened by an outside presence acting as any sort of oversight and the Anla'shok did not believe any group should be held above their mandate to investigate any possible place where the corruption of the Shadows might take root.

Eventually the Grey Council and the Anla'shok came to an understanding and agreed to relax their differences enough to keep from getting in each other's way. The central government of the Minbari proceeded to grow and thrive with the occasional vigilant guidance of the Rangers; while the latter reduced its numbers even further due to a general lack of need for new members. For the better part of 600 years after their creation, the Anla'shok had few duties that were not ceremonial or almost done as rote.

Current Affairs

In the era of the last Great War and the Interstellar Alliance that rose from its ashes, the Anla'shok have changed greatly. No longer just chasing after the echoes of Shadow activity and with little of their original purpose surviving the exodus of all the First Races out of the galaxy, the Rangers needed a new purpose to survive in a changing universe.

This change was found in its de facto status as the ISA's military. While they act now more in a Special Forces role, the Rangers and their White Star fleet are an integral part of keeping the peace of a galaxy bound in the loose and often contentious armistice that binds the League of Non-Aligned Worlds and the major races of the Earth Alliance, the Minbari Federation, the Narn Regime and the Centauri Republic. Even after the Centauri withdrawal from the Alliance following the revelation of their military action against other member worlds, the task of ensuring that such greatly different neighbours get along peacefully is a daunting one.

Rangers can be called upon to the fight against raider activity, stop civil wars (if asked to do so by the legally recognised government of the world in question) and provide escort for important shipments and civilian emergency goods anywhere in ISA space. They can also serve as bodyguards, secret agents for information retrieval, sabotage and information exchange. They are clandestine warriors, stealth soldiers and hidden assets in the Interstellar Alliance, handling the jobs no other agent can be trusted to perform or survive.

In The End

In the end, a Ranger is a Ranger. He is expected to travel unknown distances without companions, take on tasks that would daunt and overwhelm any other operative and succeed where anyone else might fail. He is a highly trained expert in communications, subterfuge, piloting and tactics. He has martial training second to none and bears the special equipment to make good use of such skills. A Ranger is a one-man special operations unit – skilled in many disciplines and versed in many cultures.

What it means to be Anla'shok is best summed up by this anecdote dealing with the Enfilu homeworld liberation. When asked how many Rangers it took to drive away the Drazi-backed invaders and free the planet, President Sheridan responded by saying that, in the final account, it had only taken one. When asked how that was possible, he pointed to the fact that nothing would have been done about the problem were it not for the noble sacrifice of a single Ranger alerting the ISA to the plight of the Enfilu people. The reporter for ISN rebutted, saying that surely this was an over-simplification.

President Sheridan considered this for a moment, shook his head and said: 'Nope. One planetary crisis. One Ranger. That sounds just about right to me.'

Anla'shok

Technology

'Welcome to the next month of your life. I want you to take out your denn'bok and form a line. No, not in front of me. I want you to form a line in front of that steel crate. One by one, drop your weapons into it. This training class will teach you self-reliance. You have many tools at your disposal but the one I will show you to use is the only one that matters - your mind. Do not let technology blind you to the truth. No weapon, no machine, can ever be more powerful than the one who uses it.'

— Terhon, *Tactical and Linguistics Master of the Anla'shok in Tuzanor on Minbar*

Since its inception, one of the greatest advantages the Anla'shok has possessed is its superior technology. Some might find it surprising that Rangers do not typically carry more weapons and devices than they do but this reliance on a few simple items is entirely by design. Valen, when he formed the first circle of the Anla'shok, understood that a warrior that depended too much on his weapon was doomed to fail if he ever lost it.

As such, Rangers are shown how to make do without even so much as their denn'bok when they must. They are taught how to scavenge whatever they need from their environment and how to survive in the harshest of conditions. They are given lessons in hand-to-hand fighting in preference to marksmanship. A gun, Valen reasoned, could run out of energy but a Ranger's hands and feet were always at the ready. This focus on melee and unarmed combat was also

in keeping with the Anla'shok's philosophy on fighting in close quarters and striking from the advantage of surprise.

This is not to say a Ranger is incapable of using projectile and energy weapons. Quite to the contrary, marksmanship and training in many forms of ranged combat are a core part of their lessons on Tuzanor. They are simply shown the place of such warfare and instructed never to rely on such tactics to the point of being ineffective once a battle draws close. A pistol is a valuable tool but it can never become more than that.

The Ranger View of Equipment

Rangers have access to a wide variety of technological devices. They can acquire anything the Minbari can build; this grants them the highest form of technical achievement in the galaxy outside of the First Ones and their ancient wonders. They can get their hands on crystal technology, mnemonic ferricite, advanced power sources and some of the finest personal energy weapons ever made. In terms of equipment, the Anla'shok have a major advantage over any that would choose to stand against them.

This being the case, why do most Rangers prefer to carry only a denn'bok, a communicator of some sort and possibly an Earth-made PPG pistol? Partially, the answer lies with the philosophy above. Stealth is also a factor in this remarkably light load. If a Ranger is caught, there are only a few items on his person to raise any question. The PPG is common enough that no captor would think twice about it, as is the generally Human-style comm link. Only the Ranger pin and the denn'bok are in any way remarkable and as long as the Ranger does not speak of them, they remain nothing more than curiosities in the hands of an enemy.

In the era of the Anla'shok prior to Sinclair and his changes that allowed Humans to become Rangers, the PPG was instead a Minbari laser pistol and the comm link was a crystal transceiver (see the general equipment listed below) but the effect was the same. Nothing about the gear spoke of a special division of the Minbari government or linked the captured Ranger back to the Anla'shok specifically. Enough Minbari warriors of high rank carried denn'bok in those days that the sight of it would not be unusual enough to raise any alarm.

Things have changed somewhat in the current age of the Interstellar Alliance. Many Rangers, especially those used specifically in combat roles or direct contact with other races, are finding it beneficial to carry more detailed equipment. No longer relegated to the shadows and hidden places of



The Anla'shok also possess remarkable sources of energy, as only a reactor of great power can fuel a White Star and its vastly consumptive jump engines. This is a result of Minbari/Vorlon combined technology and is also understood only to a limited degree. Most attempts to replicate these reactors on a smaller scale have come to naught, though one success has given rise to the power source for Infiltrator engines and another has created the impressively powerful Zha'dum'ar beam rifle, a personal scale weapon potent enough to penetrate the hull plating of a starship.

the galaxy, they have little need to worry about revealing critical information if taken prisoner. While the denn'bok and Ranger pin are always carried as symbols of authority and pride, choice of sidearms and secondary equipment has become far more open.

Most ISA Rangers carry a PPG pistol of military quality (or the standard pistol-class sidearm common to warriors of their race) in a body holster under their Ranger robes. It is also commonplace now for them to carry crystal scanners and an ear-comm as basic equipment. Both of these items, along with many other pieces of Anla'shok equipment, are described below.

Technological Base

The Anla'shok are not solely limited to the incredible technology of the Minbari. They have access to some of the basic forms of Vorlon scientific achievement as well. This comes mostly in the form of their White Stars but there is a second avenue of technology that is available to the Rangers – one that few know about and the Anla'shok seek to keep things that way. As part of the exchange that allowed the Minbari to build White Star vessels, the Vorlons allowed a very small amount of computer science to fall into the hands of the Grey Council.

For the most part, this technology is only barely understood and useful only for direct application in the shipyards of the Anla'shok. Some success has been achieved in reverse-engineering the living component of these computers and using it in other devices. While this cannot be accomplished in a dependable or easily duplicable way, there are a few 'super devices' in the possession of the Anla'shok based on these advances.

There is little the Anla'shok cannot accomplish with the tools at their disposal but as the hidden dangers of the galaxy begin to reveal themselves in the aftermath of the last Great War they are steadily trying to improve on their own technology. As powerful as the White Stars are, President Sheridan of the Interstellar Alliance quickly saw their limitations in battle and ordered new models with improved abilities be commissioned as early as 2262, only two years after their first engagements in battle.

Contact with the Enemy

It has been said, accurately, that nothing drives scientific advancements like warfare. This philosophy was integral to the mindset of the Shadows but it is also quite true of the Anla'shok and the many races of the galaxy as well. Technology had steadily but slowly advanced for centuries after the Shadow War of Valen's time but it took the re-emergence of the Shadows themselves and the threat of mutual annihilation to drive progress years ahead in just a short period of time.

Earth designed the Warlock and the Omega-X (Shadow Omegas), the Drazi improved greatly on their super-heavy fighters and fusion reactors and the Minbari finished the final advances needed to field the White Stars. Had the last Great War not occurred, these improvements and many others would have taken years or more to accomplish. Progress usually comes at the cost of lives – another regrettably true equation.

In the era of the Interstellar Alliance, progress has slowed again but is still much faster than it was during the relative peace of the years before the last Great War. Strife in the

form of the unexplained Centauri raids on shipping lanes, the mysterious enemy known as the Drakh and the constant tensions between the many member races of the ISA itself keep wartime production from slipping back to its previous levels. While there is no open hostility, hundreds of minor clashes keep life in the galaxy from becoming truly peaceful again and keep technologists extremely busy trying to catch up.

The Anla'shok are no different. As the police and military arm of the Interstellar Alliance, the Rangers must constantly try to ensure that their ships, their weapons and their standard systems are always one step ahead of anything the member races of the ISA possess. Because they are only one branch of an overall government and supported internally through the Grey Council of Minbar and the office of the President of the Interstellar Alliance, they cannot hope to keep up with the kind of production levels a determined member race can achieve. If the Drazi or the Brakiri, for example, were to design a ship superior to the White Star and dedicate their resources towards its construction, the Ranger fleet could find itself outnumbered within a year or two.

It is for this reason that the Rangers must do something that could potentially spell the doom of the Interstellar Alliance; they turn some of their scrutiny and subterfuge inward to ensure that such a thing does not happen. While the ISA openly purports to support technological advancement and growth of its member races, the Anla'shok have tacit approval to make sure that they remain the dominant military force at any cost.

This is accomplished by providing intelligence to Tuzanor of every breakthrough any of the member races of the ISA achieve in their scientific communities and, when necessary, stealing or suppressing anything that would give that race an edge over the Anla'shok in battle. This is done very sparingly and very clandestinely but it is done for the greater good of the Interstellar Alliance in spite of its mandate of support and benevolence.

This makes the ISA to be somewhat hypocritical but though Sheridan in his roles as both President and Entil'zha agonises over the deception, he cannot deny its necessity. The Anla'shok have seen empires rise and fall in their long history and the lore of the Rangers clearly shows that for any government to remain in power, it must have a clear and unchallenged advantage over others. In the case of the Interstellar Alliance, a large part of that advantage is the Anla'shok. Indeed, if the Anla'shok were to be outmatched by any one ISA member race, the Alliance itself would be in jeopardy.

The Peace of the Gun

President Sheridan of the ISA understands all too well the paradox of peace through strength. He railed against President Clarke of the Earth Alliance partially because of the totalitarian way he ruled Earth and its colonies. To have to use similar duplicity to maintain balance and order in the Interstellar Alliance is not an easy decision for him to make. Still, he cannot argue its validity and so, while he works to promote peace and understanding, the Rangers at his command use their skills to monitor his allies closely and take action against any concerted efforts to undermine ISA authority.

The parallels between this activity and the Nightwatch of Clarke's regime are not lost on him but he consoles himself with the truth that his is a benevolent government body – something Clarke and his supporters could never honestly claim. While President Clarke acted from a position of tyranny and hunger for power, Sheridan genuinely wants to make the galaxy a more peaceful and harmonious place for all races to live and thrive. The Anla'shok are part of that dream.

Ironically, that is precisely the mindset that permits the Rangers to serve as they do under Sheridan's leadership. As they have been trained for centuries to oppose the kind of galaxy-spanning terror and tyranny that the Shadows represented, any hint of such from Sheridan would bring them down on him very swiftly. While Entil'zha Sheridan has the best interests of the galaxy at heart, he has the loyalty of the entire Anla'shok behind him. If his aim were to stray, he would quickly find his greatest allies to be his most dire enemies.

To this end, the Anla'shok also maintain and constantly try to improve their technology. Their leaders know all too well that some day, they may have to move against the combined force of the most powerful races in the galaxy. They may even have to fight Minbari vessels, the only current ships capable of fighting them on their own power level. Because of this, the Anla'shok never sleeps in its pursuit of scientific advancement. Rangers will remain at the height of the technology curve for many years to come, not simply because they have access to so much already but because they literally cannot afford to fall behind.

Starting Equipment for the Anla'shok

Because the items carried by a member of the Anla'shok tend to be very similar, it is easier for a Games Master to simply determine what a given Ranger character possesses than to allow the Player free rein to purchase his own equipment. This should not be entirely up to the Games Master; 1d6

x 100 credits should be left as a discretionary amount for the Anla'shok member to purchase personal items freely. Optional equipment, as listed below, is given to a Ranger free of charge if the Games Master deems it appropriate and any conditions of the item are met.

Automatic items, regardless of Anla'shok era, always include the denn'bok, a suit of Ranger robes and a Ranger pin. These are all described in this chapter in more detail but any Ranger, no matter what time period the campaign is set in, should have these items simply because of who they are and what the equipment represents.

Additional automatic equipment varies by era and is not necessarily written in stone. The Games Master is free to vary these items somewhat if the campaign would suggest otherwise. For instance, a Drazi Ranger of the ISA era is far more likely to carry a Gurnash handgun or Eaglealon autopistol to the standard Ranger sidearm. In any case where some variant of a given item is possible, the Games Master and the Player involved should discuss the options and make a choice that satisfies both.

Era of Valen (Founding to 200 AV [After Valen])

Automatic Equipment: Sha'vha laser pistol, Mial'a comm-collar, one shard grenade. The shard grenade was carried specifically for use if capture was imminent and the Ranger had no other way of ensuring that he was not taken alive. Typically, the grenade was detonated in hand once a would-be captor drew close, resulting in certain death for the Ranger and doing as much damage to the enemy as possible.

- 5 **Optional Equipment:** Crystalweave armour (used by warrior caste Minbari instead of Ranger robes as a matter of tradition; warrior caste Minbari only), Sha'nar fusion rifles (carried during the battles of the Shadow War and for ten years thereafter as a precautionary measure; only given to Rangers during that time period).

Era of the Inward Eye (200 AV to 450 AV)

Automatic Equipment: Crystal communicator, Anla'shok data recorder, holdout laser. The change in ranged weaponry and the loss of the shard grenade came as concessions to make the presence of the Anla'shok as a form of internal police for the Minbari less threatening. This had only limited success but it did keep things peaceful for two centuries.

- 5 **Optional Equipment:** Sha'vha laser pistol, one shard grenade. The laser and the grenade were still issued to Rangers travelling outside the confines of the Federation, who might theoretically still encounter the Shadows in some form.

Era of Silence and Doubt (450 AV to 700 AV)

Automatic Equipment: Crystal communicator, Anla'shok data recorder. The Anla'shok, despairing of their original purpose and unsure if their traditions were based on legends or truth, were no longer allowed or inclined to carry weapons. Few used their data recorders for anything other than personal messages, though these devices remained standard issue.

- 5 **Optional Equipment:** Sha'vha laser pistol (carried by the dwindling number of warrior caste members to join the Anla'shok; warrior caste members only). Few enough Anla'shok believed in their original purpose during this era that they no longer travelled abroad officially and the single-issue shard grenade vanished from their equipment lists altogether.

Special Note: During this era, there is a 50% chance that any given attempt to get funds through the use of the Ranger's Authority class feature will fail. If it does, another attempt cannot be made for 1d3 days.

Era of Lost Hope (700 AV to 990 AV)

Automatic Equipment: None. Aside from the robes, pin and denn'bok given to all Rangers, no equipment was set aside as standard during this time of fading power and focus. The Anla'shok all but vanished in this Era; they did not have the support or governmental funding to provide anything more to their few remaining members.

- 5 **Optional Equipment:** Crystal slivergun, Ventar, fist spars and Mial'a comm-collars (all ancient items used by members of the Anla'shok because of their access to older, outdated equipment; any Ranger in this era can have one of these items as free equipment). As funding for the Rangers vanished, what remained of their order had to turn to antique equipment for their members.

Special Note: During this era, there is a 75% chance that any given attempt to get funds through the use of the Ranger's Authority class feature will fail. If it does, another attempt cannot be made for 1d4 days.

Era of Shadow (990 AV to 1004 AV)

Automatic Equipment: Improved crystal communicator, Anla'shok data recorder. Though the renewed vigour of the Anla'shok at the return of the Shadows swelled its membership and gave it a purpose once more, Rangers were kept in strictly information gathering roles at first and given only what they needed to accomplish their missions. The Anla'shok also continued to have funding issues and equipment was difficult to come by.

- 5 **Optional Equipment:** None. With few resources to divide among its growing members, the Anla'shok relied heavily on each Ranger to supply his own equipment

above and beyond what he was issued. Generally, this included items like ranged weapons or tools for infiltration. The latter were a top priority for many Rangers and often the first use of their ability to requisition funds.

Special Note: During this era, there is a 20% chance that any given attempt to get funds through the use of the Ranger's Authority class feature will fail. If it does, another attempt cannot be made for 1d2 days.

Era of the ISA (1004 AV+)

Automatic Equipment: Ear-comm or wrist link, Anla'shok multiscan, Auricon PPG EF-X, ISA robes (instead of Ranger robes). Rangers are expected to be able to accomplish any task assigned to them. They are provided with the equipment they need to complete these often dangerous and difficult missions.

- 5 **Optional Equipment:** Rifle of any given sort, 1–4 grenades, advanced tool kit of any kind (Rangers assigned to heavy combat or highly technical missions are given the items they need to perform at their best; only granted when deemed appropriate). The ISA funds the Anla'shok very well, though they expect a great deal of dedication and effort on the part of the Rangers in return for this support. Optional equipment can be commandeered from Anla'shok members if they are no longer engaged in missions that require said items.

Ranger Personal Equipment

The watchwords for Anla'shok equipment are portable and concealable. If it has several different uses, can easily fit into a pocket or better yet palmed until it is needed, it is likely to exist in the hands of at least one Ranger somewhere in the galaxy. The Anla'shok are taught not to rely too heavily on gear of any kind; this keeps most Rangers from carrying anything more than what they need on a daily basis. This does not prevent Rangers from creating caches of equipment from which to draw said daily items and many members of the Anla'shok have two or three of these hidden away for emergencies.

Once the Anla'shok find a use for something small and portable, it tends to get secreted away in a pocket or a

storage bin somewhere handy for later use. Rangers easily fall into habits; it is a by-product of their training and rote memorisation of codes, rules, regulations and techniques. Thus, any given Ranger can usually be counted on to carry the same items into battle every time with very little variance unless such is imposed by a superior or a situation demands something in specific.

Weapon Descriptions

Crystal Slivergun: A weapon designed to penetrate the superdense armour used in earlier wars against rival clans of Minbari, the crystal slivergun uses a pulse of gravitic energy to compress a slug of crystal until it shatters and redirect the resulting shards towards the target. The damage from a crystal slivergun ignores the first 5 points of Defence Reduction a target might possess. The version of this weapon used by the Anla'shok is a masterfully crafted example and provides a competence bonus of +1 to all attack rolls made with it.

Denn'bok: One of the traditional exotic weapons of the Minbari is the Minbari fighting pike, or denn'bok. The denn'bok is a collapsible quarterstaff composed of mnemonic ferricite that expands from a six-inch grip to over five feet. Anla'shok Instructor Durhan is considered the modern master of this weapon and is currently training both Minbari and deserving Humans in the City of Sorrows on Minbar. Very few are produced yearly; most pikes are passed from one generation to the other. Fighting pikes rarely fall into the hands of non-Minbari. Some pikes do end up on the black market, often fetching 5,000 credits or more. The listed price is what legitimate owners outside of the Anla'shok can expect to pay for a replacement.



Rules Expansion - The Denn'bok

While the denn'bok is effectively a quarterstaff, the fact that there are very few people in the year 2260 trained in such a weapon (as noted by the lack of it from the standard weapons list in the *Babylon 5* core rulebook) places it firmly in the realm of an exotic weapon. Its ease of use as a bludgeoning weapon, however, means that even individuals not specifically trained in its use should be able to wield it with some degree of skill in combat.

If a character does not have the Exotic Weapon Proficiency (denn'bok) feat, a denn'bok acts as a club and cannot be used as a double weapon. This simulates that while anyone should be able to strike at an enemy with an extended fighting pike, it takes a certain degree of trained skill to use it to its fullest potential.

Fighting Gloves: These items, always worn as a pair, are weighted and balanced gloves tailor-made for a single person's hands. They add a level of impact and force to a wearer's punches and unarmed strikes. Used by the Anla'shok during training, some Rangers choose to keep them if they specialise in unarmed combat after graduation. When worn by someone with the Improved Unarmed Strike feat, they add +1 bonus to any damage dealt in unarmed combat (not including grappling or tripping). Without this feat, a wearer does not know how to get full use out of fighting gloves and gains no bonus (though he counts as armed).

It is an uncommon variant of these gloves to have spikes mounted to the striking surfaces but it has been known to occur. This changes the damage to piercing but removes the possibility of inflicting subdual damage unless the wearer opts to do bludgeoning damage instead and negates the glove's +1 damage bonus. For this reason, very few Rangers use this option. In the ISA era of the Anla'shok, Drazi Rangers have revived the use of spiked fighting gloves and they are becoming more popular (though only among their race).

Fist Spars: A set of cut crystal spikes with an inward edge that can cut on the bias, fist spars are mounted to a thick, reinforced gauntlet of leather and steel. Fist spars are normally worn and wielded only by the warrior caste of the Minbari, though they are a simple enough weapon that anyone wearing one can make unarmed attack without penalty or need of an Exotic Weapon Proficiency. Because the spikes curve to an attack position when the wearer makes a fist, this weapon does not interfere with a wielder's ability to hold or use items in the same hand.

Li'vath Precision Laser: The weapon of choice for Ranger-Infiltrators, this sniper rifle is an automatic equipment choice for members of that prestige class. It does not generate a more powerful laser than

PPG, Auricon EF-X



Crystal Slivergun



Denn'bok



Fighting Gloves (spiked)

Li'vath Precision Laser



Sha'vha Laser Pistol



Sha'nar Fusion Rifle



Ten'shara Stunner

most other weapons of its size class but it has an extremely impressive range by way of compensation. Like the Sha'nar, the Li'vath breaks down into a carrying case and takes the same amount of time (one minute) to break down or set up in the field.

It also has the singular benefit of being so incredibly accurate, a user with the Sneak Attack class feature can benefit from that bonus damage out to a range of up to 250 feet (one range increment). This feature is only useful if the target has not moved in the round prior to being struck by the Li'vath's blast. Any movement more than a five foot adjustment ruins the accuracy and the attack does not qualify for bonus Sneak Attack damage.

PPG, Auricon EF-X: This is the standard firearm of all ISA Rangers. It is not more powerful per shot than the Auricon EF-7 carried by weapon-licensed Earth Force personnel but it has the advantages of a rapid fire setting and super-efficient use of PPG caps. A standard PPG cap contains enough energy for 18 shots from an EF-X, allowing it to actually use its rapid fire ability in an effective manner. Rangers rarely use their sidearm's rapid firing capability in anything but controlled bursts as collateral damage goes against their training and their concern for innocent life.

Sha'nar Fusion Rifle: A high energy rifle capable of creating and sustaining a beam of coherent nuclear plasma for several seconds before requiring a new power cell, the Sha'nar is the standard heavy issue given to Minbari infantry soldiers in the field. The Sha'nar can break down into a carrying case included with the weapon; doing this or setting one back up is a one minute action for a proficient wielder.

Sha'vha Laser Pistol: The common laser weapon of its time, the Sha'vha was in wide scale use during the Shadow War and the logical choice for Rangers to carry during the era of Valen. A relatively weak weapon by modern standards, it did boast an excellent range and a singular ability to adjust its power output. By taking a standard action, a wielder could adjust the power core of a Sha'vha to change the number of remaining shots. For every three full shots deleted in this way, the damage for all remaining shots is increased by +1. This effect is often used in Ranger training to allow only a single shot during certain exercises.

Shard Grenade: Essentially a concussion grenade with a jacket of pressurised crystal, these grenades are incredibly deadly at close range but their effectiveness is severely curtailed as the shards they emit travel through their area of effect. For every full 10 feet away from the detonation a target is, they take half damage. This halving can occur up to four times for a target that is a full 40 feet away from the detonation.

Ten'shara Stunner: Not a common weapon in the modern era because of its armour limitation, the Ten'shara is still carried by some Rangers on capture missions. Valued for its ability to project a pulse of neuro-electrical energy and incapacitate without killing, the Ten'shara has the drawback of being completely ineffective against any target with 2 or more points of Damage Reduction from any source. The padding and grounding effect of such defensive protection negates the blast entirely. A successful hit from a Ten'shara acts exactly like a Narn stun gun (see page 84 of the *Babylon 5* core rulebook for information).

Ventar: A ventar is a specialised sword made of intricately cut jenek honed to a razor edge and fitted into a hilt framework of superdense steel. The ventar is a traditional weapon that harkens back to a more brutal age when the Minbari fought among themselves for the meagre resources of their homeworld. As such, it is not often used in modern times. Most ventar wielders carry their blades out of a sense of clan honour; they are most commonly found in the hands of Night Walker infantry soldiers. The



Ventar



Vhek Gauntlet

Zha'du'mar Beam Rifle



Fist Spars

ventar is an exotic weapon but any character proficient with melee weapons can use one in two hands without a penalty. Its size and balance requires the expenditure of an Exotic Weapon Proficiency feat to be used in one hand without a -4 penalty.

Vhek Gauntlet: An alien weapon found by Anla'shok explorers a century after the time of Valen and replicated with considerable effort, this dark metal and crystal fibre glove has a short ranged energy pulse weapon built into the back of the hand. Wearing a Vhek gauntlet limits the wearer in melee combat because of its fragile and slightly unbalanced nature, imposing a -1 penalty to all unarmed or armed melee attacks made.

Because it interferes with the wearer's ability to wield a denn'bok, the Vhek gauntlet is not a popular weapon with most Anla'shok. Those that will wear them benefit from their primary feature; the Vhek gauntlet is extremely easy to fire and can inflict impressive damage at close range. The Vhek gauntlet can be fired an additional time each round if the wearer takes a full-attack action; this imposes a -2 penalty to all attacks made that round and all attacks must be made with the Vhek to achieve this result.

In addition to this property the Vhek gauntlet's plasma pulse is very powerful but ablative at range; it gets weaker as it travels before disappearing completely at 60 feet. Any target within 10 feet takes the listed amount of damage. A target at 10 to 20 feet suffers 5d4 damage instead and for every 10 foot range increment thereafter, the damage drops by 1d4 until after 60 feet the pulse dissipates entirely.

Special Weapon Quality: Beam

When fired, a beam rifle does its initial damage to a target like a normal ranged weapon. Every round thereafter, it gains a +2 bonus to attack and damage rolls against that target, even if it missed its initial shot. This bonus stacks with itself each round to a maximum attack bonus of +10 and a maximum damage bonus of +20. Every time the beam rifle successfully strikes its target, one point of the target's Damage Reduction (if any) is permanently lost to the destructive energies of the weapon.

Most beam weapons are of Shadow or Vorlon manufacture, making them very rare and ancient. It should also be noted that the Beam quality is only for personal scale weapons; starship weapons have their own capabilities and cannot be given this quality. If the Games Master allows this quality to be given to a standard weapon (such as through special research or as part of an alien discovery), it triples the cost of the weapon in question. It also requires that it be powered by an external power source as internal energy cells will be unable to provide the massive output needed by beam weaponry.

Zha'dum'ar Beam Rifle: One of the only remaining examples of Minbari experimentation with Shadow technology during the time of Valen, only two beam rifles are still in existence. Originally designed as a way of replicating the cutting beam attack of a Shadow vessel, the entire line of research was quickly abandoned following a number of terrible and mysterious 'accidents'. The results of this experimentation, six beam rifles, were sequestered and never reproduced. Four have been lost in the centuries that followed

but two still exist in the custody of the Anla'shok. This rifle is extremely heavy, requires a fusion backpack power source just to use and is powerful enough to tear through any substance given enough time.

Armour and Clothing Descriptions

While many outside the Anla'shok might surmise that Rangers live in their robes, such is certainly not the case. Not only must they often doff their traditional gear to infiltrate a government building or military compound but the Anla'shok do occasionally have personal time and are free to wear anything they wish. Ranger robes are very comfortable but Anla'shok not strictly on duty tend to dress just as civilians of their race normally would.

Crystalweave Armour: An older form of armour that is still in use as a matter of family pride by some clans, crystalweave armour is one of the only forms of armour that can be worn by worker caste without social stigma, primarily because of the tradition of crystalshapers being

allowed to use their own creations. Crystalweave armour is very light compared to other forms of armour, though its basic protection is not equal to that of a standard suit of Minbari battle armour. One special property of crystalweave armour is its bonus of +2 Defence Reduction against energy attacks due to its construction from thousands of tiny refractive crystal links.

Once worn by the original Rangers, it is still a tradition among some branches of the Anla'shok to wear this form of protection when going into battle. The leaders of the Anla'shok do not discourage this but it is never issued as standard equipment and Ranger robes should be worn in preference to it if there is no apparent risk of imminent combat.

ISA Robes: In the time following Entil'zha Sheridan's changes to the Anla'shok, their traditional garb was also revisited for suitability due to the changing role of the Rangers. It was found that while the garments still perfectly

Ranger Weapons

Weapon	Cost	Damage	Area of Effect	Critical	Ammo	Range Increment	Size	Weight	Type
<i>Melee Weapons</i>									
Denn'bok (double weapon)	950 cr.	1d6/1d6	—	x2	—	—	Special	1.5 lbs.	Bludgeoning
Fighting Gloves	500 cr.	+0 (+1)	—	x2	—	—	Tiny	1 lb. each	Bludgeoning or Piercing
Fist Spars	450 cr.	1d4	—	x3	—	—	Tiny	—	Piercing
Ventar	2,100 cr.	1d10	—	19–20/x2	—	—	Medium	4 lbs.	Slashing
<i>Grenade Weapons</i>									
Shard Grenade	90 cr.	4d4	40 ft.	—	—	20 ft.	Tiny	1 lb.	Projectile
<i>Pistol Weapons</i>									
Auricon EF-X PPG	1,200 cr.	2d8	—	19–20/x2	18	40 ft.	Small	1 lb.	Energy, Rapid Fire
Sha'vha Laser	1,500 cr.	3d4	—	18–20/x2	30	40 ft.	Small	1 lb.	Energy
Crystal Slivergun	2,250 cr.	1d3*	—	x3	3	15 ft.	Small	1 lb.	Projectile
Ten'shara Stunner	850 cr.	Stun	—	—	10	30 ft. max	Small	1 lb.	Energy
Vhek Gauntlet	2,500 cr.	6d4	—	19–20/x2	15	10 ft.	Tiny	1 lb.	Energy
<i>Rifle Weapons</i>									
Li'vath Precision Laser	3,100 cr.	3d6	—	19–20/x2	6	250 ft.	Large	6 lbs.	Energy
Sha'nar Fusion Rifle	2,750 cr.	3d6	—	19–20/x2	15	100 ft.	Large	7 lbs.	Energy, Rapid Fire
Zha'dum'ar Beam Rifle	n/a ¹	4d8	—	x3	—	150 ft.	Large	14 lbs.	Energy, Beam

¹ These weapons cannot be bought. What few still remain in existence are considered treasures of the Anla'shok and are only used in extraordinary circumstances. They are included on this list only to give an example of the kinds of ancient relics the Anla'shok have collected during their history.

suited the needs of the Anla'shok, there were a few stylistic changes that could be made to improve their performance aboard the order's starships. A Ranger in the era of the ISA will be issued ISA robes instead of a traditional Ranger cowl. These robes are slightly thinner (though no less protective) and cut to handle the often confined areas inherent in space travel.

ISA robes also incorporate an ISA uniform (black with grey trim) as an under suit, a body holster and an antenna array for the wearer's standard ear-comm or wrist link.

Ranger's Robes: Following the Minbari custom that things should be both beautiful and functional whenever possible, the flowing nature of a Ranger's traditional clothing makes them almost seem to flow by themselves when the wearer moves. The materials a Ranger's robes (also called a Ranger cowl) are made of resemble the same ballistic and energy resistant weaves that the Minbari warrior caste use. These robes can blunt the impact of a weapon enough to save a Ranger's life without being so obvious and bulky that they might cause an altercation by making the wearer appear heavily armoured. Their cut and design also help a Ranger move unheard when he walks, imparting a +1 equipment bonus to Move Silently checks.

Ranger Armour

Item	Cost	Weight	DR
Crystalweave Armour	2,800 cr.	7 lb.	3
ISA Robes	n/a	7 lb.	2
Ranger's Robes	n/a	8 lb.	2

General Equipment Descriptions

'Less is more' is a phrase very much in keeping with the Rangers. As mentioned above, there is little they cannot accomplish with little more equipment than their hands, their ingenuity and an occasional well-placed blow with a denn'bok. Still, when dealing with the complex world of security alarms, interstellar travel and communication difficulties, the Anla'shok do have to turn to something a bit more advanced.

This does not mean that Rangers eventually load themselves down with tool kits, communication arrays, military grade hardware and special gear to the point of looking more like a handyman than a hero. It simply means they carry the right tools for the job and hand and try not to haul around anything extraneous. To this end, the Anla'shok have used their access to high technology to develop some very special gear with the twin goals of utility and portability in mind. Occasionally, a tool has to be used that does not fit with the latter design but these are far and few between.

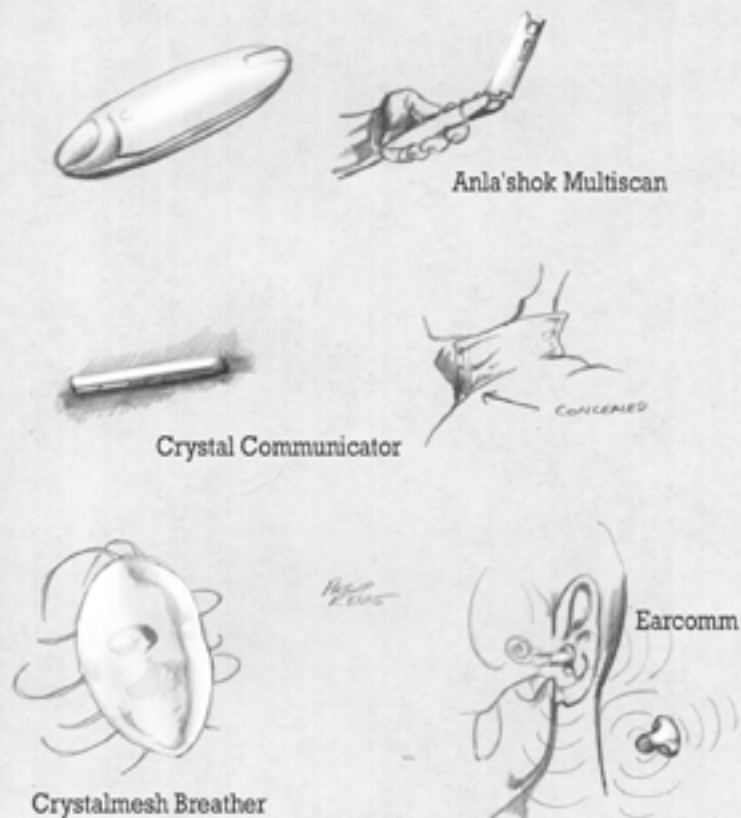
The other important thing to note about the Anla'shok is that until the era of the ISA, there was a pressing need for Rangers not to reveal their existence for fear of betraying their order to the Shadows and their minions. This meant that for all their technology, they had to be careful what they carried and what kind of information enemies might deduce from its design. This limited their ability to build specialised devices to only a few, innocuous items (like the Mial'a comm-collar and the denn'bok).

Since the public revelation of the Rangers in the last Great War, this inadvertent ban has been lifted and new devices are acceptable so long as they remain both functional and portable whenever possible. To this end, items like the Anla'shok multiscan and the ear-comm are automatic equipment after 2262. Both enable each Ranger to efficiently dispatch any objective he is asked to handle and work well in tandem with other Rangers, two of the driving goals of the new Anla'shok.

Anla'shok Multiscan: This handheld device stores easily in a pocket once folded. When opened, its Minbari computer functions act as a hand computer, data recorder (audio and visual recording capability, six hour capacity) and a chemical scanner. The scanner is capable of identifying any known element or compound after a single round of contact or 1d4 rounds of scanning at a range of up to 30 feet. An Anla'shok multiscan can also track movement of nearby objects and creatures, revealing motion even through obstructions within a radius of 120 feet. Four inches or more of steel will block this signal, as will one foot or more of stone or similarly dense material.

Multiscan units are equipped with a linking device that allows them to attach their output to the transmission band of any nearby communicator. If the user of the multiscan is not also the user of the communication device in question, a Computer Use skill check (DC 15 if the comm is unattended, opposed check if it is in use by an unwilling party) is necessary to use the array. This allows the user to transmit data from the multiscan to any point in range capable of receiving and interpreting the signal.

Crystal Communicator: These small crystalline sticks are less than three inches long and can easily be kept in a shirt pocket or tucked into a lapel (their typical mode of use). Though they appear transparent, they actually contain miles of micro-circuitry and a tiny power source capable of supplying energy continuously for three years of normal use. After the power source runs out, the crystal communicator burns out, turns dark grey and is disposed of as they cannot be recharged. Once the standard communication device of Minbari soldiers, these became standard issue to early Rangers as well. They have a personal range of ten miles



but they can jump their signal automatically off any other crystal communicator in range, giving them nearly infinite range so long as a single crystal communicator exists every ten miles down the chain.

Improved crystal communicators are just as rare in modern times as well and mark the Anla'shok's attempt to merge the best elements of the Mial'a comm-collar with existing crystal wiring technology. The result was great success in some respects though it did not boost the range of the device at all. Instead, the precision of the signal became so exact that the output could not be intercepted by anything less than a vehicle-mount sized communication device or larger. Even then, the device had to be in the direct line of transmission to do so. Improved crystal communicators cost 300 credits and have no appreciable weight.

Crystalmesh Breather: A stable, compact and long lasting solution to breathing issues in space, toxic atmospheres or underwater, a crystalmesh breather functions exactly as a breather mask as listed in the *Babylon 5* core rulebook. The

design of a crystalmesh breather is very light, with its weight being equivalent to a breather mask only because of its increased air supply. Crystalmesh breathers cover the entire face and last for six hours before depletion. An Anla'shok can always request one of these as a free item if he has access to a Ranger storehouse of any kind and he is currently engaged in a mission.

Ear-comm: These tiny devices act exactly like wrist links save that they fit neatly in the ear and possess a sound link-up that reads the resonant vibrations inside a user's ear canal and along the side of the jaw. This does cause a user's voice to sound oddly hollow but they are otherwise very efficient. Instead of buttons for activation and channel switching, ear-comms respond to spoken or sub-vocalised commands using preset code phrases. Without some kind of boosting equipment, ear-comms only have a range of 20 miles (slightly less than the 30 miles of a wrist link).

Environmental Habitat, Personal:

These one-man tents are woven of resilient polymer fibres and can block out virtually any airborne pathogen or gas; the cloth shell of the tent is impermeable to chemical or biological weapons of any kind. In addition to this property, the environmental habitat is buoyant, has an inflatable floor that can suspend 500 pounds in the water, sets up in a single round through the push of a single button and has an eight hour air supply. Only one occupant can use the personal habitat, entering through the self-sealing front and leaving through an emergency slit in the back. Once a user exits the habitat, its environmental seal is ruined and it collapses completely in one round.

Fusion Backpack: These portable power sources are used in the field by Rangers and other Minbari in need of a great deal of energy in an enclosed space. The product of closed fusion loop research, fusion backpacks have an almost infinite storage life when not in use and can supply limitless power to a single technological item of Huge size or smaller (including a fighter craft or other vehicle). Fusion backpacks are often seen on the battlefield as they can allow heavy weapon specialists to continuously fire their weapons without any concern for fuel cells or ammunition.

Gravity Platform, Ranger: An Anla'shok application of the Minbari's personal gravity platforms, these bluish or

silver metal discs are about four feet wide and have controls along their front edge for foot manipulation. A retaining lip is extended from the sides to hold the Ranger on the disc while it is in use. A small gravitic engine on the underside of the disc generates enough force to suspend up to 300 lbs. anywhere from one to eight feet above a solid surface and can motivate forward at any speed up to 90 feet per round. Ranger gravity platforms can also be controlled through an oversized ring and can be moved around at their normal movement rate as long as they remain within one mile of the controller at all times.

Infiltration Set: Not a single item but rather a collection of small picks, tools and tiny electronic devices useful to anyone trained in security and technical service, these are extremely effective for their chosen task – getting the user into places he does not belong. Rangers with infiltration sets usually keep them scattered through the pockets and hidden linings of their robes; very few Rangers keep all of their tools where a single loss will lose them the entire set. If a user loses less than half of this 30 piece tool set, he can still make Technical skill checks to open locks or bypass security devices as if he had the proper tools but he cannot claim the bonus listed below.

An intact infiltration set gains a +1 bonus to all Technical (electronics and mechanical) skill checks made to bypass locks. If the user has the Security Systems class feature, this bonus improves to +2. No other equipment-based bonuses stack with this set of tools; the user only receives the highest bonus involved.

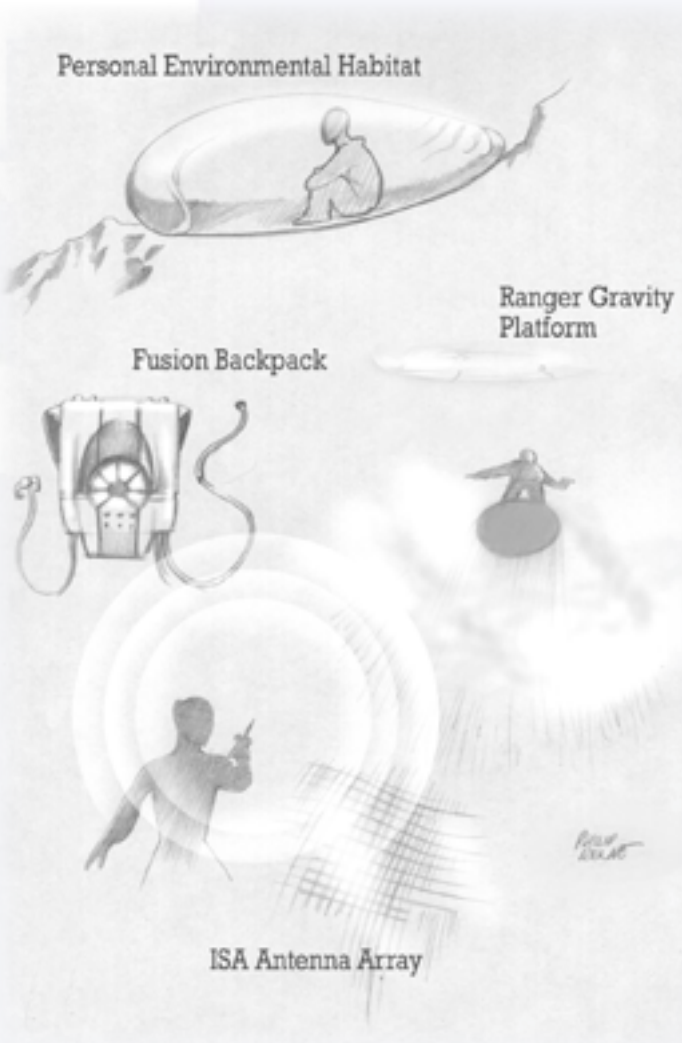
ISA Antenna Array: This is a line of transconductive filaments that can be woven into any piece of cloth, leather or synthetic fabric of one square foot or more in size. When used in conjunction with a communicator held by the some being wearing a garment with these fibres installed, the array boosts the reception and transmission capabilities of the device greatly. Regardless of the original range, the device can not be used with the same range as a backpack communication unit (250 miles) and increased clarity makes encryption more effective (+2 to the DC of anyone trying to break a code transmitted through the array).

Antenna arrays require no additional power and do not detrimentally affect the energy use of the communicator they are linked to in any way. Antenna arrays link to communication devices at a touch range through their wearers and do not require a physical connection. Because of their construction and limitations in signal strength, they cannot affect the range or operational

ability of any communicator of backpack or greater size. Crystal communicators are mostly incompatible with antenna arrays; they only double their range to 20 miles and do not add to encryption DCs.

Minbari Equipment Modification: This is not an item of equipment but rather a catch-all category for any other item listed in the *Babylon 5* core rulebook that might be of Minbari construction. Because Rangers of any race have access to Minbari technology, they may take advantage of these modifications if the Games Master and campaign circumstances allow. Any item altered using these rules has the following changes:

- 5 *Weight.* The Minbari are stronger than most races but their technologies are often lighter. Any Minbari-constructed normal item weighing more than one pound has its weight reduced by 10%. Items weighing more than 50 pounds have their weight reduced by 25%.



- 5 **Materials.** Crystal and special metal alloys make up most of the manufacturing materials used by the Minbari, replacing wood, leather and most other substances when appropriate. These improve the hardness of any Minbari-made item by 2. These items also add 1 hit point per pound of weight, calculated before the weight reduction noted above.
- 5 **Efficiency.** The exactness of detail that Minbari craftsmen exhibit when making items shows in their reliability and effectiveness. When appropriate for its function, any device manufactured by the Minbari adds a +1 equipment bonus to checks made while using it. This does not apply to weapons or armour, just general equipment as listed in the *Babylon 5* core rulebook.
- 5 **Cost.** The Minbari do not normally worry about the financial value of their equipment but other races certainly do. A Minbari-made item tends to command

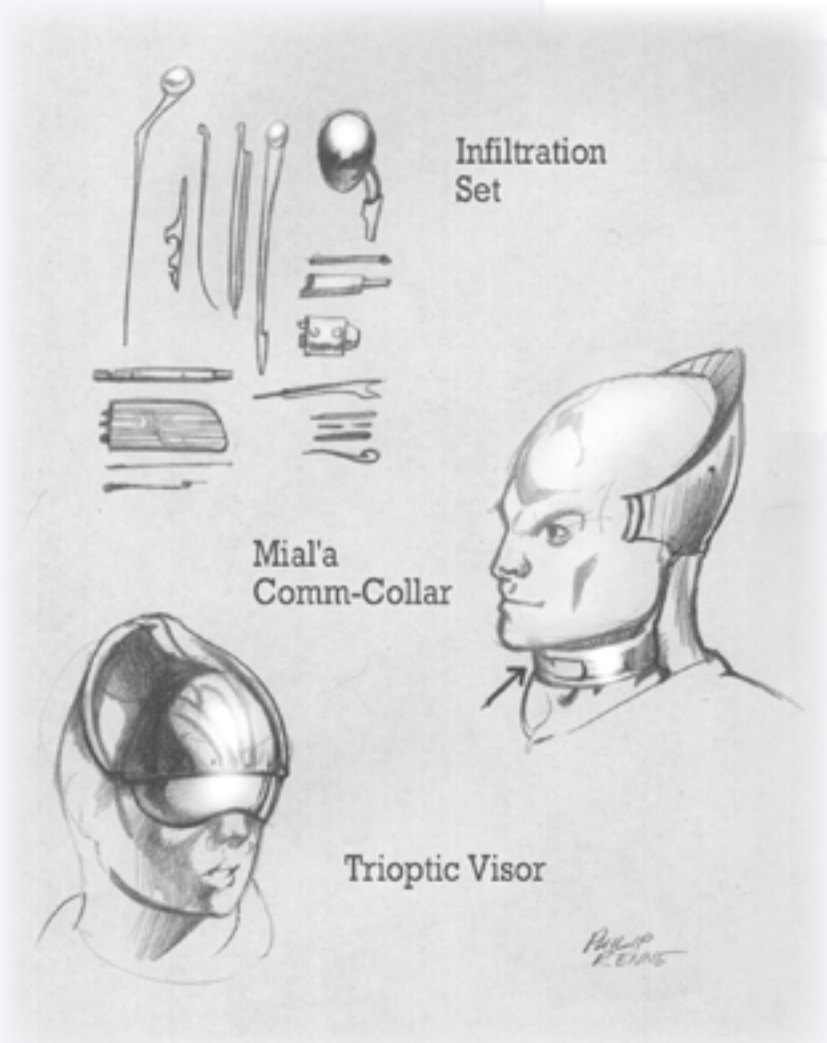
200% to 300% of its usual price when it is available at all. Black market trade in Minbari items is a brisk, if dangerous, business.

Ranger Exception: Anla'shok members are never asked to pay for the cost of such modifications (except during the Era of Lost Hope). Unfortunately, it generally takes one day per 100 credits of value in the original item and access to a Minbari production facility or worker caste member with 10 ranks or more in the correct skills to accomplish the benefits listed above.

Mial'a Comm-Collar: The initial attempt by Valen and his worker caste engineers to create a hands-free communicator, this collar is made of synthetic crystal-impregnated flexible resin. It incorporates a throat mike and a sub-vocalised speaker at the base of the neck that transmits incoming messages through the skull via the bone plate of a Minbari wearer. While these are very efficient devices with a range of 50 miles, they suffer from two limitations. The first is that only Minbari can use them to receive messages; anyone with a humanoid throat can send with a comm-collar.

The second and more serious flaw is that the vibrations of their use become very distracting, especially over a long period of time. During any round in which a wearer receives a message through the comm-collar, he is at -1 penalty to any attack roll or skill check. Having 5 ranks or more in Concentration negates this flaw but the low drone that it sets up in a Minbari's skull crest was a design flaw that could not be removed. Eventually, Mial'a comm-collars were discarded in preference of shorter ranged but 'quieter' crystal communicators.

Trioptic Visor: A popular device with spotters on the battlefield and scouts of the Minbari military, the trioptic visor is also commonly used by Ranger-Infiltrators and Anla'shok on observation missions. It locks around the bone crest of its wearer and in its retracted form looks like a high tech shell covering the Minbari wearer's forehead. By sub-vocal command, the visor lowers over the wearer's eyes and provides three vision modes - any or all of which can be used simultaneously. The complexity of trioptic visors limits the number of simultaneous modes of use to one per point of Intelligence bonus of the user (minimum of one).



- 5 *Electromagnetic Spectral Imaging.* This visual mode extends the sight of the user into both ends of the electromagnetic spectrum. In any situation where seeing body heat or ultraviolet radiation might be of use, the visor grants a +1 circumstance bonus to all Spot and Search skill checks.
- 5 *Motion Tracking.* The user can follow moving objects with great clarity and ease, making speed and motion less of an issue when determining his own actions. In addition to noting the precise location, distance and speed of all objects in the visual field, a target's Defence Value is not modified by its Dexterity bonus if the wearer of a trioptic visor takes a full attack action to use this device and make a single ranged attack. Melee attacks cannot be enhanced at all in this way.
- 5 *Macroscopic Vision.* Much more than a simple zoom function, macroscopic vision allows the user to focus on a distant object, bring it up to ten times closer and then continuously display that enhanced area as a sub window in his field of vision. In addition to greatly enhancing his ability to discern distant objects, macroscopic vision allows the wearer to ignore the penalty normally associated with the second range increment of any ranged energy or projectile weapon he personally uses.

Trioptic visors can be retrofitted for Humans and other aliens but they only offer one mode of use at a time because of the bulk of stabilisation equipment and padding needed to make up for the lack of a crest for anchoring. Anla'shok trioptic visors have an upgraded transmission component that can automatically send its output to the storage ability of any hand computer or multiscan carried by the wearer. Rangers often use this to document their actions in the field or record vital data for later transmission back to Minbar.

General Equipment

Item	Cost	Weight
Anla'shok Multiscan	n/a ¹	1 lb.
Crystalmesh Breather	125 cr.	1 lb.
Crystal Communicator	120 cr.	—
Ear-comm	200 cr.	—
Environmental Habitat, Personal	300 cr.	2 lbs.
Fusion Backpack	1,500 cr.	8 lbs.
Gravity Platform, Ranger	7,000 cr.	10 lbs.
Infiltration Set	900 cr.	1 lb.
ISA Antenna Array	2,000 cr.	—
Minbari Equipment Modification	—	—
Mial'a Comm-Collar	100 cr.	—
Trioptic Visor	700 cr.	1 lb.

¹ These are typically not for sale.

Vehicles of the Anla'shok

Like any other organisation, the Rangers must remain mobile to remain effective. As their chief mandate is vigilance across the immense reaches of the known galaxy, the ability to respond quickly to any threat or call for aid is extremely vital. In the era of the ISA, this is especially important. The Anla'shok must remain capable of full mobilisation to any point in space at a moment's notice and have to be as swift as possible once they reach their destination.

For the most part, existing lanes of traffic are sufficient to answer this need. Before the Rangers became a public force in the days of the Interstellar Alliance, it was preferable for the Anla'shok to use civilian modes of transport and keep a very low profile. They possessed specialised equipment for ground, air and space travel but rarely found an opportunity to utilise them outside of the Minbari Federation. These custom vehicles were for the most part dormant and during the Era of Lost Hope, many were put to other tasks or left to moulder as forgotten relics of an abandoned past.

With the return of the Shadows and the emergence of the Interstellar Alliance, these tools of the past are being used once again. Updated, redesigned and issued as needed to areas all over the galaxy, Anla'shok specific vehicles are becoming a more common sight. They are certainly not widely disseminated in ISA space as the Anla'shok are still a relatively small organisation but each year that passes sees a greater presence of Rangers and their vehicular technology among the worlds and stars they patrol.

Ground/Air Vehicle Descriptions

Even specialised vehicles made by the Anla'shok for their own use follow the basic tenets of their operational style – nothing they make seems out of place or draws too much attention to itself. Vehicles in this section will not be used if they would diverge too much from the common construction of vehicles in the mission area. A Ranger would not use a gravitic ground car on Earth, for example but he might on one of the planets in the Minbari Federation or on the Brakiri Homeworld.

As with many of the traditions of the Anla'shok, this is beginning to change within the relaxed rules of the Interstellar Alliance. The newest models of the vehicles listed here may be found on any world the Rangers visit, though older, more traditional Anla'shok are still loathe to do so. As with many of the methods and directives in the era of the ISA, how a Ranger conducts himself on a mission is more a matter of personal style than any set rule. Especially under the watchful eyes of Sheridan and Delenn, success is more important than how it is achieved.

What about the White Star?

There are no statistics or detailed information about the White Stars in the vehicle section of this chapter. These cruisers and the many variants designed and built under the direction of Entil'zha Sheridan are so important to the Anla'shok of the ISA era that they have been moved to their own section at the end and given special attention. The Vehicles part of this chapter is dedicated to the special equipment and custom vehicles of the Rangers but White Stars are simply so complex and carry such an impact on campaigns set in 2260 and beyond, they need their own section to do properly.

Before 2260, the Anla'shok stayed for the most part to civilian and Minbari military transport when they needed to travel throughout the galaxy. The Anla'shok did not possess a fleet of their own until the first production run of White Stars was completed in late 2260 for use in the last Great War. This should not be taken as an implication that the Anla'shok could not command a fleet if needed; they simply did not have space assets of their own until that time.

If a campaign set between 2257 and 2260 requires a show of force from the Anla'shok, they can provide one using Sharlin cruisers, Neshatan gunships and several smaller support vessels. The Fire Wings clan of the Minbari are especially willing to support Anla'shok actions with their fighter elements and the Night Walkers will lend aid to any ground assault the Rangers may have to initiate. Games Masters can even use these mixed force encounters to introduce the Anla'shok in their campaigns before they are 'officially' seen in 2259–60.

Cargo Transport, Anla'shok

The Anla'shok have in the past acted in a relief capacity and do so again as part of the Interstellar Alliance. A massive part of any disaster recovery or war relief effort is the transport and delivery of much-needed medical supplies and food. Because the Anla'shok often have to operate in very hostile environments, their transports are heavily defended and given every form of radiation and atmospheric shielding known to the Minbari.

Gargantuan Aircraft; hp 38; DV 9 (–4 size, +3 agility); DR 8; Spd 35; Acc 3; Dec 4; Han +3; Sensor +1; Stealth 15; Cargo 5,000 lbs.; 1 Pilot, 10 Passengers Special Feature: Completely Shielded (no radiation or environmental effect can damage an Anla'shok transport)

Crawler, Anla'shok

A slightly modified Den'foor, the combat crawler used by the Night Walker warrior clan, an Anla'shok crawler is a well-armoured but ponderous vehicle with six massive wheels and an impressive storage bay. It does not carry any weapon systems of its own but always operates with an armed escort when used in hostile territory. The Rangers use Anla'shok crawlers to transport goods and relief supplies to places no other vehicles could reach. Anla'shok crawlers are not quick but they are incredibly reliable and can be counted on to eventually make it to their destination, no matter what obstruction might lie in their way.

Gargantuan Surface Vehicle; hp 55; DV 6 (–4 size); DR 8; Spd 9; Acc 1; Dec 1; Han +0; Sensor +1; Stealth 14; Cargo 6,000 lbs.; 1 Driver, 12 Passengers (each passenger not transported adds 200 lbs. of cargo space)

Fan'ir Ranger Flyer

A modified and reinforced version of the typical Minbari flyer, the Fan'ir incorporates a small weapon array and has substantial stealth for a 'civilian' vehicle. These alterations are completely invisible to casual observation, allowing them to operate in areas where flyers would normally be found without raising suspicion. Rangers train on Fan'ir as part of their basic training and gain a +1 competence bonus to Pilot skill checks and attack rolls when operating one. Fan'ir use all the same docking equipment, hanger layouts and repair materials as Minbari flyers, making them quite compatible with Federation facilities and carriers.

Gargantuan Spacecraft; hp 50; DV 11 (–4 size, +5 agility); DR 8; Spd – (34 in atmosphere); Acc 3; Dec 2; Han +2; Sensor +0; Stealth 13; SQ: Atmospheric Capable; Cargo 1,000 lbs, Long Ranged.; 1 Pilot, 30 Passengers (each passenger not transported adds 200 lb. of cargo space)

Weapons:

Tri-linked Light Fusion Cannon; Boresight; Attack +3 (targeting computer); Damage 3d8; Critical 18–20; Range 1

G'aldi Scout Sled

This gravitic, one-man vehicle is a new addition to the ground assets of the Anla'shok. Designed after a suggestion by a new recruit to the Rangers in 2261, it shares much in styling and construction with an obsolete Earth vehicle called a motorcycle. Very fast, very sleek and capable of moving through obstructed areas that would stymie larger vehicles, the G'aldi is quickly becoming a popular addition to the equipment requests for Rangers and Ranger-Infiltrators stationed planetside.

A special system in the G'aldi allows the gravitic engine to be deactivated and a pair of wheels extended for traditional ground movement. All benefits from the Gravitic special quality are lost when this is engaged. While not a popular feature because of the loss of performance, many Anla'shok (especially among the Human membership) enjoy using it whenever possible.

Medium Surface Vehicle; hp 12; DV 14 (+4 agility); DR 4; Spd 30; Acc 4; Dec 4; Han +5; Sensor +0; Stealth 15; SQ: Gravitic; Cargo 200 lbs.; 1 Driver, 1 passengers (Handling

drops to +3 if a passenger is aboard). Special Feature: Optional Ground Movement (see above)

Shennar Ground Car

A useful vehicle with a slightly modular construction that allows a mechanically skilled driver to vary its appearance with a successful Disguise check (DC 20, requires at least 2 ranks of Technical (mechanical) to attempt). This feature lets the Shennar appear as a basic civilian vehicle of virtually any culture, though close examination (Spot, DC 20) will reveal its base Minbari technology. The Anla'shok use these vehicles when performance is needed but some semblance of stealth would be beneficial. The Shennar is extremely swift and on those occasions when they have been spotted as abnormal, it is generally because they are moving much faster than the vehicles they mimic could.

Large Surface Vehicle; hp 14; DV 9 (-1 size); DR 5; Spd 28; Acc 3; Dec 4; Han +1; Sensor +0; Stealth 14 (10 if disguised); Cargo 200 lbs.; 1 Driver (optional), 6 passengers; Special Features: Self-Drive Capable (has a Drive skill bonus of +5)

Special Vehicle Quality: Gravitic

Gravitic vehicles hover over the ground at a set height through the use of self-generated gravitational force. While this lift is powerful enough to suspend several tonnes, very little pressure is applied against the ground under the vehicle, allowing it glide over weight-sensitive defences such as land mines or deadfalls without falling victim to them. The speed and manoeuvrability granted by gravitic modification adds a +2 agility bonus to Defence Value, a +4 bonus to Speed and a +1 bonus to Handling. Gravitic vehicles technically fly but they are still treated as ground vehicles for purposes of targeting and other modifications. Only ground vehicles can accept the gravitic special quality, which costs 25% of the vehicle's base price.

Special Weapon Quality: Pulsar

A fusion of Minbari, Earth and Vorlon technologies, pulsar weapons fire a continuous stream of staggered energy pulses, each more destructive than the last. This weapon type literally hammers its way through defensive plating, tearing it apart as the stream of blasts destructively ablates as they impact incessantly. Pulsar weapons are also extremely accurate as they generate so many energy pulses that in any given volley it would be difficult not to hit the target with a few shots.

Pulsar weapons can *only* be fired in a rapid fire mode but suffers only a -1 penalty for doing so (as opposed to the -3 penalty that normally occurs). Each successful attack action (three shots) from a pulsar weapon that hits in a single round reduces the target's Damage Reduction by 1 point *for that round only*. This is not a destructive effect and does not permanently reduce the Damage Reduction of the target in any way.

For example, an Entil'zhatari tank fires its main gun and scores two hits with its three rapid fire attacks in a single attack action. Both shots will ignore 2 points of Defence Reduction. Had all three shots hit, each would have ignored 3 points of Defence Reduction instead.

Civilian Vehicles

Item	Cost
Cargo Transport, Anla'shok	48,000 cr.
Crawler, Anla'shok	80,000 cr.
Fan'ir Ranger Flyer	15,000,000 cr.
G'aldi Scout Sled	30,000 cr.
Shennar Ground Car	38,000 cr.
Kal'vesh Transport/Escape Pod	1,500,000 cr.
Nolo'tar Ranger Frigate	95,000,000 cr

Kal'vesh Escape Pod

Designed specifically to protect Rangers when they must jettison from doomed spacecraft and wait for rescue, the Kal'vesh is a standard addition to all Anla'shok ships and are fitted in sets of two for every size category over Large. The Kal'vesh can operate for a full month on its crystal power source and carries enough life support and emergency supplies to last two passengers through the same duration. It manages this because it does nothing else. It only has enough engine power to move very slowly through space and maintain an orbit in necessary and it has no weaponry of any kind. It can grapple a passing ship if it must; this is its usual means of rescue and collection.

Small Spacecraft; hp 15; DV 13 (+1 size, +2 agility); DR 8; Spd – (cannot travel faster than 1 in space); Acc 1; Dec 1; Han +3; Sensor +1; Stealth 12; SQ: Grapple, Long Ranged; Cargo 50 lbs.; 1 Pilot, 1 Passenger

Nolo'tar Ranger Frigate

An uncommon vessel in the years following the disappearance of Valen and completely decommissioned after the Era of Lost Hope, the Nolo'tar has been resurrected and redesigned for use by the ISA. A transport vessel mostly, it is lightly armed but extremely well defended. The Nolo'tar is built to achieve orbit, send down shuttles with Rangers and supplies and remain in place until an evacuation or withdrawal is called for. It cannot hold its own in any extended fight but enemies assuming it to be a defenceless transport will be in for an unpleasant surprise.

Colossal Spacecraft; hp 200; DV 8 (–8 size, +6 agility); DR 8; Spd –; Acc 1/2; Dec 1/2; Han +3; Sensor +0; Stealth 15; Cargo 12,000 lbs. + 3 cargo pods; 3 Officers/Pilots, 1 Sensor Operator, 9 Crewmen, 120 Passengers (usually Rangers or allies)

Weapons:

3 Tri-linked Light Fusion Cannons; 2 Boresight, 1 Aft; Attack +4 (targeting computer); Damage 3d8; Critical 18–20; Range 1

Craft (3):

3 Flyers (standard or Fan'ir)

Anla'shok Military Vehicle Descriptions

The Anla'shok do not have many military designs, preferring to use allied troops from the Minbari warrior caste or Alliance member races to do their fighting when overt assaults are required. Under the self-sufficient and more public mandate of the Interstellar Alliance, this attitude has shifted towards having dedicated vehicles for ground and air attack. In keeping with the primarily defensive goals of the Anla'shok, these vehicles tend to be well-armoured and carry weapons best suited for defending objectives and intercepting missiles and incoming fire.

Entil'zha'tari Heavy Assault Tank

While the Anla'shok do not see themselves as soldiers, when they must act the part and engage in ground combat they prefer to do so with the most effective concentration of firepower they can manage. Their philosophy is that of a swift and decisive attack that ends a battle quickly and leave little opportunity for the high level of casualties a protected war can cause. To this end, the Entil'zha'tari tank was designed and built using the Windsword as its basic chassis. Weapon advances brought about during the construction of the White Star fleet have led to the creation of the Entil'zha'tari's massive main gun, the heavy pulsar cannon.

Huge Surface Vehicle; hp 50; DV 10 (–2 size, +2 agility); DR 9; Spd 12; Acc 2; Dec 1; Han +2; Sensor +2; Stealth 15; SQ: Gravitic; Cargo 3000 lbs.; 2 Drivers, 2 Gunners

Weapons:

Heavy Pulsar Cannon; 1 Boresight; Attack +5 (targeting computer); Damage 20+2d10; Critical 18–20; Range 5, Rapid Fire, Pulsar

Two Light Disruptor Cannons; 1 Front/Left, 1 Front/Right; Attack +2 (targeting computer); Damage 2d8; Critical x3; Range 5

Three Twin Fusion Guns; 2 Boresight, 1 Aft; Attack +3 (targeting computer); Damage 2d6; Critical 18–20; Range 4; Rapid Fire

Kanar'vha Amphibious Transport

Rangers may be required to operate in any number of specialised environments, including aquatic worlds with little or no land mass. For this purpose, a custom landing and transport craft has been designed to carry them and any vital equipment across the waves of such planet (and under them if need be). Kanar'vha are state-of-the-art vessels and very quick but their mechanical needs have left little room for comfort. More than one Ranger has had the dubious pleasure of an extended trip in a Kanar'vha and been forced to stretch for some time thereafter just to move freely again.

Special Movement Type: Naval

Vehicles with Naval movement travel over the surface of an aquatic body as if it were solid ground. Gravitic vehicles can move as naval vessels but only at $\frac{1}{4}$ normal speed safely. Attempting to pilot a gravitic vehicle faster than $\frac{1}{4}$ requires a Drive check at a DC equal to 15 plus the current speed in units. If the roll fails, the vehicle immediately sinks. This also occurs if the gravitic vessel moves faster than $\frac{1}{2}$ its speed; no Drive check is allowed to avoid sinking in this case. Submersible and amphibious vehicles may automatically move as naval vessels, though most of their chassis will be underwater as per their design.

Special Vehicle Quality: Submersible (Amphibious)

Any vehicle can conceivably be modified to be submersible. This is an extensive change, as the base vehicle has to be environmentally sealed, reinforced against pressure if necessary and given some means of propelling itself and manoeuvring in an aquatic environment. A vehicle modified to be submersible can move underwater at half its base speed (space-based vehicles with this modification gain an underwater movement rate of 1 using its own scale for its actual speed) and has its acceleration, deceleration and Handling bonus reduced by 2 to a minimum of 1 each (+0 for Handling); this modification costs 10% of the vehicle's base price. An air supply good for 24 hours of continuous operation is included in the basic modification, with each extra day's operation costing an additional 3,000 credits.

For an additional 10% of the base cost of a vehicle, it can retain its previous mode of transportation. Unless this extra is paid, the modification that made the vehicle submersible removes its ability to move in any other environment, replacing all important motive features with aquatic equivalents.

Huge Surface Vehicle; hp 44; DV 10 (-2 size, +2 agility); DR 8; Spd 14 (7 Naval); Acc 2; Dec 1; Han +2; Sensor +0; Stealth 18; SQ: Gravitic, Submersible (amphibious, 4 day air supply); Cargo 1000 lbs.; 1 Driver, 2 Gunners, 18 troops (usually warrior caste Minbari or ISA infantry), 10 Rangers or allies

Weapons:

Two Medium Laser Cannons; 2 Boresight; Attack +3 (targeting computer); Damage 4d6; Critical x2; Range 6 (3 underwater)

Twin Fusion Gun; 1 Turret; Attack +3 (targeting computer); Damage 2d6; Critical 18-20; Range 4; Rapid Fire

Two Missile Launchers; 2 Boresight; Attack +0 (+4 if the target is underwater or ground, -4 if target is aerial); Damage 3d6; Critical 19-20/x2; Range 10; 4 missiles each

Tal'duron Anti-Air Artillery

The Tal'duron is a terror when it comes to shooting down aerial assets and missile fire but it is ill-suited to any other task because of its very specialised computer. This

automated system is specifically designed to deal with highly mobile threats but it does not target ground vehicles and infantry very well because of the limited field of fire it has to deal with. This system allows the Tal'duron to be handled by a single driver and, if need be, abandoned to fire on its own. A complex friend-or-foe system allows allied vehicles to pass through its deadly field of fire; in the long history of the Tal'duron there has never been a single casualty to friendly fire.

Large Surface Vehicle; hp 25; DV 12 (-1 size, +3 agility); DR 6; Spd 15; Acc 2; Dec 2; Han +2; Sensor +5; Stealth 16; SQ: Gravitic; Cargo 300 lbs.; 1 Driver, Gunnery Computer (Base Attack Bonus +5)

Weapons:

Two Twin Fusion Guns; 2 Turret; Attack +3 (automated targeting computer, additional -4 penalty if target is ground based); Damage 2d6; Critical 18-20; Range 4; Rapid Fire
Three Missile Launchers; 3 Turret; Attack +2 (additional +4 if target is aerial, -4 if target is ground-based); Damage 3d6; Critical 19-20/x2; Range 10; 30 missile capacity

Val'shok Troop Transport

A variant of the Talishan Heavy Infantry Transport, the Val'shok is a well armed vehicle with enough defensive plating to protect its valuable cargo – Rangers and military equipment. The Val'shok is only rarely used even in ISA times because few situations call for multiple Rangers to operate in one area. Still, when it is needed, there are few safer ways to transport and support the Anla'shok than having them safely ensconced in its crystal-armoured bay. Under normal circumstances, the weapon and guidance systems of the Val'shok are handled by non-Ranger Minbari or Humans trained in heavy vehicular combat; this frees up the Anla'shok onboard for other tasks.

Huge Surface Vehicle; hp 35; DV 11 (-2 size, +3 agility); DR 8; Spd 15; Acc 2; Dec 2; Han +3; Sensor +1; Stealth 16; SQ: Gravitic; Cargo 1000 lbs.; 1 Driver, 2 Gunners, 12 Rangers or 8 Rangers and four heavy weapon systems

Weapons:

Twin Light Disruptor Cannon; 1 Boresight; Attack +3 (targeting computer); Damage 2d8; Critical x3; Range 6
Twin Fusion Gun; 1 Front/Left/Right; Attack +3 (targeting computer); Damage 2d6; Critical 18-20; Range 4; Rapid Fire

Vigilance Command Tank

Modelled after the extremely well-designed Vision command tank, the Vigilance is an Anla'shok vehicle built for the twin purposes of monitoring an entire battlefield from one vehicle and enabling a tactical team to maintain discipline and effective order in hundreds of troops if required. In the first regard, the Vigilance is a great success; it incorporates the finest sensor and communication arrays the Minbari possess. Its secondary role is not as well realised, unfortunately. By their nature Rangers are independent thinkers and in combat situations they do not always respond to military commands as swiftly as they should. For organising allied troops, however, the Vigilance is unmatched.

Special Vehicle/Spacecraft Quality: Remote Automation

The technology of the Minbari is such that even complex ship systems can be automated to the point where a single controller can operate an entire spacecraft through the use of a handheld device and not even need to be on the vessel in question. These systems are not extremely efficient but they are impressive in that they allow remote operation of a starship and its systems over a great distance (such as planetary control of a spacecraft in orbit).

Any ship fitted with Remote Automation can be piloted by a user with its control device. For security reasons, only one control device is ever linked to a given ship. This piloting is not very precise; it uses only half the user's total Pilot skill bonus (rounded down) and does not allow for any special manoeuvres other than acceleration and deceleration. If the remote ship has weapon systems, a user can attack with only a single weapon (linked weapons are treated as one weapon for this limitation) and the ship has to achieve a target lock first. Any remote attack has a -4 penalty because of the imperfect control provided by the remote automation.

Huge Surface Vehicle; hp 45; DV 12 (-2 size, +4 agility); DR 8; Spd 14; Acc 3; Dec 2; Han +2; Sensor +9; Stealth 16; SQ: Gravitic; Cargo 500 lbs.; 1 Driver/Gunner, 2 Officers, 1 Anla'shok Officer

Weapons:

Light Disruptor Cannon; 1 Front/Right/Left; Attack +4 (targeting computer); Damage 2d8; Critical x3; Range 5
Twin Fusion Gun; Turret; Attack +4 (targeting computer); Damage 2d6; Critical 18-20; Range 4; Rapid Fire

Anla'shok Space Vehicle Descriptions

While the dominant spacecraft associated with the Anla'shok is unquestionably the White Star, they do have a few other assets that can be used when necessary. As mentioned before, the vast majority of these vessels are warrior caste ships of different classifications but the Rangers do have three designs unique enough to bear mentioning.

As new models of White Star designed to fit certain vital roles in space superiority and response are built in the ISA era, these previous designs are falling increasingly into disrepair or consigned to civilian and Minbari military use. Traditionalist Anla'shok still utilise them, some to the exclusion of the White Stars but progress has caught up with their ancient order. Much as they might wish things to remain as they have been for so long, the future of the Ranger fleets lies with the marvellous White Star in all its forms.

Shial Heavy Fighter

Based on a prototype of the Nial fighter that would eventually become the standard fighter craft of the Minbari warrior caste, the Shial was relegated to minor world security and secondary duties. This made it possible for the Anla'shok of that time to appropriate large numbers of Shial and redesign them for their own purposes. Still well equipped for combat, the Shial is a superior scout and interceptor with excellent stealth and enough firepower to wreak serious damage if the Ranger pilot has to engage an enemy or defend himself.

Large Spacecraft; hp 24; DV 18 (-1 size, +9 agility); DR 7; Spd - (40 in atmosphere); Acc 10; Dec 10; Han +8; Sensor +12; Stealth 38; SQ: Atmospheric Capable, Minbari Flight Computer, Remote Automation; Cargo 5 lbs.; 1 Pilot

Weapons:

Tri-linked Ultralight Fusion Cannon; Boresight; Attack +4 (targeting computer); Damage 3d6; Critical 18-20; Range 2

Shurani Anla'shok Carrier

Built exactly like a Morshin on the outside, these stealthy carriers are used when a large force of Anla'shok and allied troops have to reach a given destination as quickly as possible and as safely as its massive hull plating will allow. The Shurani is not very well armed, though this is in comparison to the Morshin; any comparison to the carriers of other races would still come out quite favourably for the Shurani because of its advanced targeting systems and high damage capability.

Shurani of the ISA era have been fitted with holding bays for the White Star WSC-L fighter variant and is the only vessel other than the White Star WSC-A capable of transporting these lethal craft.

Colossal III Spacecraft; hp 650; DV 10 (-12 size, +12 agility); DR 24; Spd -; Acc 4; Dec 3; Han +1; Sensor +12; Stealth 40; SQ: Artificial Gravity, Jump Point, Long-

Ranged, Minbari Flight Computer; Cargo 195,000 lbs.; 4 Officers, 20 Pilots, 20 Sensor Operators, 48 Crewmen

Weapons:

Four Fusion Cannons; 2 Front, 2 Rear; Attack +5 (targeting computer); Damage 10+3d10; Critical 18-20; Range 2
Four Electro-Pulse Guns; 2 Boresight, Two Rear; Attack +5 (targeting computer); Damage special; Range max. 1

Craft:

60 fighters (Shial)
2 Flyers (standard or Fan'ir)

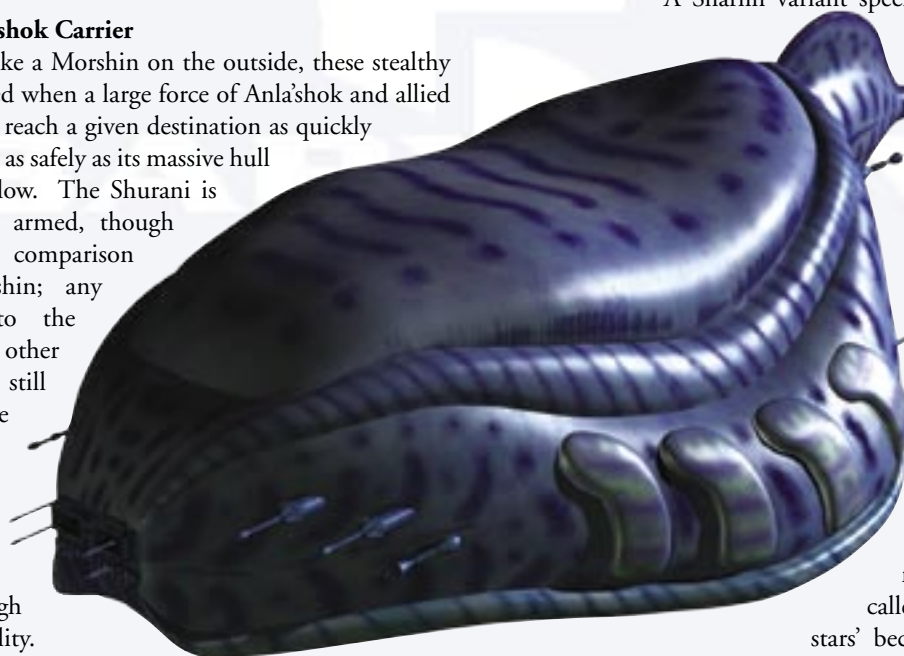
OR (after 2263, with the inception of the WSC-L White Star fighter, the bays of the Shurani are often configured as below)

36 fighters (Shial)
6 fighters (WSC-L)
2 Flyers (standard or Fan'ir)

Tara'lin Command Battlecruiser

A Sharlin variant specific to the Anla'shok, there are only two of these in active service at the start of the ISA Era. These vessels are fitted with advanced command and control systems, heavy weapons and armour plating capable of taking several direct hits without significant damage to the ship itself. The Tara'lin was designed to act as a mobile base; it is often called a 'Tuzanor in the stars' because of its complete training facilities and ability to field entire units of troops and Anla'shok anywhere in known space along with support vehicles and supplies.

Colossal III Spacecraft; hp 740; DV 12 (-12 size, +14 agility); DR 25; Spd -; Acc 5; Dec 5; Han +2; Sensor +14; Stealth 40; SQ Artificial Gravity, Jump Point, Long-Ranged, Minbari Flight Computer; Cargo 195,000 lbs.; 1 Anla'shok Officer, 4 Officers, 30 Pilots, 22 Sensor Operators, 45 Crewmen, 120 troops, 30 Rangers or allies



Weapons:

Five Neutron Lasers; 2 Front, 1 Rear, 1 Left, 1 Right; Attack +5 (targeting computer); Damage 150+5d10; Critical 18–20; Range 8
 Twenty Fusion Cannons; 6 Front, 6 Rear, 4 Left, 4 Right; Attack +5 (targeting computer); Damage 10+3d10; Critical 18–20; Range 2
 Two Electro-Pulse Guns; Boresight; Attack +5 (targeting computer); Damage special; Range max. 1

Craft (12):

24 fighters (Shial)
 4 Flyers (standard or Fan'ir)

Chariots in the Heavens - The White Stars of the Anla'shok

'Sheridan, when he is aboard the White Star, calls it the most amazing ship he has ever seen. For me, that is far too simple a description and shows what I have always believed about Humans. He sees the White Star and what he sees, he thinks he understands. The White Star is not about seeing; it is about feeling. I walk these corridors and commune with its heart. I know what he does not. This is not just a ship, some vessel that travels the stars. It is alive and aware. He sees a ship. I feel a kindred soul.'

— Lennier, Aide to Ambassador Deleenn of Minbar

There is no symbol of the Anla'shok's power and majesty to compare with the White Star. Even their robes, their pins and even their ever-present denn'bok fighting pikes pale in comparison to the strength and elegance of these incredible ships. Designed by the finest craftsmen of the worker and religious castes of the Minbar, it incorporates every last advance of their science and every trick of the shipmaker's art known to this ancient race.

The White Stars are powerful craft on their own, featuring potent weapons, a defensive system found in no other race's arsenal and unmatched speed and manoeuvrability. There is a grace to their design, a quiet sophistication to their curved hulls and organic shapes. Beautiful and deadly, they keep the peace of the Interstellar Alliance as much through what they represent than by any firepower they might possess. When a White Star enters the fray, opponents have been known to flee the area rather than face it and the dozens more that could be waiting in hyperspace nearby.

That is the true strength of the White Star; it is never alone. Even when it does operate on its own, as often occurs in remote systems, the ship carries a considerable reputation for power and mystique. This comes from the Anla'shok that crew them, so much so that that facing one White Star means facing at some level the entire corps of Rangers and the military might of the Interstellar Alliance.

White Star Tactics

Individually, White Stars are capable enough to be a real and credible threat but in their original configuration are almost a paradox of power. The first White Star and the fleet of identical design that followed it into the end of the last Great War are potent ships without a doubt but their size and abilities mean that they are utterly devastating to fighters and frigates but often not powerful enough on their own to take down cruisers and larger craft. They can inflict significant damage and their speed and defensive systems allow them to engage very powerful targets but they can easily be overwhelmed through sheer massed fire.

This 'weakness' can prove to be the downfall of an individual White Star if its captain becomes too confident in the power of his craft and attacks opponents with enough guns to tear his relatively fragile hull apart. Even the electromagnetic shield systems of a White Star cannot withstand constant assault and will fail in the face of a brutal or sustained assault. With the White Star, a moving battle with constant direction changes takes full advantage of its agility and maximises its chances of returning from combat in one piece.

White Stars are also fitted with pulsar weapons, making it imperative that it continue attacking the same target with

each volley until its foe it brought down. Splitting a White Star's fire without an extremely good reason is simply wasteful; it loses one of its chief advantages when it has to engage multiple targets at once. Watching a flight of White Stars assaulting a capital ship or other large objective is akin to a flock of birds harrying a larger, stronger animal until it falls under their painful, incessant attacks.

White Stars should also make up for their lack of dense hull plating by taking advantage of their speed and mobility. When one is damaged in battle, it can swiftly leave the enemy's field of fire and be replaced by an undamaged member of the same flight. By strafing and evading in an endless loop that constantly forces an opponent to waste firepower against a new White Star with every volley, these quick and deadly starships can bring down any foe – even Shadow vessels and Vorlon installations.

Three Races, One Design

White Stars are marvels of technology but they are an even greater example of the co-operation that brought about the end of the Shadow wars. Though they would later decide to move against the Younger Races in their quest to finally defeat the Shadows definitively, the Vorlons gave some of their priceless and immeasurable technology to the creation of the White Stars. This gift gave the vessel its powerful weapons and its incredible electromagnetic shielding.

The Minbari, the race most responsible for the design and construction of the White Star, provided the power systems, the mobility and the engines that grant the vessel its phenomenal speed. The pinnacle of Minbari military and naval design went into the White Star, literally representing the crowning achievement in the life's work of their greatest engineers. The curved and scalloped hull and the crystalline construction are Minbari technology at its finest, as are the control surfaces and the integral, flawless artificial gravity.

The third edge of the sword of truth that is the White Star is the technological advances of humanity. Recently admitted into the Anla'shok, Humans have had a great deal to offer to the White Star project. While the ship in many ways was light years ahead of anything Earth could build on its own, the technically advanced members of the Human contingent of Anla'shok had a lot to offer by way of secondary systems and hull reinforcement. As relatively fragile as the White Star is against a direct assault, its original design was even more vulnerable.

The White Star represents co-operation and a unity to be found in adversity. The Vorlons would never have agreed to give away some of their basic scientific principles were it not for the impending war with the Shadows. Likewise, it

required the fulfilment of a prophecy and the endorsement of the Vorlons themselves to convince the Minbari to accept humanity at all in the wake of the Earth-Minbari War. While the White Star is certainly a symbol of power in the galaxy, it is an even greater symbol of unity.

The Many Faces of the White Star

After some appalling losses to the Drakh and raiding forces that were growing too bold, too powerful and too well supported, President Sheridan was left with no choice but to increase the firepower at his command. He preferred to continue using the Rangers as his de facto military but there were too few White Stars to patrol the entire span of the Interstellar Alliance and there were some threats they simply could not deal with effectively without significant casualties.

His eventual decision was to commission new classifications of White Star to handle different roles in combat and in the pursuit of the objectives of the Anla'shok fleet. These new models included a carrier for multiple smaller craft and troops, a command vessel to coordinate ships in battle and even a much smaller vessel for use as a superheavy fighter craft. He revisited the original White Star design as well, improving its performance and striking power through advances made possible by the technical cooperation fostered by the Interstellar Alliance.

By 2265, all four variants of the White Star are in common use as elements of the ISA fleet. These, along with the Minbari ships specially built for the Anla'shok before the creation of the White Star, comprise the main military force of the Interstellar Alliance and can deal together with threats that would have proven far too dangerous for the first incarnation of the ISA's flagship. While White Star 1 will always have a fond place in history, the galaxy is a changing place and the Anla'shok understand the need to change with it.

White Star (Original Version, also called the WSC-1)

The White Star is a powerful vessel with firepower and endurance far beyond what its small size would suggest. Combining all of the advantages of Minbari ship design with many of the benefits of Vorlon living materials, White Stars are agile, resilient and capable of handling almost anything a hostile galaxy can throw at them. With enough speed to evade capital ships they cannot engage directly, a White Star is usually crewed by truly elite personnel, making them even more effective.

Colossal Spacecraft; hp 400; DV 20 or 22 (-8 size, +18 agility) [+2 when EM Shield is active]; DR 18 or 20 [+2 when EM Shield is active]; Spd - (60 in atmosphere); Acc 14; Dec 14; Han +3; Sensor +10; Stealth 25; SQ:

Atmospheric Capable, EM Shield, Jump Point, Long-Ranged, Minbari Flight Computer, Living Ship (healing capacity only), Remote Automation; Cargo 50,000 lbs.; 2 Officers, 6 Pilots, 4 Sensor Operators, 18 Crewmen

Weapons:

Improved Neutron Laser; 1 Boresight; Attack +6 (targeting computer, +4 when EM Shield is active); Damage 150+5d10; Critical 17–20; Range 8

Four Molecular Pulsars; 4 Front; Attack +5 (targeting computer, +4 when EM Shield is active); Damage 20+2d10; Critical 18–20; Range 8; Rapid Fire, Pulsar

Craft (2):

2 Flyers (standard)

White Star (Upgraded Version, also called the WSC–2)

An improved version of the already impressive White Star, this model was built to incorporate the advances in Minbari and Earth technologies in the short time since the original design went into full production. The WSC–2 is a superior craft in many respects, though its differences are not so great that it renders the original design obsolete. White Star WSC–2 are always commanded by Anla’shok; the original models of White Star have been generally relegated to religious caste Minbari operation and serve as a supplement to the growing WSC–2 fleet.

Colossal Spacecraft; hp 400; DV 20 or 22 (–8 size, +18 agility) [+2 when EM Shield is active]; DR 18 or 20 [+2 when EM Shield is active]; Spd– (60 in atmosphere); Acc 15; Dec 15; Han +4; Sensor +10; Stealth 28; SQ: Atmospheric Capable, EM Shield, Jump Point, Long-Ranged, Minbari Flight Computer, Living Ship (healing capacity only), Pivotal Thrusters, Remote Automation; Cargo 50,000 lb.; 2 Officers (one or both are always Anla’shok Officers), 6 Pilots, 4 Sensor Operators, 18 Crewmen (usually a mixed compliment of Minbari and Human technical staff supplemented by Anla’shok)

Weapons:

Improved Neutron Laser; 1 Boresight; Attack +6 (targeting computer, +4 when EM Shield is active); Damage 150+5d10; Critical 17–20; Range 8

Four Molecular Pulsars; 4 Front; Attack +6 (targeting computer, +4 when EM Shield is active); Damage 20+2d10; Critical 18–20; Range 8; Rapid Fire, Pulsar

Improved Energy Mine; Boresight (typically); Attack +6 (targeting computer, +4 when EM Shield is active); Damage 30+4d10+stall or 10+2d10 (see rules text); Critical 19–20; Range 6; Burst Radius 4

Craft (3):

2 Flyers (standard)

1 fighter (Nial or Shial)



White Star WSC-A (Carrier Variant)

A true fleet capable of taking and holding objectives in space successfully requires certain elements. For all their strengths, the White Stars cannot carry enough shuttles or fighters to deploy them effectively or transport enough troops and supplies to turn the tide in any serious tragedy or conflict. The White Star WSC-A was developed to fill this role and does so admirably. Its hangers are all fully shielded and the design boasts enough support weapons to make the carrier useful in defence of its troop shuttles and fighters long after they have been released into hostile territory. Approaching the size of a Morshin carrier, these vessels are quite large and while they appear much like a standard White Star on the outside, their size and rear configuration reveal them as transports upon closer examination.

Colossal II Spacecraft; hp 600; DV 18 or 20 (-10 size, +18 agility) [+2 when EM Shield is active]; DR 18 or 20 [+2 when EM Shield is active]; Spd -; Acc 14; Dec 14; Han +3; Sensor +10; Stealth 24; SQ: EM Shield, Jump Point, Long-Ranged, Minbari Flight Computer, Living Ship (healing capacity only), Remote Automation; Cargo 150,000 lbs.; 3 Officers, 6 Pilots, 4 Sensor Operators, 24 Crewmen, 120 troop capacity with support gear

Weapons:

Improved Neutron Laser; 1 Front; Attack +6 (targeting computer, +4 when EM Shield is active); Damage 150+5d10; Critical 17-20; Range 8

Four Molecular Pulsars; 4 Front; Attack +5 (targeting computer, +3 when EM Shield is active); Damage 20+2d10; Critical 18-20; Range 8; Rapid Fire, Pulsar

Ten Fusion Cannons; 3 Front, 3 Rear, 2 Left, 2 Right; Attack +5 (targeting computer, +3 when EM Shield is active); Damage 10+3d10; Critical 18-20; Range 2

Craft (32):

6 Flyers or Shuttles (any Minbari or Earth type)

24 fighters (Nial or Shial)

2 White Star WSC-L (specialised bay, cannot hold any other vehicle)

White Star WSG (Gunship Version)

When the withering firepower of other White Star ships is not enough to turn the tide of battle, the ISA can deploy its 'big gun', the White Star WSG gunship. This vessel is roughly the same size as the WSC-A carrier but only has a single fighter bay capable of holding 12 craft. The rest of its room is taken up with gun ports, additional power relays and fire control systems. These modifications turn the WSG into a battleship with terrifying firepower. President Sheridan's only concern about the WSG is that at a distance it appears exactly like the WSC-A, making it likely that an opponent will mistake it for a carrier and attack it rather than flee from the swift demise the WSG represents.

Colossal II Spacecraft; hp 600; DV 18 or 20 (-10 size, +18 agility) [+2 when EM Shield is active]; DR 18 or 20 [+2 when EM Shield is active]; Spd -; Acc 14; Dec 14; Han +3; Sensor +10; Stealth 24; SQ: EM Shield, Jump Point, Long-Ranged, Minbari Flight Computer, Living Ship (healing capacity only), Remote Automation; Cargo 150,000 lbs.; 3 Officers, 6 Pilots, 4 Sensor Operators, 24 Crewmen, 120 troop capacity with support gear

Weapons:

Six Improved Neutron Lasers; 3 Front, 1 Left, 1 Right, 1 Rear; Attack +6 (targeting computer, +4 when EM Shield is active); Damage 150+5d10; Critical 17-20; Range 8

Twelve Molecular Pulsars; 6 Front, 2 Left, 2 Right, 2 Rear; Attack +5 (targeting computer, +3 when EM Shield is active); Damage 20+2d10; Critical 18-20; Range 8; Rapid Fire, Pulsar

Special System: EM Shield

Currently only installed on the White Star in all its different configurations, the EM shield is a defensive device that generates a field of coherent electromagnetic energy to make the defended ship both harder to hit and more resistant to damage. EM Shields are slightly disruptive to the targeting system of a ship bearing them, penalising attack rolls made when the shields are active by their rating. The EM shield on the White Star has a rating of 2, adding its value to the ship's Defence Value and Defence Reduction but penalising its attack rolls by -2 while functioning. Turning an EM shield on or off is a free action that must be declared at the beginning of the ship's turn.

White Star WSC-L vessels are fitted with a smaller version that, while it has similar beneficial properties, only has to cover a limited hull size and does not generate as powerful a field. This reduced output mitigates both the benefits and the disruptive side-effects of the EM Shield - the WSC-L suffers only a -1 penalty to its attack rolls but gains only a +1 bonus to Defence Value and Defence Reduction.

Energy Mines

As part of the technology-sharing pact signed by the member races of the ISA, the Narn Regime have submitted the design behind their remarkably effective energy mines to the Anla'shok for inclusion in the upgraded White Star WSC-2. These are extremely potent weapons that have been designed to damage enemy vessels at long range and break up attacking formations before they can engage at full force. Though unlikely to cripple warships, they are capable of scoring telling damage and are absolutely lethal to deployed fighters. Based around a warhead with a self-generating plasma field, energy mines are pre-programmed on launch to detonate at a set range, unleashing a destructive pulse with a huge area of effect which allows them to batter several vessels at once.

An energy mine is targeted at a specified square, rather than an enemy spacecraft and the attack is required to hit Defence Value 10, modified for range and speed as normal. Any object within the target square or up to 2 squares away from this point will be automatically hit by the energy mine, taking 20+3d10 points of damage.

Improved energy mines exist and are the standard fitted mine in the WSC-2 and WSG variants. This is a normal energy mine with an explosive range of 4 squares as opposed to 2. Within 2 squares of the detonation point, damage is 30+ 4d10 and any fighter class vessel surviving the damage must make an immediate Pilot skill check at DC 20 or be stalled and unable to make any manoeuvres or attacks for 1d4 rounds. At a distance of 3 to 4 squares from the detonation point, damage is 10+2d10 and has no additional effect.

Ten Fusion Cannons; 5 Front, 2 Left, 2 Right, 1 Rear; Attack +5 (targeting computer, +3 when EM Shield is active); Damage 10+3d10; Critical 18-20; Range 2
Two Improved Energy Mines; Boresight (typically); Attack +6 (targeting computer, +4 when EM Shield is active); Damage 30+4d10+stall or 10+2d10 (see rules text); Critical 19-20; Range 6; Burst Radius 4

Craft (14):

2 Flyers (standard)
12 fighters (Nial or Shial)

White Star WSC-L (Superheavy Fighter Variant)

A miniature version of the White Star faithful in every detail to the exterior hull design, these craft are deadly fighters with a speed, mobility and grace unmatched by any other ship their size in the galaxy. Almost too swift and agile, the WSC-L takes a master pilot to control and can easily be the death of a lesser operator. With an Anla'shok pilot at the controls, the WSC-L is an incredibly lethal craft capable of taking on smaller capital ships with a reasonable chance of success. A formation of WSC-L, while a rare sight in the ISA, can spell the death of any vessel unlucky enough to be in their sunsights.

Huge Spacecraft; hp 60; DV 27 or 28 (-1 size, +18 agility) [+1 when EM Shield is active]; DR 10 or 11 [+1 when EM Shield is active]; Spd - (60 in atmosphere); Acc 16; Dec 16; Han +5; Sensor +9; Stealth 28; SQ: Atmospheric Capable, EM Shield, Grapple, Long-Ranged, Minbari Flight Computer, Living Ship (healing capacity only), Pivotal Thrusters; Cargo 1,000 lbs.; 1 Pilot, 1 Gunner (gunnery systems be operated by the pilot but all attack rolls and Pilot skill checks suffer a -2 penalty)

Weapons:

Two Tri-linked Light Fusion Cannon; 2 Boresight; Attack +4 (targeting computer, +3 when EM Shield is active); Damage 3d8; Critical 18-20; Range 1
Light Molecular Pulsar; Boresight; Attack +4 (targeting computer, +3 when EM Shield is active); Damage 10+1d10; Critical 18-20; Range 5; Rapid Fire, Pulsar

White Star WSC-O (Command Variant)

Every fleet needs a powerful, capable command vessel and the ISA's Anla'shok fleet is no exception. The White Star WSC-O is a deadly craft as long as a Sharlin and just as effective in battle. The WSC-O is designed to act as a command and control ship for an entire fleet and has a large part of its mass dedicated to sensor arrays and extremely reliable communications gear based on technology donated by the Great Machine of Epsilon III. This dedicated

equipment reduces the stealth capabilities of the WSC-O but this is not considered a significant drawback as the WSC-O is not designed to hide in any case.

Colossal III Spacecraft; hp 700; DV 13 or 15 (-12 size, +15 agility) [+2 when EM Shield is active]; DR 20 or 22 [+2 when EM Shield is active]; Spd -; Acc 10; Dec 10; Han +3; Sensor +12; Stealth 30; SQ: Atmospheric Capable, EM Shield, Jump Point, Long-Ranged, Minbari Flight Computer, Living Ship (healing capacity only), Remote Automation; Cargo 50,000 lbs.; 3 Officers (one is always an Anla'shok Officer), 9 Pilots, 6 Sensor Operators, 30 Crewmen (many key roles on Command White Stars are filled with members of the Anla'shok); Special Feature: The WSC-O cannot have its communications disrupted by any means, including energy fields and physical obstructions

Weapons:

Three Improved Neutron Lasers; 3 Front; Attack +6 (targeting computer, +4 when EM Shield is active); Damage 150+5d10; Critical 17-20; Range 8

Six Molecular Pulsars; 4 Front, 2 Rear; Attack +5 (targeting computer, +3 when EM Shield is active); Damage 20+2d10; Critical 18-20; Range 8; Rapid Fire, Pulsar

Fifteen Fusion Cannons; 5 Front, 4 Rear, 3 Left, 3 Right; Attack +5 (targeting computer, +3 when EM Shield is active); Damage 10+3d10; Critical 18-20; Range 2

Two Electro-Pulse Guns; Boresight; Attack +5 (targeting computer, +3 when EM Shield is active); Damage special; Range max. 1

Craft (15):

2 Flyers (standard)

12 fighters (Nial or Shial)

1 WSC-L (external mount, no hangar)

Aboard the White Star

Even by Minbari standards, the interior of a White Star is an impressive display of architecture and science. The walls are all internally lit, as each wall panel is carved from the abundant jenek crystal deposits found on Minbar. Jenek crystal, when exposed to a constant current, illuminates, generating a soft ambient glow that provides light through the entire ship. Because jenek radiance is controlled by the amperage of the energy running through it, this light can be dimmed or intensified as needed.

The floors of the White Star are a micro-textured synthetic metal that appears very slick but offers excellent traction. Because the Minbari use gravity lifters for all heavy loads, the floors do not need to be smooth in the traditional sense, even in the cargo bays. Instead, they can be and are embossed with numerous Minbari symbols and prayers of

good fortune. Every inch of the White Star is a liturgy to the powers of the universe in one fashion or another. For a religious caste Minbari stationed aboard a White Star, the ship is essentially living scripture – a holy temple in space.

The chassis of a White Star is crafted from the most resistant alloys the Minbari can create and are shaped in such a way to provide elegant running lines and an almost deceptively peaceful appearance. While the neutron laser and pulsar arrays can be seen as gun ports flush with the hull, the ship does not appear to be well armed or overly hostile. In fact, part of the design specifications called for a hull design that would be entirely unrecognisable and not immediately noticed as Minbari in nature.

It was for this reason that the weapon systems of the White Star had to be entirely new. The pulsars, while based on a Minbari weapon model, were altered in some ways improved before fitting them to the White Star. The pulsating blasts they generate do not mark them as being Minbari or from any other known race's weapon technology. The neutron lasers fire a constant beam of energy that, while similar to both Minbari and Earth laser weaponry, have been cycled through a green filter array to change the colour of the outgoing energy. Even a simple change like this proved to be enough to confuse observers as to the origin of the craft.

While the White Star was designed from the frame up to be a mystery, its effectiveness has become well-known and its configuration has proven itself long after its origin was revealed. The White Star is the fastest vessel of its type, carries a staggering amount of firepower and can form its own jump point, a feat that had never before been accomplished with a ship of its small size. This, combined with its living technology and Vorlon electromagnetic defence, makes it a unique craft and a powerful symbol of the wonders that are possible under the leadership of the Interstellar Alliance.

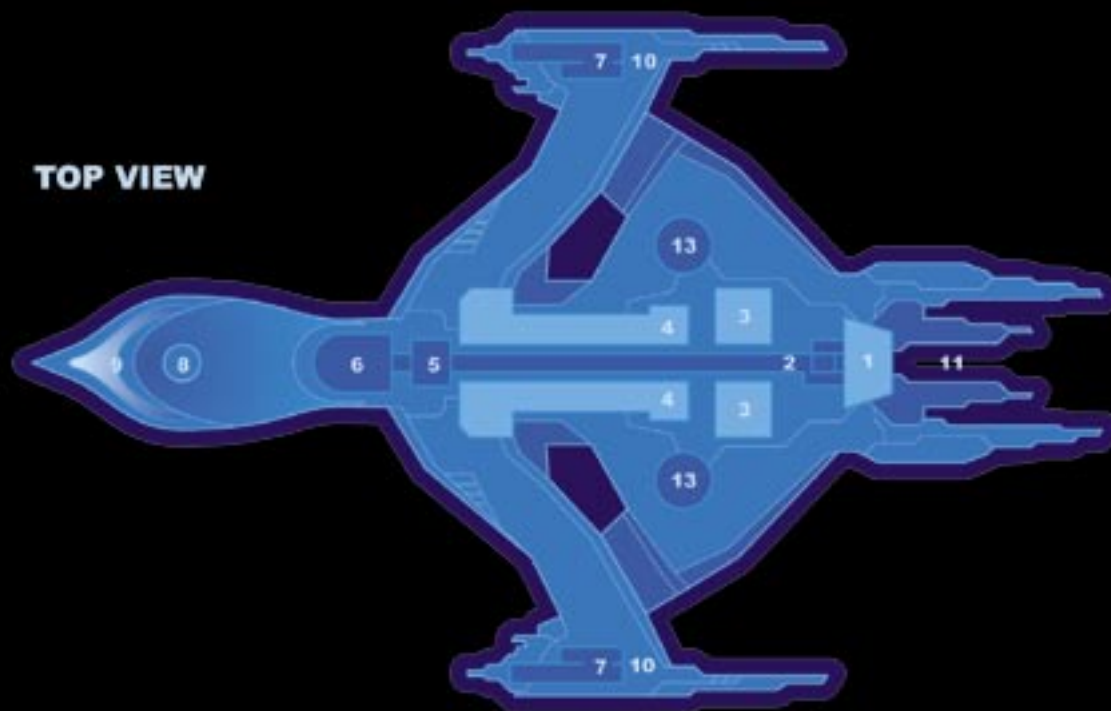
A Walking Tour

He stared, wide eyed, as the shuttle came to a stop in the wide bay. The walls outside were glowing, much as the smiling face beside him seemed to beam with happiness. 'All right, Deleenn. What is this?'

She laughed softly, a sound he could not help but find utterly charming. So many things she did lately affected him like that. She would smile and, feel like it or not, so would he. Sheridan did not know what was happening in his life any more. Shadows, the state of things back home, Marcus and all this business with 'Rangers'; it was enough to drive a man crazy and he has been feeling pretty insane lately. But Deleenn

WHITE STAR

TOP VIEW



SIDE VIEW (wings removed)



- 1 Landing Bay (deeper and taller than it appears on scale)
- 2 Main Corridor (connects every vital section of the vessel)
- 3 Crew Quarters (starboard) / Command Staff Quarters (port)
- 4 Engineering Decks (connected by crawlspaces to all technical areas)
- 5 Security Point (reinforced bulkheads designed to repel boarding attacks)
- 6 Bridge (contained in upper section of vessel, connected by crawlspaces)
- 7 Pulsar Arrays (self-contained with emergency power system)
- 8 Jump Point Generator (connected by crawlspace, totally automated)
- 9 Tactical Deck (includes neutron laser array and emergency power system)
- 10 Gun Wings (weapon containment and manoeuvring thrusters)
- 11 Tail Fins (engine compartments and secondary power generation)
- 12 Crawlspaces (equipped with blast doors for reinforcement)
- 13 Computer Cores (self-contained, hybrid Vorlon-Minbari Systems)

would appear right when he was at the end of his ability to cope and smile and everything would make sense for a while.

Except for now. This place, this ship, this did not make sense at all, no matter how beautiful she looked when she was smiling. He could not just accept this. He had to know what he was seeing.

'You have that face again, John. That 'this is not something I can give orders to' face.' And she laughed and he was almost unable to respond. Powerful as her smile had become over the past few days, her laugh was even more potent. He was about to give up and just accept that somehow this amazing thing was a normal part of the universe when the far door of the alien-looking landing bay slid open and four Minbari in flowing robes stepped in.

Sheridan, war hero from a decade before, still had an instinctive reaction to the sight of Minbari, especially when he was feeling out of place in an unknown ship. It broke Delenn's spell and returned his questions to his lips. 'Delenn, please. What is all this?'

She shook her head but the half-Minbari woman did not seem truly upset. 'If it takes a lifetime, John, I will teach you faith. But for now, let me show you around your ship.' She took him by the hand and led him out of the flyer to meet with the crew standing nearby.

For his part, John was so distracted by the touch of her hand and the thought of having her around for a lifetime that he totally missed the words, 'Your ship'...

The Landing Bay

Any tour of the White Star must begin as John Sheridan's did – in the landing bay of the White Star in the aft section of the vessel. A spacious bay with room enough for two Minbari flyers, its configurable facilities can be made to accommodate virtually any shuttle type from any of the major races with the exception of the bulky transports of the Pak'ma'ra. Vree transport shuttles, because of their great width, can be accepted but the bay would not be able to hold any other vehicle while doing so.

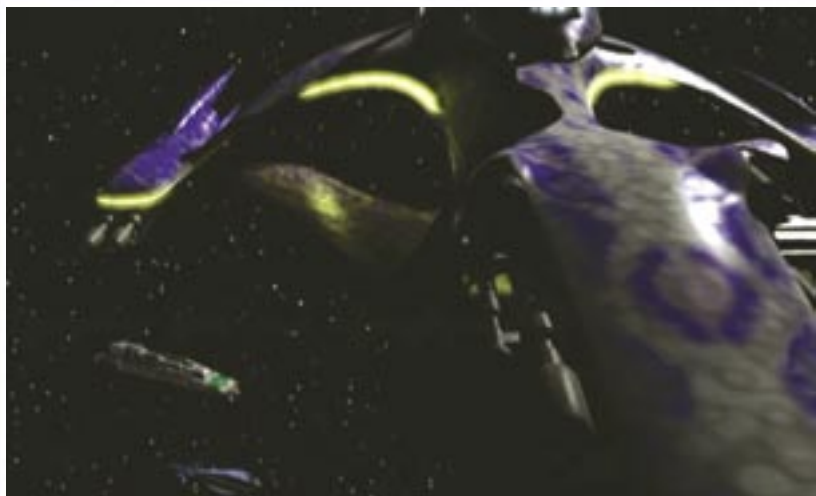
The bay itself is shaped like a convex disc with the rounded section making up the ceiling. There are no supports to get in the way of vessels and cargo inside; the bay is completely formed of a single piece of synthetic crystal

polymer and aside from a slight flexibility to keep it from shattering when the ship is impacted in combat it is entirely stable.

The landing chamber has two compartments demarked by a line of glowing patterns in the floor. There is nothing physically separating them from each other but a collapsing wall of mnemonic ferricite can be activated to isolate either or both compartments and the ships inside if the need arises. Both bays are also equipped with a gravitic impellor/tractor beam that can aid in docking or push a vessel out of the bay should there be an emergency reason to do so.

The wall of the landing bay opposite the docking doors is heavily reinforced and has two entrances. One leads to a sloping passage that takes workers and crew into the hold and is used to transport goods and supplies to and from docked vessels. The other door leads to the ship's main corridor and provides access to every other major section of the ship. The wall is also covered in dozens of specialised compartments for tools, maintenance gear and gravitic platforms for handling cargo.

Unless there is a ship at dock or a reason to expect one, the bay is left unmanned. As the White Star cannot hold fighter craft, there is little need to maintain a staff in the landing bay even during combat. In fact, when a battle is imminent, a sheath of ferricite covers the doors leading from the bay to the rest of the ship to prevent successful boarding manoeuvres. When ships are using the docking facility, a crew of one to three are present to handle cargo unloading, basic maintenance and to observe the ritual of Jen'lamier (a Minbari tradition aboard spaceships crewed by the religious caste that essentially involves having someone near a docked vessel to ensure that it does not 'feel lonely').



The Cargo Hold

Sheridan glanced at the other door as Deleenn opened the one in front of them. 'Where does that go?' he asked in a hushed tone. He was not entirely sure why he was being so quiet but the other Minbari had made virtually no sound since he and Deleenn had come out of the shuttle. Subconsciously, he did not wish to be rude. Consciously, he was just overwhelmed.

She smiled. 'You would call it the hold, though I have never understood the term. It has no hands, so it really cannot hold anything, can it? We call it the lohrg, which means storage but I suppose such a term would be too straightforward for you Humans.'

This chamber is accessed by two long hallways that extend from either end past heavy doors that can be locked to pressurise the room during combat. Lined with racks of cut crystal, the cargo hold has the capacity to hold more than 40,000 pounds worth of supplies at any given time and keep every craft faced forward for easy identification and access. A complex internal scanner and inventory control system works automatically to keep a running total of what is held within the bay at any given time.

This system is totally automated, allowing the bay to remain unmanned during flight. When supplies are needed, a crew member for the relevant area of the ship can enter the hold, check the readouts that are stationed periodically through the area and retrieve whatever is needed using a gravitic platform. Ten platforms are held in recharging stations in the bay as well, linked to the inventory control system to update from its database anything that enters or leaves the hold on them. The four platforms in the landing bay have the same capability.

One extremely valuable feature of the cargo hold involves its racks. Each rack has a small independent gravity system that locks down the materials above it and prevents shifting even during the violence of space combat. This gravity field is powerful but also selective and uses the inventory control computer to determine how much pressure can be applied to a given crate or box without crushing its contents. For overly fragile supplies (such as foodstuffs and crystal relays), more traditional netting is used for securing their containers.



The Main Corridor

Sheridan had not believed he could be any more impressed but this hall was just incredible. The walls were a scintillating pattern of what looked like internal light shows in constantly shifting colours. The ceiling overhead was crossed with arches and looked more like a cathedral than the access way of a starship. They passed many doors and at each one, he found himself wanting to look.

She must have read the look on his face because Deleenn said softly, where the crew behind them could not hear, 'There will be time for that later, John. I promise.' She squeezed his hand as they walked and when she did, he was too distracted to wonder what was next.

With the exception of the bridge, the main corridor of the White Star is considered by most of its designers to be its finest engineering and artistic achievement. Running the full length of the ship from the landing bay to the security point behind the bridge, the main corridor is the longest uninterrupted hallway ever incorporated into a Minbari spaceship.

It represents the soul of the vessel and is consequently filled with religious glyphs and elegantly flowing passages from the many holy texts of the Minbari. The architecture is based on the main temple in Tuzanor and is a comforting sight for Anla'shok that have never travelled from Minbar before. Several passages from the Code of the Anla'shok can be found along its length; they are here to remind the Rangers stationed aboard of their duties and to provide them with something familiar amidst the overwhelming sight of the White Star itself.

It is possible to get anywhere in the ship from the main corridor; doors lead to every other substation of the White

Star and can be accessed fully by any member of the crew. This lack of internal security is endemic of the trust the Minbari have for each other; it was never considered important to design an access control feature in a vessel crewed by their own kind. In later versions of the White Star, certain key doors require an access scan performed by reading the lines of a crewman's hand.

The main corridor has a pair of small ground cars capable of holding four people stored at either end for quick travel. These cars move at a maximum speed of 30 kilometres per hour but they have the additional benefit of being able to transport a pair of gravitic platforms in a rear mount and allow crews to transit the length of the hallway while moving heavy loads. Each car has a slaved remote automation circuit that returns it to its designated recharging bay when it is not in use. Most Anla'shok aboard White Stars avoid the ground cars, preferring the brisk exercise of walking the ship's main corridor themselves.

Security Points

They reached the end of the hallway and John felt a little winded by the long walk. Delenn has taken it easy on him the last hundred feet or so but he still made a mental note to start hitting the gym back on Babylon 5 when they returned. Ahead, a set of reinforced doors marked the terminus of the corridor. They were flanked by a pair of combat armed and armoured Minbari standing behind emplacements of translucent crystal.

John immediately felt his adrenaline racing and subconsciously tensed for trouble. Delenn, again sensing his mood, laid a hand on his shoulder. 'Do not fear, John. They are here to secure the bridge. I ordered that none come in or out until you arrived.'

Part of him relaxed at the touch. Another relaxed with her words. He did not fully come off his guard at they passed the sentinels in black body armour, a fact the slightly disapproving gaze of Delenn made him regret. He wanted to trust them and he did trust her but the Earth/Minbari War left many scars, some of which ran very deep indeed.

Built into the main corridor and after the entrance doors to engineering, the tactical deck and the access hall leading out of the cargo hold into the rest of the White Star, these heavy check points have reinforced bulkheads, security doors and automated weapon systems that can only be controlled by the internal computer system on the ship's bridge.

Each security point has a folding screen of resistant crystal (this offers $\frac{3}{4}$ cover to anyone within 5 feet of it) that can contract to protect just a single user or expand for up to four

Medium-sized defenders. The security point defending the bridge has two screens which, when fully deployed, grant a Hardness 12, 100 hit point barrier in front of the door leading to the command staff and the front of the vessel. This point is continuously defended by a pair of elite Minbari guards, usually drawn from the religious caste and trained in the combat arts by the Night Walker warrior clan as part of an ancient agreement with the Anla'shok.

Security points are fully screened and have scanning equipment capable of making Search and Spot checks with a +15 bonus against concealed weapons, explosives and individuals under the effects of the Disguise skill or devices like a changeling net. This scanner is always active and can benefit from up to two individuals using the Aid Another action to improve its capabilities.

The Bridge

He sat in the chair, feeling it adjust to fit him perfectly. This room was amazing. Its forward view screen was not really a screen at all; it was more like a curtain of light. He was impressed with how efficient everything seemed to be but what was more incredible was how simple the operators made controlling the ship appear. There were no massive banks of computer equipment and the only indicators seemed to be a few rows of crystals at each station.

'What do you think, John?' Delenn, unmasked delight on her face as she looked around, laid her fingertips on his arm as she spoke. He was speechless, unable to answer as all around him, the ship shimmered and sang.

The bridge of the White Star is a relatively small chamber, especially considering how vital it is to the operation of the ship. There is only enough room for the captain's seat in the centre of the bridge and six workstations. Each station is forward facing, though the lozenge shape of the room means that every position except the captain's seat is angled slightly so that each bridge crew member is facing the main holographic display.

The captain's seat is a simple array of basic command features and a self-adjusting chair that reads the body contours and vital signs of its user and modifies its shape, temperature and position to perfectly match his needs. The command displays lie along each armrest and allow a captain fluent in the religious and worker caste languages of the Minbari to monitor every ship system and all pertinent combat information during battle. These screens are palm sized, respond to voice commands and are touch sensitive; no external controls are needed to bring up any given data or change the display.



The two rear-most stations are set almost inside the walls of the bridge and are virtually concealed from the rest of the room. These stations are the control centres for climate, power and internal ship systems. They are only occasionally relevant to standard operations but must be commanded quickly when a crisis arises. Thus they are present on the bridge but have the farthest placement from the captain so that their presence is not a distraction when they are not needed.

The middle two stations are control consoles for the ship's navigation and jump capabilities. They are located behind the captain's chair but easily within voice reach and can be observed simply by turning in the seat to face them. These consoles are voice-activated and also feature crystal sensors for precise manipulation of engines, positional thrusters and main engineering. Skilled operators must be able to speak all three tongues of the Minbari and have excellent eye hand coordination to get maximum performance out of the White Star. Only one station needs to be manned but the cautious nature of the Minbari provides for two centres in case one is damaged or its controller is incapacitated in battle.

The forward two positions sit right in front of the captain's seat and are within a few feet of the main view screen. These centres are the only workstations to feature chairs and have the equivalent of tri-optic visors (though these grant no overt bonus and simply allow the operators to use the sophisticated systems of the White Star) built into the headrests. These are the tactical consoles of the ship and the operators that use them command the White Star's awesome firepower and EM shielding. The left console monitors and fires the ship's main gun, the neutron laser. The right console handles the ship's multiple molecular

pulsars. Both stations can cross over and command the entirety of the ship's weapons and defensive systems as a redundancy feature against losses in combat.

The centre of the room directly under the captain's chair bears an emergency hatch that leads down to the connecting corridor between the front of the vessel and the cargo hold. This hatch comes out right behind the security point in that corridor, making this a safe and well-guarded means of evacuating the bridge should an attack or structural damage require such.

Engineering Deck

'What am I looking at here?' The way the Minbari engineer next him reacted to his question, it seemed Sheridan had tried to offend his entire heritage. He was about to repeat the question, this time with a bit more irritation when Deless's touch stopped him again.

'Please forgive him, John. Like the bridge crew, none of these technicians speak your language. I will do my best to try and translate for you.' She spoke for a moment to the crewman, then nodded and turned back to him. *'This,' she said as she pointed to the row of incandescent tubes running the length of the room, 'is the main power array. This ship operates through artificially induced bioelectricity, contained in this matrix and sent throughout the White Star through conduits of crystal.'*

John tilted his head and stared at the tubes again. 'Bio, you say? As in, and forgive me if this sounds ignorant, alive? You mean this ship is alive?'

Deless smiled brightly, nodding. 'Exactly right.'

The true heart of the White Star, many of the devices and mechanisms on the engineering deck are only barely understood by the crew that operate them. There are a surprising number of sealed systems that simply have to be replaced when they are destroyed because no one aboard the White Star can repair them in any way. Of course, the ability to fix damaged systems is not as vital on the White Star as it is somewhat self-sustaining and can repair itself given time.

Unfortunately, time is a commodity in short supply during battle. For this reason and for basic maintenance of more standard systems, a large number of crew staff the

engineering decks at all times. The jump point generator is located near the front of the ship under the lower corridor linking the storage room to the bridge and requires two crew at all times to keep it ready for use. The main engines are further back and are optimally staffed for three with a fourth kept for basic errands to the rest of the vessel. Life support is a pair of curving tunnels and chambers that gird the ship around its port and aft side, constantly monitored by a single crewman each.

Connecting all of these sub-systems on the engineering 'deck' are a series of narrow tubes that run perpendicular to the ship's central gravity plane. These crawlspaces are only large enough for a fit Minbari to move through at relatively slow speeds; their narrow confines were a design compromise to keep the size of the ship compact enough to maximise the effectiveness of its electromagnetic field. Through these tunnels, every vital ship component and environmental control can be reached, replaced if need be and secured against tampering.

Of special note about the engineering deck is the electromagnetic generator. This device, which creates and sustains the protective field around the ship, is entirely Vorlon technology and is a fully living component of the vessel. While the Minbari have been given the secret of how to effectively clone the device for construction purposes, they have absolutely no idea how it works, what powers it or how to modify its function. The best the Minbari have been able to accomplish where the generator is concerned is altering its size through genetic manipulation to provide protection for different classes of White Star vessels.

Tactical Deck

He put his hand on the cowlings of what Deleenn had called the main battery for the ship's neutron laser, expecting it to be very warm. Instead, he found it oddly cool to the touch. 'On one of our ships,' he paused, correcting himself. 'I mean, on an EarthForce ship, these would be blistering after they fired. How do you keep them so cold?'

Deleenn sighed one of her polite 'Humans' sighs and sat down on one of the moulded chairs along the tactical deck's port wall. 'Always with you it is why or how? Does it really matter? If I told you that the

neutron laser feeds directly from the bio-cells below us and gain their power through a chemical reaction that produced no heat at all, would that make them any more effective in battle? Would the knowledge somehow let you repair one if it became damaged?'

John shook his head, knowing that what Deleenn was really saying was that the laser simply worked and that how was irrelevant. Still, he was glad to know what little she had told him.

The tactical deck of the White Star is an intricate array of computers all linked to the ship's main cortex directly over the bridge. These computers guide the ship's weapons and defensive systems in battle, tracking targets, identifying threats and aiming the ship's powerful guns with pinpoint accuracy. While the weapons of the White Star are powerful, it is the computers and tactical processors behind them that truly make the vessel as deadly as it is.

The tactical deck is a 'U' shaped band across the front of the ship accessible only by crawlspaces out of the engineering deck. Under normal circumstances no crew are required in the area as everything about their operation is automated and controlled from the two forward positions and the captain's seat on the bridge. The tactical area is only staffed when repairs or maintenance have to be performed; these activities require from one to four crew members at any one time; the cramped hallway linking the weapons and computers on the tactical desk is too small for more than six Medium-sized figures.



There is one component that no technician goes near on the tactical desk, the so-called 'column of light'. This kiosk of iridescent radiance seems to be made out of a motile form of resin and twinkles in apparently random patterns constantly. It is connected directly to the ship's main computer and is another device given to the Minbari by the Vorlons.

This item, which came from the ancient race with no explanation whatsoever, seems to affect both the weapons and the motive systems of the White Star in some incomprehensible way. When Kosh Naranek on Babylon 5 was asked directly by Captain Sheridan what the column of light was for, the only answer given was: 'When it is time, the eye will open'. In typical Vorlon fashion, Kosh refused to speak again on the matter and the column has remained a mystery ever since.

Crew Quarters

The tour came to an end with Deleenn walking him back to the doors along the main corridor. She took him to one of them and passed her hand in front of a crystal plate beside it. The door slid open to reveal a long room with several tilting tables down its centre. The room has very faint lighting and a strange, soothing music echoed down from its shadowed ceiling.

'The hour is late and you are tired. We will show you more tomorrow, perhaps even take the ship out for a whirl?' She frowned at the last few words, sensing that she had not gotten the Human euphemism quite right.

He smiled back, still dubious about what were apparently supposed to be beds. 'That's 'out for a spin' and I would like that. Are...' his voice trailed off as he gestured into the room, hoping she would not take the question the wrong way and hoping even more that he did not mean it as such. 'Would you like to help me figure out how these things work?'

If she took any offence or read anything into his intentions, she was the soul of diplomacy and did not let it show. 'No, I think it would be best for you to solve some mysteries on your own. Do not fear; I will not be far and when you wake.

Called alternately 'the finest and most relaxing quarters I have ever rested in once I got used to the beds' by President Sheridan of the Interstellar Alliance and 'the closest thing to real evidence that despite their surrender at the Battle of the Line, the Minbari do still hate us' by Commander Susan Ivanova, it is clear that the quarters for crew and command

staff are not to everyone's preferences. Minbari appreciate the traditional sleeping palettes with their adjustable angled position, while Humans tend to find them difficult to use and very uncomfortable.

Fortunately the beds can be moved to provide a horizontal sleeping posture, which makes them suitable for crew of any race. Unfortunately, the procedure for doing so is not very well marked and the lock to hold the bed at any one angle is quite easy to miss. This dooms the person using the bed to a moment of rest before being summarily dumped into the floor, where most of them stay out of sheer frustration. As the membership of the Anla'shok has opened up to other races, sleeping quarters have become more complex and accommodating for different body styles but the Minbari prefer the simple elegance of their open, slanted bed chambers and always ensure that at least one section of the crew deck is dedicated to such an arrangement.

The lighting in the crew and command staff decks is even more adjustable than on other parts of the ship and can be increased or lowered by single millibars of radiance by vocal command. The sound system in the chambers is also on voice control and beams sound in discrete 'pillars' of sonic energy that allow one sleeper to enjoy music or ambient noise when someone sleeping on the palette beside him only two feet away rests in total silence.

Storage of personal goods is accommodated for with lockers built into the far wall opposite each sleeping palette. These lockers were not coded with any form of lock or security protection for the same reason that no doors on the ship except those to the bridge were code locked. In upgraded versions of the White Star, these lockers are genetically typed to the crew and accessed through a gene scan of the user's hand.

It is not commonly known that there is, or rather was, a physical condition that led to the preferred sleeping posture of the Minbari. The Minbari explain that to sleep lying down is emulating death and should be avoided for spiritual reasons. This belief is based on a chemical imbalance in the cerebellum of the Minbari brain that could, several millennia in their past, shift if they rested horizontally and cause almost instantaneous death. This was a very rare condition that has since bred itself almost completely out of the Minbari but their fear of dying in their sleep remains.

Important Sites of the Anla'shok

One of the main strengths of the Anla'shok is their ability to function anywhere they may be needed. Their training makes them self-reliant to the point of not needing a main base of operations or even a permanent shelter for months or years at a time. They have survival skills and know how to blend in with almost any culture. They easily pick up languages and most Rangers know four or five tongues fluently in addition to their own.

This makes them very mobile and keeps them from getting tied to any one location for very long. Even so, there are a few places in the galaxy that hold a special significance for the Anla'shok. While the number of places that have been historically important to the Rangers over their millennia of history would be far too numerous to cover in any great detail, three examples stand out as particularly relevant to the Anla'shok.

The first, Tuzanor and the temple of the Rangers, has been mentioned many times in this sourcebook. First shown in *The Minbari Federation Fact Book*, it is expanded and revised in this chapter for its utility during campaigns involving the Anla'shok. No matter when a given scenario might be set, the temple in Tuzanor has always remained a focal point for the Rangers. Even when the Anla'shok left Minbar entirely at the behest of the Grey Council, they left agents behind to guard its hallowed halls and prepare for the day when war would once again come to their homeworld.

The second site, the ruined world of Kaddora, stands as a blackened reminder of the power of the Anla'shok and the terrible consequences of that strength wielded without conscience or control. The scarred and lifeless homeworld of the Zad'rak, Kaddora is now the site of an Anla'shok training ground and a required part of every Ranger's training regimen. One month learning Anla'shok history in the shadow of Kaddora's shattered mountains drives home to even the most apathetic student the horror of what can occur when rage is allowed to usurp reason – even for a moment.

The third site listed here is actually a general example of something intrinsic to the functioning of the Rangers, an Anla'shok cache. Scattered across the galaxy by the exodus fleets of the Era of Lost Hope and replenished during the reign of the ISA, these small shelters and storehouses of

weapons and supplies can be lifesavers to Rangers stranded in the farthest reaches of space. Protected in ways only the Anla'shok know how to bypass, caches represent one of the finest traits of the Anla'shok; Rangers take care of their own.

It should be noted that there are hundreds of other important worlds and areas that have played a part in the history of the Anla'shok. Zagros VII, Kandara and its mysterious ring and of course the homeworld of the Shadows, Z'ha'dum, will forever be part of their continuing saga. This sourcebook in no way wishes to diminish their role in making the Rangers what they have been, what they are and what they may become.

These three sites have been selected for special attention solely on the grounds of their usefulness to both Players and Games Masters during campaign play. Tuzanor is a vital part of any game involving Rangers; it is their foundation city and the seat of their leaders. Without Tuzanor, the Anla'shok would survive but at a terrible cost in memories and lore. Without Tuzanor, the order would be cast adrift. While it would likely recover over time, the scars left behind would never fully heal.

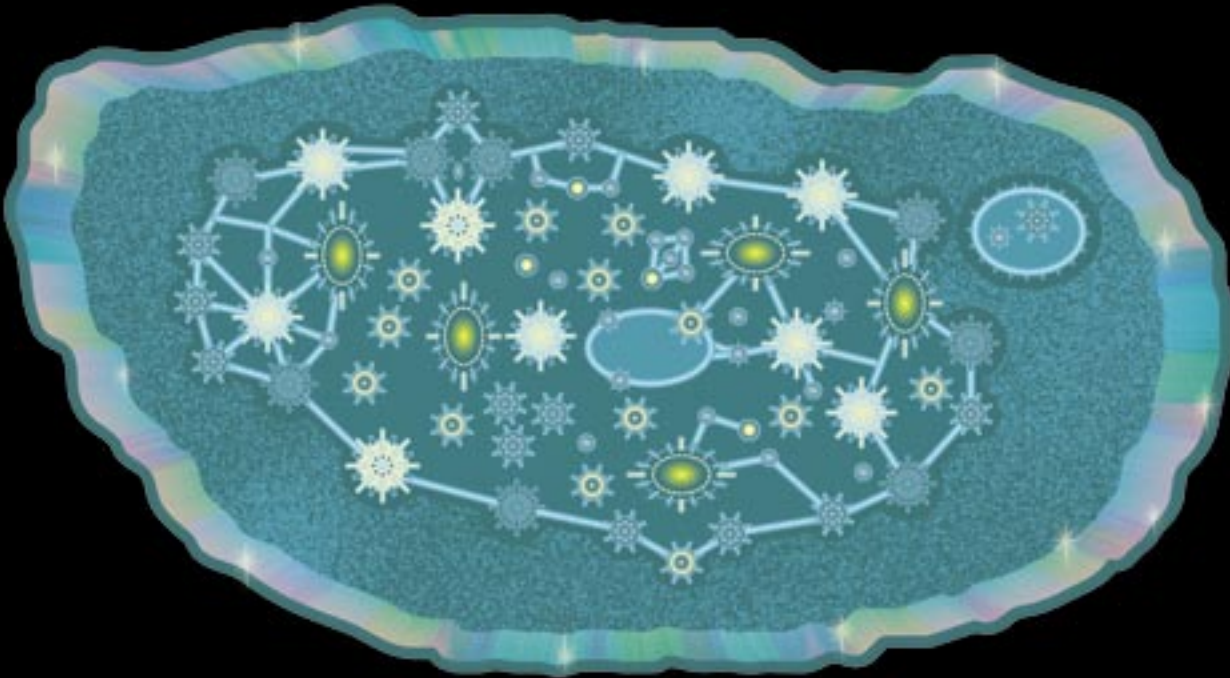
Kaddora is important not just because of the lesson it teaches but as an example of how remote training sites are constructed. The facility on Kaddora is indicative of how the Anla'shok build facilities on other worlds. Like the temple on Zagros VII, it is concealed and well-patrolled. Though the chance of Kaddora's discovery is extremely small, the Rangers there remain vigilant both to protect their base and as a continual exercise in never letting down their guard.

The detailed Ranger cache is given for the same reason – as an example for later use. Virtually every cache in the galaxy is built using the same diagram and stocks the same supplies. While some variation is unavoidable and even appreciated, this example cache should be taken as rote for what desperate Anla'shok can expect to find. Always storing the essentials, these caches are a light in the darkness when discovered, often seen as a gift from Valen himself.

Tuzanor, Minbar

Widely known as Valen's favourite city on Minbar, Tuzanor is also called the 'City of Sorrows'. This epithet is remembered in the Minbari saying, 'To dream in the City of Sorrows is to dream of a better future' and comes originally from a terrible battle that raged here before the time of Valen in which millions of Minbari perished between the setting of the sun and its rise again the next morning. Valen was said to love the architecture of this

TUZANOR - The City of Sorrows



- | | |
|--|---|
| 1 Minbari Monitoring Station | 10 Fleet Control Base |
| 2 The Veil of Bright Dreams | 11 Water Distribution Centre |
| 3 Main Landing Platform | 12 Residential Tower |
| 4 City Central Administration | 13 Planetary Neutron Laser Battery |
| 5 Shrine of Valen (Headquarters of the Religious Caste) | 14 Civil Engineering (Headquarters of the Worker Caste) |
| 6 Anla'shok Academy | 15 Memorial of Endless Tears |
| 7 Power Generation Towers | |
| 8 Chambers of the Grey Council | |
| 9 Military Logistics (Headquarters of the Warrior Caste) | |

city because of its difference from the other constructions of the Minbari and the distinct sense of peace he always felt at giving over its crenulated minarets at night.

One of Tuzanor's most unique features is the Se'en Voltayn, the 'Veil of Bright Dreams', a crystal-laden ridge that surrounds the city at a distance of over a kilometre and is illuminated at night through the naturally stored sunlight of the previous day. This ridge is the inner wall of a crater that was formed when the city settled into the planet's surface following the terrible battle that gave Tuzanor its name. The breathtaking formation of the glowing ridge wall is said to be the resting place of all those who were lost in that conflict. Legend has it that the light is the radiance of the dreams and hopes of the slain. It is in this crater of light that young Anla'shok students meditate each night while they attend the Ranger Academy located here.

Tuzanor has had a long and troubled history where the Anla'shok are concerned, even existing at one time as a military headquarters under the equivalent of total martial law under Ranger control. While those days are long past and for the most part forgiven, they are certainly not forgotten. The Grey Council's Chambers, built in a prominent place inside the city walls, are a quiet but constant reminder of the past. The Anla'shok are always careful to remain respectful of the rightful authority on Minbar and no longer get involved in city politics.

Even so, it is not uncommon to hear an older member of the Anla'shok call Tuzanor 'the city of the Rangers'. This is not to imply that they retain any control over it any longer but rather a reference to Valen's preference for this one place on all of Minbar. While the members of the Anla'shok do not seek any power over the citizens of Tuzanor and would never wish to interfere with the Grey Council as their ancestors once did, there is no denying their special connection to this place.

Dreamwalking in Tuzanor

While this activity is not officially sanctioned by the leaders of the Anla'shok, it has long been accepted as a tradition among the students of the Academy. The walk is an arduous hike over the entire face of the Veil of Lost Dreams and requires great stamina to complete before Minbar's sun rises. Only characters with a Constitution of 13+ or the Endurance feat can even attempt the dreamwalk; those with less endurance cannot complete the six hour, all-night trek it entails.

To succeed in the dreamwalk, a Player must make a staged Fortitude save at each of 12 checkpoints, each one equidistant like the numbers of a clock face. The first is a DC 5 and is almost automatic, especially for those with the Endurance feat as the bonus granted by it applies to these saving throws. Each saving throw has its DC increased by 2, making the difficulty 7, 9, 11, 13, 15, 17, 19, 21, 23, 25 and finally 27 as the walker returns to the same point he started. Making a DC 27 Fortitude saving throw is very difficult and those few that can do so receive great respect from their peers for the stamina it represents.

Failure on this saving throw means the dreamwalker completes that leg of the journey successfully but the physical exertion takes its toll. Each failed saving throw costs the walker 1d3 points of subdual damage and he becomes fatigued. A character with the Endurance feat can reduce this damage by 1 point but cannot take less than 1 point from a failed save and still becomes fatigued. Fatigued characters who fail a Fortitude save will become exhausted – exhausted characters will fall unconscious.

Despite how draining and difficult the walk itself can be, exhaustion is not the Veil's greatest danger. Once the sun rises over Tuzanor, light refracted off millions of internal facets floods the walkways carved into its face. While this light is primarily aimed up away from the city, it shines fully onto anyone still walking across it. This radiance can be fatal, as it causes 1 point of heat damage for each minute of exposure and forces a DC 15 Fortitude save every five minutes not to be blinded for 1d12 hours. A natural 1 rolled on this saving throw results in permanent blindness requiring modern medicine, a DC 25 Medical skill check and a three hour surgery to correct.

Tuzanor is the safest haven the Anla'shok have in the entire galaxy. Even with the advent of Babylon 5 and its special place in the hearts of the younger Rangers, it cannot hold with the feeling of history that emanates from the walls of the Anla'shok temple or the majesty of the Se'en Voltayn glowing like a halo in the dark of night. Tuzanor is undeniably the city of the Rangers, so much so that when the Grey Council was disbanded and reformed, they felt it necessary to formally request permission from the Anla'shok to return. The day this permission was granted, many of the old wounds between the Council and the Rangers were finally healed.

When the Minbari civil war broke out all over Minbar, Tuzanor was the one major city on the planet that was not affected by the fighting and devastation that scarred so many others. The people of Tuzanor did not take up arms against each other; their spirit of solidarity was more powerful than the loyalty they felt to their castes. It has

been said that the people of the City of Sorrows are children of Valen first and Minbar second; the Minbari civil war proved this to be true.

Visiting Tuzanor is a remarkable experience for both Minbari and non-Minbari alike, as it is quite dissimilar to any other city on Minbar. Indeed, Tuzanor is unique in all the galaxy in both architecture and attitude. A famous Shal once wrote of Tuzanor, 'A beautiful dirge given form, life in this place is a eulogy to all that have gone before and a wake for those who have yet to be. To live in the City of Sorrows is to mourn the past and silently await the future.'

These words seem quite true to those who come here. Citizens of Tuzanor are very subdued and respectful. There are few loud noises, no crime of any kind (though this is essentially true of any Minbari city) and while there is always light it is ambient and ranges through many different shades of white, blue, green and violet. The city is

never dark; even at night the Veil of Bright Dreams bathes the city in an oddly comforting yet intrinsically eerie pale glow.

1: Minbari Monitoring Station

This tall edifice is one of the most advanced buildings in Tuzanor, yet still looks like an ancient monolith of crystal and silver steel. The top of the building is the only part of it that gives away its purpose; a collection of comm towers and detection aerials stretch up past the rim of the crater in which the city rests. This building places Tuzanor in communication with the rest of the Federation and provides an early warning system in case of attack. The range of the city's sensors in conjunction with the satellites in orbit in key positions over Minbar allow the Monitoring Station to receive and transmit anywhere within the Minbari Federation.

This building is as vital to the Anla'shok as their link to the Shrine of Valen and the Academy. While both locations have communications gear of their own, they cannot match the range and signal strength of the monitoring station. Without it, they would be limited to in-system communications only and would have to bounce transmissions off fleet vessels and other facilities to talk with Tuzanor – not nearly a secure enough means of communicating for the Anla'shok.

2: The Veil of Bright Dreams

As described above, the Se'en Voltayn surrounds the city of Tuzanor and glows at night as it releases the stored light of the previous day. Even on overcast days, the ultraviolet radiation of Minbar's intensely bright sun is enough to fully illuminate the crystal and leave the city bathed in spectral light until morning.

There are several cut paths along the face of the Veil and it is considered a rite of passage among the Anla'shok (and many of the citizens of Tuzanor as well, especially those of the warrior caste) to attempt a 'dreamwalk' before any major event in their lives. This is actually quite a challenge, even for the physically fit Anla'shok, as it entails completely circling the Veil using the walking paths that lie halfway up its surface. A long walk by any standards, it is made more difficult because of the inherent time limit involved. A dreamwalk can only be taken at night because from sunrise to sunset, the glare of the crystal cliff face is so intense it causes terrible burns to exposed flesh and can permanently blind anyone foolish enough to remain on the paths after morning comes.

3: Main Landing Platform

This is Tuzanor's primary port for all aerial and space vehicles. It is a massive platform capable of handling

several Colossal-sized vehicles at once. Full docking services are available at this port, including repairs, refitting and refuelling for those few ships the Minbari use that still require an external fuel source of any kind. As Tuzanor has been used more often as a port of call during the ISA era, the range of fuels and ship services it can provide has grown considerably.

The Main Platform employs more than 40 worker caste Minbari permanently and, during the ISA era, ten specialists from other races. It is rare but not unheard of to have Human, Brakiri or even Abbai technicians working on ships at dock. The Grey Council is very concerned about security, however, and these technicians are only allowed residence and leisure in the platform's facilities and are closely supervised at all times. The Interstellar Alliance may have a policy of technology exchange but the Minbari do not intend to have their many advances taken prematurely.

4: Shine of Valen (Headquarters of the Religious Caste)

A surprisingly small edifice considering how revered Valen is to the Minbari people, this shrine was built and tended by several of the Minbari leader's closest friends after he departed for deep space never to be seen again. Knowing his mind much better than the rest of their race, they knew that if he had to have a monument at all, he would ask for it to be as small and unobtrusive as possible.

The Shrine of Valen is certainly that, as many visitors to Tuzanor have to ask directions just to find it at all. Somewhat unremarkable on the outside save for engraved pillars covered with the Code of the Anla'shok and Valen's teachings, the inside is a simple retreat with constant soft music, subdued lights and a mysterious sort of garden filled with white sand and coloured stones. It is traditional for Minbari from all over the Federation to come here at least once in their lives and meditate. An unofficial tradition has also arisen; many pilgrims bring a small stone with them to add to the garden and take one with them when they leave as a sign of the enlightenment they have gained during their visit.

5: Isolation Tower

A building with few comparisons among the other races of the galaxy, this is essentially a tower for 'forced meditation' used willingly by the Minbari. A tall structure with a transparent ceiling and no floors save the ground, it also has but one door and no windows. Use of the Isolation Tower must be strictly controlled; Minbari must schedule their time in the building with the office of the Grey Council and must often wait weeks before an opening is available.

Once approved for entry, a Minbari is allowed to enter and the door is locked behind them. For whatever period of time they wish (up to ten days), they are kept inside the tower with only what they carried on their person. This is a time for fasting, reflection and coming to terms with personal demons that the outside world distracts one from confronting. The Isolation Tower is a necessary part of the Minbari religious caste's beliefs but other caste members have been known to use it. During the most troubled parts of Tuzanor's history, it was often occupied continuously for years.



6: Anla'shok Academy

This building is where candidates for the Anla'shok spend most of their first year in training and seclusion. For months, they are not even allowed to venture outside or be in contact with anyone not of the Ranger order. This is even more heavily enforced in the ISA period, again for security reasons. From the moment a potential Anla'shok walks through the massive Minian silver doors of the Academy, life changes forever.

The Academy is a fully functional miniature city, with its own communications, food production, waste disposal and water sources. If all of Tuzanor were laid to waste, the Anla'shok could survive within its halls quite well. The building is even radiation-proof and environmentally sealed when needed, allowing it to survive the worst of disasters unscathed. If the civil madness that infected Minbar during the sundering of the Grey Council in 2260 had reached Tuzanor, the Rangers could have escaped it unscathed, protected by their well-defended walls.

The Academy caters to every training need of the Anla'shok, from marksmanship in its underground firing range to combat and tactics in a number of simulation rooms and fighting chambers on the ground floor. Higher levels of the school are dedicated to linguistics, history, espionage, terror and counter-terror classes, psychology and allied sciences. It has been said by scholars of the religious caste that when all is dust on Minbar, the library of the Anla'shok will still contain the knowledge of the galaxy. While that claim

might be spurious, it is certain one of the most complete sources of recorded wisdom among the Younger Races.

The Academy even has its own space port, smaller than the main dock of Tuzanor but no less complete in what it can provide landing ships. Dedicated to Ranger vessels only, this small port has a series of weapon emplacements for defence of itself and the Academy that have never had to be used in the history of the Anla'shok but remain in full repair as a point of Ranger pride. At least two Anla'shok Flyers and a single Nolo'tar Frigate stand ready at all times to evacuate the Academy should disaster strike and its defences fail.

A small secondary building on the school grounds provides a barracks for a special cadre of 24 Night Walker clan warrior caste Minbari. These soldiers are an honour guard carefully selected to serve the Academy and, if they must, sacrifice their lives to ensure the survival of the Anla'shok within. They take their responsibility to the order very seriously and are the only non-Rangers allowed to wear an Anla'shok pin (smaller and set with polished hematite) in recognition of their devotion.

7: Power Generation Towers

These towers are crafted of the same crystal as the Veil that surrounds the city of Tuzanor and serve much the same purpose. Instead of being allowed to shine their captured light over the landscape of the city, their held solar energy is collected in a row of advanced capacitors under the towers themselves. This energy is built up every day and added to the city's stockpile of energy, while excess is bled off at night as a trio of brilliant beams shining towards the stars above.

8: Chambers of the Grey Council

Though the Anla'shok no longer hold any real authority over Tuzanor, the Grey Council know that minor issues that occur within the city limits will be taken care of before they can escalate almost as a side-effect of the Rangers being present. As such, this palatial building is rarely visited by the Council itself and only holds a minimal staff of lesser officials capable of dealing with the normal business of day-to-day life on Minbar.

When a crisis does demand the presence of the Grey Council, this building is extremely active and typically has 10–20 warrior caste guards as security on patrol outside the building and at least that many stationed inside. The central hall of the Grey Council is quite vast; its ceiling cannot be seen clearly as it rests more the 300 feet above the black tiled floor and every wall is covered in a holographic display matrix. Ten grand hallways lead out of this room; nine proceed to private quarters while the tenth rejoins the rest of the building.

The Anla'shok have no set representation in the Chambers of the Grey Council in keeping with the Act passed during the Era of Silence and Doubt but this has been mostly forgotten after the formation of the Interstellar Alliance. Once again, members of the Anla'shok are welcome to appear before the assembled Council to speak on matter of grave import or to give testimony when called. Lesser matters are never brought to the Council by the Rangers, as such things are handled internally.

9: Military Logistics (Headquarters of the Warrior Caste)

A true fortress in every sense of the word, this is the largest base of the Minbari military for several hundred miles on Minbar and the site of their primary training base aside from the Hall of Arms in Yedor. On any given day, thousands of warrior caste Minbari walk the halls of the Logistics base, whether as cadets or as fully skilled soldiers between assignments. If there is any place in Tuzanor where some of the old animosity between its citizens and the Anla'shok still lingers, it is here.

Military Logistics also maintains its own landing bay but theirs is half the size of the Academy's facility – a fact that causes considerable irritation. The Anla'shok usually give this area of the city a wide berth when approaching from the air, as the ground batteries of the Logistics complex tend to track their craft 'as a training exercise only'. While these weapons have never opened fire on a Ranger ship, the leaders at the Academy have no desire to present the warrior caste with any temptation or reason to act upon it.

10: Fleet Control Base

This complex is one of the most important non-Anla'shok facilities in all of Tuzanor. Acting as the eyes and ears for the planetary defence fleet on one side of Minbar, its continued function is absolutely imperative for the safety of the Minbari homeworld. It can utilise the communications gear at the nearby monitoring station but it has tasked gear of its own and is entirely self-sufficient in terms of power and surveillance.

The equipment here and the skills needed to operate it all are so complex and the warrior caste personnel so well trained that the Anla'shok send their students to observe Fleet Control in action as part of the basic curriculum. Rangers usually come away from the base with a newfound appreciation for ground crews and the role they play in maintaining the defence of their world.

11: Water Distribution Centre

An intricate looking structure of crystal and moulded glass, the Water Distribution Centre is a vital part of the city infrastructure as without its continued function, Tuzanor would quickly run out of water for both drinking and sanitation. The mantle that Tuzanor rests on is so laden with heavy deposits and dense stone that wells are almost impossible to dig and maintain. The Distribution Centre sits over the only true well in the city, a massive shaft that stretches down more than two miles to the table water below. The underground source that feeds Tuzanor's water supply is quite vast but requires treatment to be entirely safe to drink.

The Water Distribution Centre handles all of these needs. It is well, treatment facility and supply at the same time, sending water out to the sectors of the city through reinforced pipes that run just under the surface of Tuzanor's foundation. As part of its innovative approach to treating the water it supplies, the Centre passes the outgoing liquid through a series of transparent pipes along the base of the Veil of Bright Dreams. The ultraviolet radiation given off by the cliffs at night purify the water and kill any harmful organisms it might contain. These conduits are also quite stunningly beautiful and often serve as the backdrops for nightly gatherings at the foot of the Veil.

12: Residential Tower

Most of the citizens of Tuzanor live in similar towers all over the city. These multi-level constructions are cut from crystal and arranged in pillars that reflect the light of the sun, the stars and the nearby Veil in a play of colours that makes Tuzanor seem to glow both night and day. The special crystal used in these buildings is found only near the city itself. Slightly darker and harder than the materials

used for Yedor and other settlements, they are the primary reason why Tuzanor seems 'muted' in comparison with other Minbari cities.

Each tower can hold more than a hundred people in relative comfort. There are larger towers that can hold more than a thousand citizens and smaller ones that cater to no more than 50. Each one holds facilities for food preparation, personal grooming and communal meals in the tradition of the Minbari people. While many Minbari in other cities have taken to the concept of separate homes for each family, the citizens of Tuzanor seem to prefer a colony lifestyle. A few private homes exist but they are by no means commonplace.

13: Planetary Neutron Laser Battery

A massive weapon array built into a fortified crystal tower and manned constantly by warrior caste Minbari, this building is quite obviously a planetary defence weapon and does not attempt to disguise its purpose in any way. There are towers like this in every city on Minbar, though the facilities here and in Yedor are the heaviest. Linked to the monitoring station as its primary source of guidance, the laser battery is quite capable of attacking aerial targets or vessels in orbit over Minbar. While Tuzanor's battery has never been fired in combat, other cities have seen the effectiveness of theirs first hand in the civil war that claimed so many lives after the breaking of the Grey Council.

Tri-linked Neutron Laser; 90 degree overhead arc; Attack +5 (targeting computer and monitoring station, +1 only if monitoring station is destroyed); Damage 150+5d10; Critical 18-20; Range: Low Orbit (High Orbit at -2 to attack roll)

14: Civil Engineering (Headquarters of the Worker Caste)

The headquarters and residence halls of the worker caste in Tuzanor, these facilities have been greatly improved since the reformation of the Grey Council with a worker caste majority. This has not substantially impacted the quality of service from city engineering but that is due more to their already high standard of effort than any result of better living conditions.

This is the source of all city maintenance, including staff for the Water Distribution Centre and Tuzanor's space port. All major city vehicles are also stored on site and repaired by the masterful technicians that reside here. Tuzanor's worker caste prides itself on being the best civil engineers on Minbar, though this assertion is greatly contested by the worker caste assigned to Yedor. Every year, a friendly competition to design some new beautiful and functional

building or service between the two rivals benefits both cities greatly.

15: Memorial of Endless Tears

The Memorial of Endless Tears is as mysterious as it is profoundly moving. A beautiful but abstract statue of a hooded woman of indeterminate race graces a wide alabaster and crystal fountain at its heart, surrounded by a lush garden that requires very little care to remain healthy and flourishing all year long. The monument's name comes from the water that the statue continuously weeps down into the fountain, twin waterfalls of sorrow that never cease.

The Memorial is mysterious for three reasons. The first is its origin; while most assume that Valen had it built to commemorate those who died in the Shadow War, Anla'shok records from the period cannot confirm this to be true. The second is the woman's identity; she could be Human, Minbari, or from any of a number of humanoid races. The third and most vexing, is the statue itself. The stone from which the statue was carved is both incredible resilient and impossible to identify. It does not match any known mineral the Minbari have ever encountered.

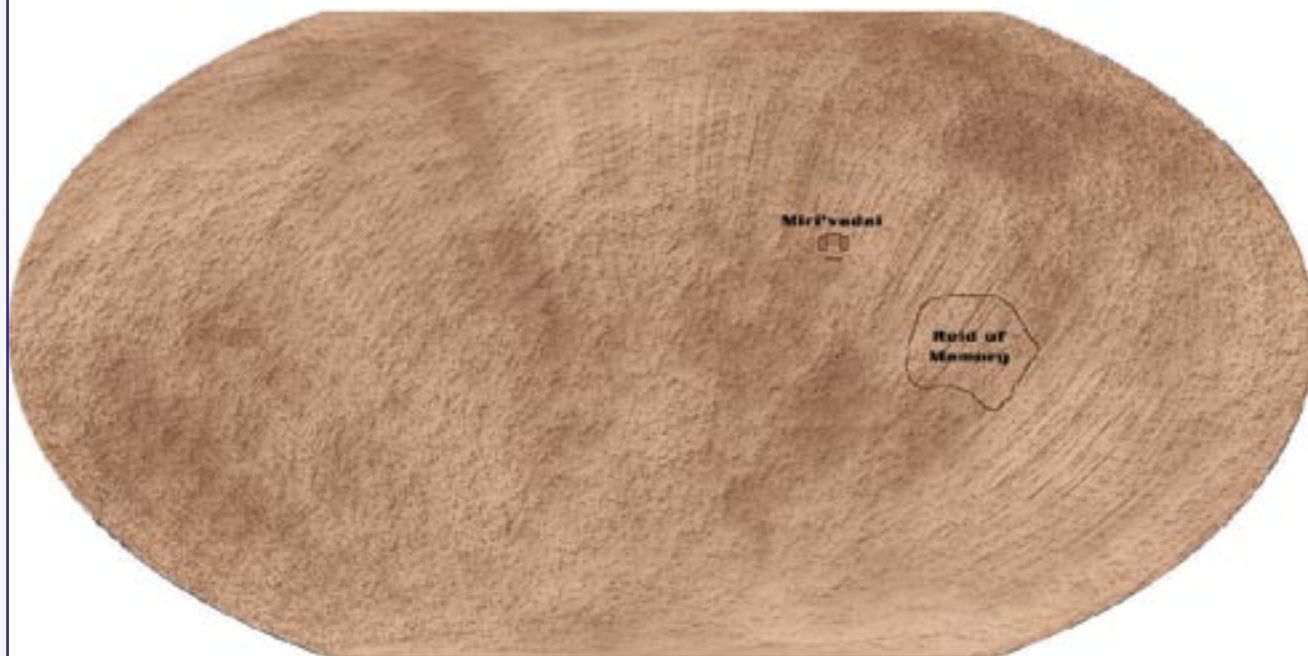
Regardless of the truth behind the Memorial of Endless Tears, its importance to the people of Tuzanor cannot be overstated. It is visited daily by hundreds of Minbari and acts as a gathering place for Anla'shok, warrior caste and common citizens alike. All differences are put aside and all personal problems left at its intricate silver gates; the Memorial is a neutral ground enjoyed by all and understood by none.

Kaddora - The Graveyard of the Anla'shok

'That is the difference between Humans and Minbari, I think. When we make a mistake, we try to move past it and get on with our lives. When they make a mistake, they build a temple on it and live there.'

— Marcus Cole

Kaddora - Former Homeworld of the Zad'rak - Anla'shok Training World



Circumference: 28,300 miles Water Percentage :<1% Equatorial Mean Temperature: 55 degrees F.

Climate: Cool to Cold, Cool near Equator, Compromised Atmosphere

Weather Average: None, Compromised Atmosphere

Technical Level: None remaining, nuclear power from previous indigenous life, Minbari technology level at Anla'shok facility

Native Sentient Race(s): None remaining (Zad'rak and all native life exterminated by the Anla'shok)

Dominant Government: None. Anla'shok facility answerable to the leader's council in Tuzanor on Minbar

Notable Cities: None. (Anla'shok facility is only inhabited settlement on Kaddora)

Population: Less than 1,000 (100% of population is urban, residing in the environmentally shielded complex of the Miri'vadai Anla'shok complex)

Cultural Information: The Zad'rak were a subterranean people, living in extended family 'blood clans' that warred with each other for resources and territory. Shortly after developing space travel as a means of colonising other worlds, the xenophobic Zad'rak encountered, attacked and were exterminated in retaliation by the Anla'shok.

Planetary Notes: Even before its orbital bombardment, Kaddora was not a hospitable planet. Its surface was mostly igneous and sedimentary rock laid when the world

had an ocean in its prehistory. Tectonic activity opened the world's crust and caused most of the surface water to move underground. The cooling of its inner mantle stabilised the planet's lithosphere and allowed life to develop. Kaddora is still extremely stable, though its atmosphere is now toxic and almost non-existent as a side effect of the eradication of the Zad'rak and all life on and below the surface.

It took centuries for the Anla'shok to return to Kaddora after their utter annihilation of the Zad'rak. When they did come back, it was to found a training centre on the world as a reminder of their own folly and as a lesson to all future generations of the Rangers of the power they wield and the care they must take with it. This training ground, Miri'vadai (which means 'silent sorrow' in the Minbari religious tongue), is an underground facility at the foot of what was once Kaddora's tallest mountain.

Several hundred miles to the south lies a massive field of once-molten rock that marks the heaviest concentration of orbital fire used to collapse the Zad'rak's primary city-caverns. Here, the Rangers bring their dead from all over the galaxy to be buried. In this way, the Anla'shok seek some form of atonement for their past deeds and silently acknowledge that Kaddora is a dead world truly suitable only for the dead to remain.

Anla'shok Cache

When a mission has gone horribly wrong and a Ranger is at the end of his endurance, his supplies and very nearly his life, there is no more welcome sight than the *anlath'tura*, the two figure symbol that indicates a nearby cache. These storehouses of medical supplies, food, weapons and other vital gear are godsend when they can be found. Fortunately, they often turn up exactly when and where they are needed the most, even on deserted planets where no sentient life has walked for ages – if ever.

Ranger caches are a mystery, even to the Anla'shok. Many of them were set up as fallback points and as aid to Rangers for the future by the Exodus fleet that left Minbar during the Era of Lost Hope but given the meagre nature of their own supplies, this can hardly explain how most of them were well-stocked and lie on worlds their ships never came close to during their travels. There are indications that Valen may have instructed his first Anla'shok to set some of the caches up during their travels as well but most caches could not possibly be as old as that would make them.

In any event, Rangers coming across a cache are not likely to question their good fortune. Instructed in the ways to bypass the security on these places, a Ranger can typically locate and enter a cache in a matter of minutes once the entrance is cleared away. Caches are usually found in basements, in caverns, or in other low places where tons of solid stone can conceal them readily. It is very unusual for a cache to be located above ground level, as such exposure makes them difficult to secure.

1: Accessway

These passages are almost always 20 feet or more in length and blocked by some sort of obstruction. Typically, this is either a collapsed ceiling or abandoned junk of a kind appropriate to the area. These passages are not always hidden but they are always meant to look abandoned and unappealing, as the most effective camouflage is often to hide in plain sight. There is no skill check or special technique required to get through these accessways; they are not a barrier so much as a discouragement against curiosity.

Accessways are always marked by an *anlath'tura*, a picture or sign of two figures looking at each other over a short distance. Every tura mark is different, as they are designed to blend perfectly into the area where the cache is hidden. They often appear as dilapidated advertisements, ancient hieroglyphics, or some other innocuous image that most would never look twice at after seeing it in its surroundings. It takes a Ranger a Spot check (DC 15, DC 10 if actively searching for it) to see an *anlath'tura* for what it really is.

2: Concealed Door

The first real obstacle in entering a Ranger cache, these doors are always completely covered by debris, a cave in or some other total obscurement. It takes 10 minutes + 1d10 minutes to clear away the door enough to see it and another 1d10 minutes to open the passage enough to access the door at all. This assumes one person attempting to get at the door; divide the time by the number of people helping, up to a maximum of three.

Once the door is freed from the concealment, it must be unlocked or broken down as the door to an Anla'shok cache is always secured tightly. The Technical (mechanical) check to unlock a cache door is DC 28 but Rangers have been trained to open these locks specifically and can do so at a DC of 18 (15 if they are carrying infiltrator's tools).

3: Front/False Room

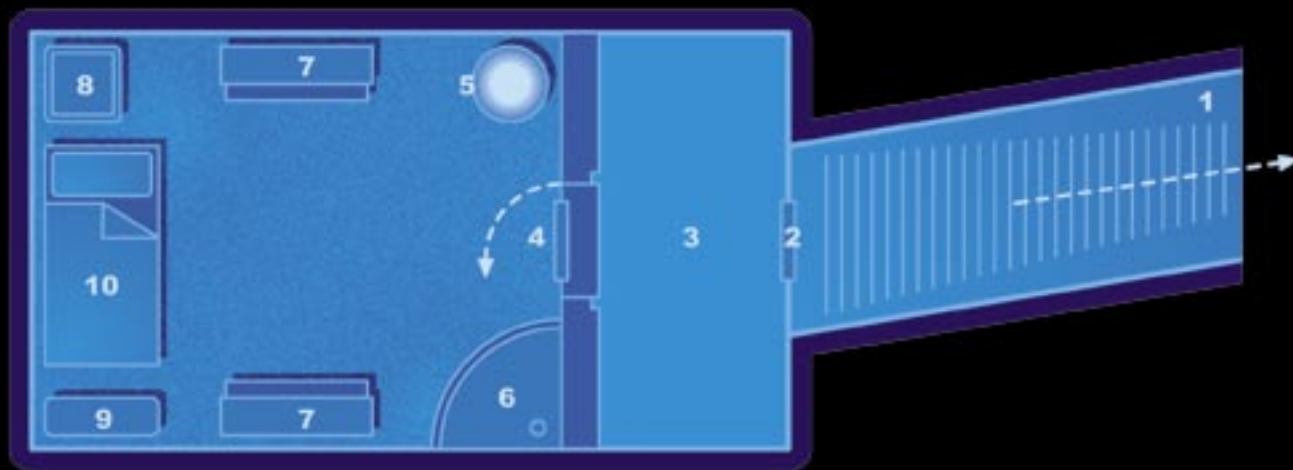
The room beyond the first door is a false cache designed to give any non-Anla'shok finding it the impression that they have found a secret chamber and that there is nothing beyond it. With no apparent exits, this room appears totally self-contained and is stocked with something vaguely valuable for the area and the culture indigenous to where the cache is located. Books and other valuable but not truly priceless 'relics' are likely finds, as most who discover such a room with not think to look past what is offered here.

4: True Door

Anla'shok know differently, of course. They are taught how to find the hidden catch in the wall shelving (DC 25 Search check otherwise) that opens the mounted case and reveals the door leading into the real cache. This door is also trapped with a very subtle chemical that fills the false cache if the door is touched without turning a hidden dial in the folding shelves beside it. This 'trap' takes a DC 24 Search check to notice and a DC 25 Technical (mechanical) check to disarm.

If the gas is released, it forces all air-breathing creatures in the false cache to make a DC 18 Fortitude save or stumble about in a dazed stupor for 1d4 minutes. While this occurs, the shelves in the room will fold closed again and cover the true door. After the effects of the gas wear off, the victims will have no memory of the time immediately before being affected, including finding the door in the first place. This, combined with the -4 penalty to all Intelligence and Wisdom-based skill checks that victims of the gas suffer for one hour after setting off the trap, efficiently and peacefully protects both the door and any memory of its existence.

ANLA'SHOK CACHE



- | | |
|--------------------|-------------------|
| 1 Accessway | 6 Shower |
| 2 Concealed Door | 7 Supply Storage |
| 3 Front/False Room | 8 Medical Stores |
| 4 True Door | 9 Ranger Locker |
| 5 Power Core | 10 Bed/ Comm Unit |

5: Power Core

The short, silver cylinder is bolted to the floor of the cache and derives its constant charge from geothermal energy taken from the planet below. In those rare instances where a cache is not in contact with the planet's surface, this core will be replaced with a case of power cells appropriate to the era and the area of the cache. Power cores have a number of attachments that allow them to recharge any known cell or storage battery within 1d4 minutes. One cell or battery can be recharged at a time and power cores never seem to run out of energy. They are not recognisable as any known form of technology belonging to the Younger Races but they work efficiently and without waste heat or exhaust.

6: Shower

A surprisingly simple addition to a shelter but a welcome one for Rangers that have been in the field for days or weeks without one, this is a shower of an appropriate type to the world in question. Whenever possible, the shower uses water but vibration showers or acid dispensers have been found when the cache is in an area without abundant water resources. The shower area includes a privacy curtain, cleaning chemicals and a hand drying unit that generates gentle air and heat.

7: Supply Storage

These shelves and cases are not locked or safeguarded and contain food, clothing and basic supplies for up to 12 individuals. The consumables include bottled water and meal packs suitable for all known sentient races except the Gaim and the Vree (as both have very specialised diets and are not likely to be in an Anla'shok cache in any case). These cases and shelves typically hold enough supplies for 72 person-days, meaning that if they are shared between two Rangers, they will last 36 days in total.

There is nothing on these supplies to suggest the Anla'shok or where they came from. There are not necessarily of a type indigenous to the area, as these caches are often found in very remote areas that can no longer support life. The food and water in supply storage is always unmarked and, in the case of the meal packs, bland and tasteless. By the time a desperate Ranger finds these supplies, taste is rarely a concern.

8: Medical Stores

Usually a more immediate need than the supplies found nearby, this metal container holds an extremely well-stocked array of medical gear and life saving equipment. The quality of the medical instruments and chemical

supplies is such that any Medical skill checks made using them are at a +2 circumstance bonus. The orientation of the gear is towards trauma care and emergence services but long term survival equipment is also provided.

The bonus given by this equipment is only when the gear is used in the cache as some of the instruments are quite advanced and require their connection to the power core (or internal, easily depleted power cells of an unknown type) to function properly. Patients treated in the cache with this equipment regain an extra hit point when successfully treated for their injuries. Medical checks made to treat diseases and poisons gain a +3 bonus instead of +2; this is also a circumstance bonus and is based on the quality of this advanced gear.

9: Ranger Locker

This locker is made of an extremely resilient metal (hardness 20, 20 hit points, break DC 28) and fitted with a puzzle lock. Opening the puzzle lock is a full round, automatically successful action for a member of the Anla'shok but requires two skill checks at DC 30 (Technical (mechanical) and Technical (electronic)) and 30 minutes to do otherwise.

Inside the locker are four Ranger robes, four denn'boks of basic quality and any speciality equipment that the Anla'shok finding the cache might require immediately or in the near future. More often than not, the Rangers

discovering this equipment have no idea why they might need it or even what the items in question even are but if they will need it to complete their mission it will be in the locker if at all possible. Among other reasons, it is the prescient nature of the Ranger lockers and their contents that makes Anla'shok caches such an inscrutable mystery.

10: Bed/Comm Unit

These beds are always of the same style – a thin pad of cloth stuffed with seed hulls atop a metal enclosure with retaining rails for medical use. The beds are always covered with simple linens, supplied with a thick pillow and only marginally more comfortable than sleeping on the floor or in a bed roll. In fact, most Rangers would prefer to use the survival gear found on the shelves of the cache itself than spend a night on one of these beds.

The bed is perfectly functional but it also serves as camouflage for the cache's last secret, a powerful communication device hidden in its enclosure. The mattress covers the comm array's control panel and the retaining rails act as a built in antenna. Dismantling the bed and setting it up to act as a communications rig takes 1d6 minutes with Anla'shok training (2d10 minutes and a DC 20 Technical (electronics) check otherwise). These units draw power directly from the power core or an internal cell and can send and receive reliably on a shielded frequency to any other communication device within 50 light years.

The Truth Behind Anla'shok Caches...

...is whatever a Games Master wishes it to be. These are storytelling devices and ways to further the plot of a campaign primarily. They allows Rangers to find supplies and regroup when all else is lost but they must be used sparingly or they become cliché. If a Games Master simply has to have a better answer than 'White Stars fly at the speed of plot' where caches are concerned, consider one of the following explanations.

- 5 **The Vorlons:** Knowing that the Anla'shok would be key players in the next Great War, the enigmatic aliens seeded caches across the galaxy as a subtle way of supporting them without directly interfering. These caches have a form of stasis field over them that keeps them from deteriorating until they are discovered.
- 5 **The Great Machine:** Once Draal took over the Great Machine, he foresaw many of the times in the past and future when Rangers would be in trouble and need help. Through his ability to manipulate time and using Zathras, Zathras and Zathras as assistants, he had the caches constructed and stocked at precisely the right points in the space/time continuum.
- 5 **Valen's Memory:** Sinclair, before he left to return through time to become Valen, studied the archives of the Anla'shok and noted many recorded incidents of where Rangers were aided out of dangerous situations by the appearance of caches when they were needed most. Assuming that he must have been the one to have them built, he took these notes with him and left instructions for future generations to do so. As the campaign progresses after 2260, caches cease being so convenient as Sinclair could not have known where they should be.

Ranger Characters

‘For the most part, I’ve stopped asking questions. The only thing I really need to know is who I am and what I need to do. Beyond that, life gets far too complicated to understand.’

— Marcus Cole to an assembly of Rangers on Babylon 5

By now, you know the techniques of the Anla’shok, its history and the wondrous devices that allow the Rangers to act as the hidden guardians of the galaxy. All of this is useful information and vital to a campaign with the Anla’shok but there is still something missing for Games Masters and Players alike. This chapter contains all the details needed to allow Players to step into the role of a Ranger from any era in the *Babylon 5* setting.

Players may adopt the personas of early Anla’shok, warriors and mystics bold with the skill and courage to stand up against an almost insurmountable enemy. They may play the idle and often ignored Minbari Rangers of the organisation’s middle centuries, still highly trained but listless and searching for a cause. They may also take on the role of the ever-active ISA Ranger, an evolved form of warrior/scout with the traditions of the Anla’shok behind them and the vibrancy of human leadership guiding them into the chaotic political waters of an uncertain future.

Games Masters will also find this chapter helpful as it will guide them through the creation of any Ranger characters that might appear in supporting or pivotal roles during their campaigns. Even if no Player becomes a proud member of the Anla’shok,

it is important to have this information available for the inevitable effect the Rangers can have on any plot line set in the known galaxy. Wherever Rangers walk, the impact of their actions cannot help but shape the galaxy around them.

The following pages will introduce new character classes, feats and skill options into the *Babylon 5* roleplaying game. It should be noted that these are all optional additions and should only be incorporated if a Games Master feels they will work well with his or her style of game. If the Ranger class printed in *Point of No Return*, the third season fact book, is sufficient for a given campaign’s needs, there is no need to use the additional information here. If a Games Master is looking for ways to expand the options available to Ranger characters, one need look no further.

New Ranger Classes

This section introduces one new base class (the ISA Ranger), reprints an updated version of the Anla’shok Ranger class from *Point of No Return* and presents three prestige classes intended to show specialised training within the Anla’shok. These classes, the Denn’Bok Master, the Anla’shok Officer and the Ranger-Infiltrator, are five, four and three level classes respectively, allowing characters to specialise without completely dominating their ability to advance as levelled characters.

The ISA Ranger is also designed to be easily multiclassed out of, unlike most basic character classes in the *Babylon 5* roleplaying game. This allows each member of the

The Original Ranger Class

In the *Point of No Return*, an Anla’shok Ranger Prestige class with 10 levels of advancement was published. This class was intended for characters that came into the Anla’shok in much the same way as Marcus Cole during season three of the television series. It was written in a way that allowed any human or Minbari, regardless of background, to join the Rangers at any point in their character development. It solved the immediate problem of modelling Rangers as shown in the series and allowing Games Masters to begin using them in campaign with full rules support.

This chapter contains a slightly updated reprint of that prestige class as a courtesy to Players and Games Masters alike, allowing them to use a single book for all their Anla’shok material. This chapter also solves the one problem the original Ranger presented in *Point of No Return* did not. That problem was how to represent a member of the Anla’shok that was recruited at roughly the same age as any military soldier or officer might be. To accomplish this, the Characters chapter includes a base class – the ISA Ranger.

Anla'shok to be as unique as the role he must play, just as they are shown to be in the series. ISA Rangers do not gain the same skills as the Ranger prestige class at the same rate but they have a wider selection of skills and advantages in their flexibility that the latter cannot claim.

The Anla'shok Ranger (revised)

'We live for the one. We die for the one.'

— *Anla'shok Vow*

'But we don't die stupidly.'

— *David Martell*

It is easy to see a Ranger as a warrior or a secret agent, since they certainly fit both descriptions and will be called upon during their lives to act as both many times. However, thinking of them in such limiting terms fails to grasp the truth of what it means to be Anla'shok. Dealing with the misconceptions many of the Younger Races have about these shadowy figures can shed light on the truth of these elite men and women – 'those who walk in the dark places no-one will enter'.

The Rangers are not soldiers. They may be called upon to fight, to defend, to attack and even to die but they are not soldiers. A soldier is a being whose true purpose is to engage in conflict. A Ranger's purpose is to act in all ways for the goal of seeing that conflict does not occur. Soldiers exist for war, while the Rangers exist to ensure that wars never start. The sad truth remains that many times, avoiding a war means fighting any number of smaller battles but such is often the price of peace.

The Rangers are not spies. Though the distinction is a fine one, the Rangers do not serve as spies in the strictest sense of the word. Spies exist to gather other people's secrets and ensure that they are never revealed without good cause. The Rangers gather the truth, wherever it might be hidden and bring it into the light for all to see. The only people who need fear the 'spying' of the Rangers are those who cannot bear to have their secrets exposed to the light of day. Spies walk in the shadows and live to remain hidden; Rangers walk hidden and live to return to the light.

The Rangers are not alien. This has not always been true. Once the Anla'shok were strictly the secret hand of Valen; specially trained Minbari who worked tirelessly to

see that, when the time of prophecy was at hand and the Great War returned to threaten the galaxy, their people would be ready. In many ways, they failed in this mission. Slowly, over time and not without great unrest within the Rangers themselves, the organisation opened its doors to the humans some members of the Religious caste believed were the other half of the Minbari race.

There are, of course, many truths that can be stated about the Rangers, though these will vary depending on who is asked about them. Even among the upper ranks of those governments that have dealings with the Anla'shok, little is known. The Rangers serve as couriers, messengers, guardians and agents. They can be called upon to learn hidden truths and to protect the innocent. When their deaths serve the needs of the Anla'shok, they will gladly sacrifice themselves; however, they will never throw their lives away needlessly.

It is not easy to become a member of the Anla'shok and those who do are a breed apart. Driven by honour and idealism, the Rangers have no room in their ranks for the jaded, the callous or the undisciplined. Founded on Minbari beliefs, fuelled by the twin human passions of building a brighter future and striving for what is right, the Rangers are a singular organisation whose members can be justly proud of the burnished pin they wear and the fighting pike that rests at their side – a symbol of their willingness to bend when they can and break what they must.

The road to becoming a Ranger has a single difficult step; finding the road in the first place. There is no clear way to joining the Anla'shok. The organisation does not actively recruit new members, preferring to handle such things in a Minbari way – those who are meant to join will find a way to do so. In truth, existing Rangers who see their potential or believe that the path is right for them to walk bring most new Rangers into the fold. The tradition of mentoring a new Ranger is a sacred trust among the Anla'shok and those who do so may earn great honour in a gifted pupil or face grave loss if their ward fails to live up to the exacting standards set by Valen a thousand years in the past.

Training to become a Ranger is, in truth, harder than finding a way to be accepted for teaching at all. Many long hours of meditation, soul searching and religious memorisation face a prospective Ranger; these lessons may seem pointless to those not of Minbari birth but they are at the cornerstone of the Ranger's organisation.

As the Vorlons are said to believe, it is not enough that the right person do the right thing. They must also do it for the right reason, otherwise the work is tainted at its source and no good can come of it. The spiritual beliefs of the



Rangers may not be shared by all of its members but they must at least be actively studied; no Ranger graduates from their training ignorant of the standard for purity that the Anla'shok demand.

The trials and tests do not cease once a potential Ranger becomes fully accepted into the fold and given his garb and equipment of station. If anything, the real education of the Anla'shok begins at that point. Orders are given with no explanation because those who give them have no time or ability to explain. Threats with no name hound the Anla'shok for things done in the present, the past and the future. Plagues ravage whole worlds, aliens with no name seek their destruction without pause or chance of peace and the only reward they can expect for their hard work and devotion is another desperate day of survival and a new mission in the morning. So, why then would any sane being wish to be a Ranger? Why would anyone with good sense endure so much anguish for so little glory or gratitude? These are questions many potential Rangers ask themselves during their arduous training. Those who cannot find an answer that satisfies them are given leave and blessing to pursue other callings.

Additional Hit Points: 2.

Requirements

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

Race: Human or Minbari.

Special: Must be accepted by the Anla'shok for training. In game terms, the Games Master must approve any Player wishing to take levels in the Anla'shok Ranger prestige class. Rangers accepted by the Anla'shok during campaign play will be unavailable for at least six months of intensive

training; Games Masters are encouraged not to make special allowances for these characters during play over this time period as the Anla'shok is a commitment and part of that commitment is the willingness to be out of play for as long as it takes to train for their new life.

Character Level: The masters of the Anla'shok need to see commitment to a person's path in life before they will accept the candidate for training. No character may take this prestige class unless they are of at least 5th level, three or more levels of which must be in a single class. Characters that jump around from vocation to vocation are not considered disciplined and dependable enough to be made part of the holy trust that is the Anla'shok.

This level requirement can be waived in special circumstances, such as if the character in question has done a tremendous service for the Minbari or for a specific Ranger. In this situation, a member of the Anla'shok can 'sponsor' a character of 2nd or higher level regardless of his specific classes as long as he shows remarkable dedication and would be an exemplary candidate in every other respect. Players that wish to begin at 1st level as a Ranger should look at the ISA Ranger character class.

Telepaths: The Anla'shok are extremely hesitant to place telepaths in the kinds of situations that the Rangers must deal with. Not only are telepaths vulnerable to many of the alien threats that the Rangers must be ever-vigilant against but few telepathic characters come without mental or personal baggage of their own (loyalty to the Centauri Emperor or Psi Corps for instance) As such, a Games Master must personally approve any character with telepathic ability (be it levels in the class or the Latent Telepath feat) and is strongly encouraged to reject any such potential candidate unless the Player takes the Accepted Telepath feat (see page 118). Only the most extreme circumstances should allow a telepath to become a Ranger otherwise.

In the era of the ISA, it is possible (though not likely) for characters with telepathic ability to become Rangers. They are still not overly accepted and tend to carry a stigma around themselves that makes it difficult for them to be trusted or find choice assignments within the Anla'shok – but they can join. With the passing of the Shadows beyond the rim of the galaxy, the chief reason for keeping them out of the Rangers is also gone, making it possible (if still extremely rare).

Advancement Restriction: Rangers only advance in this class by acting like Rangers and maintaining a level of

commitment to the Anla'shok and their duties as Rangers. The Games Master must authorise a character to take additional levels of this prestige class, granting them only if the majority of the experience points earned since the character's last level increase were gained in a manner consistent with the behaviour and responsibilities of the Anla'shok. If a level of advancement is not approved by the Games Master when a new character level is earned, it must be taken in another class of the Player's or the Games Master's choosing instead.

The 4th and 8th levels of this class must be earned in a special manner. Anla'shok Rangers amassing enough experience points to qualify for these levels do not actually get them (or the benefits they bring) until they return to Minbar for special training. At any time before that, an Anla'shok Ranger can simply choose to use the experience to advance in a different character class instead; that choice is entirely up to the Player. For extended campaigns where it may not be possible to return to Minbar for weeks or months at a time, such a decision may well have to be made.

Multiclassing Restriction: The Anla'shok Ranger prestige class and the ISA Ranger basic class are incompatible. They represent two divergent approaches to the same calling and cannot multiclass into each other.

Class Skills

The Anla'shok Ranger's class skills (and the key ability for each skill) are Bluff (Cha), Computer Use (Int), Concentration (Con), Diplomacy (Cha), Gather Information (Cha), Intimidate (Cha), Hide (Dex), Listen (Wis), Knowledge (any) (Int), Move Silently (Dex), Pilot (Dex), Profession (any) (Wis), Search (Int), Sense Motive (Wis), Speak Language (none), Spot (Wis) and Technical (any) (Int).

Skill Points At Each Level: 6 + Int modifier.

Class Features

All of the following are class features of the Anla'shok Ranger prestige class.

Weapon Proficiency: Anla'shok Rangers are proficient with melee, grenade and pistol weapons.

Garb of Honour: All Rangers receive, as part of a ceremony that lasts for two full days after their graduation from the months of training they endure, three things that, by their nature, mark him as a true member of the Anla'shok. These are their Ranger robes, a denn'bok (Minbari fighting pike) and a special pin forged of white hot metal on Minbar and cooled in three ceremonial bowls. These items are a mark

of the respect the Anla'shok has for their dedication and a token representing the sacred bond between them and their order.

These items may never be sold without deep and lasting shame befalling the Ranger doing so, though one or more of them might be loaned or bartered if the situation forcing the act were truly desperate enough to warrant such a thing. If any of these items are destroyed, the Anla'shok will replace them free of charge but the Ranger will be expected to travel to the city of Tuzanor on Minbar to receive them. Lost items are the responsibility of the Ranger, who should do all within his power to track them down as soon as responsibilities and circumstances allow.

Places Unseen: Rangers are expected to be able to hold their own in virtually any situation. As such, they are trained in ancient fighting arts, including the use of the denn'bok and then educated in many ways to avoid having to use those skills. At the 1st level of the Anla'shok Ranger prestige class, a character receives the Exotic Weapon Proficiency (denn'bok) and Improved Unarmed Strike feats for free to reflect their enhanced talents in combat. To show their education in the arts of stealth, they gain a +1 competence bonus to all Bluff, Hide and Move Silently checks.

Fearless: Rangers become quickly inured to the dark places where no one dares to go. Their mandate takes them into situations that would freeze the blood of hardened soldiers and make even brave men weep in fright. At 2nd level, the Ranger becomes immune to any mundane situation that would normally require him to make a Will saving throw or suffer any effects of fear or terror. A Ranger has a job to do and he does it, no matter how suicidal or fearsome it might be.

The Application of Terror: As part of a Ranger's psychological training, he is taught both how to master his own fear and how to heighten it in others. Using this technique, a Ranger can attempt to 'attack' a foe's mind through carefully manipulated events, words and actions. Application of Terror takes one hour per character level of the opponent being fought to set up and the Ranger must have control over the area where the battle will take place and at least passing knowledge of the foe itself. This limits the ability to only the most controlled of circumstances, such as a duelling ground or an ambush planned in advance.

Once the area is arranged and the time is spent in reflection and preparation, the opponent will suffer the Ranger's Wisdom modifier (if positive) as a penalty to all attack rolls and skill checks while engaged in combat with the Ranger who initiated Application of Terror. An opponent is always

free to surrender or flee but while the battle continues, the penalty to attack rolls and skill checks remains. Application of Terror is in-depth and mentally exhausting enough that it can only be performed once per day.

If the target opponent for an Application of Terror is in a starship or commands troops directly, the penalty from this ability affects any equipment, vehicle or characters under his command. This makes the Application of Terror a very potent, if seldom used, ability and one of the most important weapons in a Ranger's arsenal. The Games Master is the final arbiter over what constitutes an acceptable use of this ability and how many individuals it can affect through its use against a 'commander'.

Bonus Feat: At 3rd, 5th, 7th and 9th class levels, the Ranger gains a bonus feat. This feat may be freely chosen from any the character normally meets the requirements for. Rangers are highly trained individuals, capable of many feats that set them apart from more mundane individuals. However, Ranger training is also exceptionally diverse, allowing members to find their own talents and specialisations.

Die for the One: Rangers do not fear death, or at least that is what is taught in the Academy of Tuzanor. By the time a character reaches 3rd level in this prestige class, he has likely faced death many times and begun to truly understand that it is not a thing to be terrified of. Only a death without meaning and without honour is to be avoided; a life spent for a cause is something to take pride in. Rangers of this level gain the ability to push themselves far beyond their normal limits when their own deaths are imminent. Once a Ranger with this ability reaches 0 or lower hit points, he may continue to act without penalty (though one hit point is still lost each round as normal) until death occurs at -10 hit points.

Once this ability is used, a Ranger cannot stabilise and gains no Constitution bonus for others attempting to stabilise him. He is literally burning his life force away in order to continue fighting for what he believes in. A Ranger can choose to not use this ability when he reaches 0 or fewer hit points but this choice must be made immediately upon suffering the damage that brings him to this point. If a Ranger chooses not to use this talent so he can stabilise normally, he cannot then choose to invoke Die for the One and act until he first reaches a positive number of hit points.

A Ranger's Authority: Rangers have contacts and allies scattered among the stars, each one cultivated carefully and used in secret whenever possible. At 4th level, a Ranger becomes privy to this support network. Trusted more than lower level members of the Anla'shok, the Ranger can

always find aid in the form of 1d5 x 100 credits, a ticket on a transport to any neighbouring planet or system or a Small size or smaller weapon of any type available in the surrounding area no matter where he is. This ability is subject to temporary revocation if it is abused; contacts are not servants and should never be treated as such. It takes at least one hour to use A Ranger's Authority.

In addition, unless the Games Master has a reason to deny the character this boon, the Ranger will have reached sufficient rank to be granted command of his own ship. A 4th level Ranger will be provided with a crew and vessel of appropriate type and capabilities for the campaign; the Games Master is in full control of how far this perk extends, though it is common in times of war after the Earth Year 2260 for the Ranger to be given command of a White Star.

Denn'bok: At 4th and 8th level, the continued training a Ranger receives with a Minbari fighting pike increases the amount of damage he can inflict with it in combat. In the hands of a skilled Ranger, a denn'bok becomes more than just an extending metal staff; it is the focus for all of their martial training and becomes capable of striking deadly blows with blinding speed. At 4th level, a denn'bok inflicts 1d8 damage with a successful attack instead of 1d6. At 8th level, this improves to 1d10. Damage type does not change, remaining bludgeoning.

Live for the One: Any Ranger can proclaim the creed and vow of the Anla'shok but most of them never really consider the implications of what those words really mean. The best and brightest of the Rangers recognise that death is one way to serve the One and the cause of the Anla'shok but it is by no means the only way. A 5th level Ranger has taken this revelation to heart and, while he may have come to this realisation early in his career, he can now finally put his insight to use.

A Ranger with this ability can stabilise normally while using Die for the One, granting his Constitution modifier as normal to Medical checks made to stabilise him and can spend a permanent Constitution point to automatically succeed at a reroll of a failed stabilisation check at -9 hit points. 5th level Rangers are very hard to kill; their dedication to the One and all they care for keeps them going long after others would have given up the fight.

Between the Darkness and the Light: Rangers are asked to do some very dangerous things, often with no promise or possibility of support from outside forces. As such, they are expected to be self-sufficient and may be placed in situations where only their personal skills stand between success and failure. Rangers are given a wide variety of

skills to train in but every member of the Anla'shok exhibits their own aptitudes during the course of that training. At 6th level, a Ranger may chose from one of the following options. Once made, this choice cannot be changed and the Ranger gains the benefit of the chosen ability.

Security Systems (Agent class feature), Improved Diplomacy (Diplomat class feature), Lurker's Knowledge (Lurker class feature), Rallying Call (Officer class feature), Primary Area of Study (Scientist class feature) or Weapon Training (Soldier class ability). If any of these skills accrue benefits or improve over a number of levels, they do not do so for the Ranger, providing only what benefit they might grant at their basic level.

Standing on the Bridge: Rangers are a stubborn lot and that defiant streak is cultivated in higher level Rangers with training that allows them to endure even the greatest of hardships and still persevere. This level of endurance training extends into every discipline, from the physical to the purely mental, with each lesson designed to bring out the true nature of a Ranger under the most stressful of situations. Very few manage to pass these tests but those that do achieve something great within themselves.

Once per day, a Ranger of 8th level can automatically succeed at a single failed saving throw. The effort involved inflicts 1 point of subdual damage on the Ranger for each point the saving throw was missed by but the resulting damage cannot reduce the Ranger below 1 hit point in any case.

Heart of Izil'zha: At this level, a Ranger reaches the pinnacle of Anla'shok training and has passed every test of ability and character set forth by Valen and the many that have been added to the regimen in a thousand years. While not every member of the Anla'shok's leadership council has 10 levels in this prestige class, any 10th level Anla'shok Ranger has the right to join the council, ruling

the organisation alongside them from their headquarters in Tuzanor on Minbar.

This level of authority comes with its own rewards; when a Heart of Izil'zha (the honorific given to a 10th level Ranger) goes out on field work, he can effectively take anything she needs from the combined resources of the Anla'shok and the Minbari Federation. This is effectively a more wide-reaching form of the Ranger's Authority class feature but with even fewer limits. If a Heart of Izil'zha believes that a fully crewed Sharlin cruiser with an escort flight of White Stars is required for a given mission, they are typically given over to his command without question.

The ISA Ranger (Base Character Class)

'We are a new breed. We do not hide in the shadows; we strike from them. We do not conceal our faces; we conceal our intentions until the moment to act arrives. We are warriors that move among the stars in chariots of bright power. We are Rangers and all those that oppress, subjugate, murder and enslave will soon come to know us well.'

— Dane Vharas, Ranger-Commander of White Star 101

The Anla'shok Ranger

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 st	+1	+0	+1	+1	Garb of Honour, Places Unseen
2 nd	+2	+0	+2	+2	Fearless, The Application of Terror
3 rd	+3	+1	+3	+3	Bonus Feat, Die for the One
4 th	+4	+1	+3	+3	A Ranger's Authority, Denn'bok (1d8)
5 th	+5	+1	+4	+4	Bonus Feat, Live for the One
6 th	+6	+2	+5	+5	Between the Darkness and the Light
7 th	+7	+2	+6	+6	Bonus Feat
8 th	+8	+2	+6	+6	Denn'bok (1d10), Standing on the Bridge
9 th	+9	+3	+7	+7	Bonus Feat
10 th	+10	+3	+8	+8	Heart of Izil'zha

The ISA Ranger and the Past

Games Masters can use the ISA Ranger as given here to also represent the Rangers to come after Valen's initial gathering of soldiers and scouts during the last days of the Shadow War in his time. This class is well suited for use as Rangers that have been trained from childhood to serve the Anla'shok; this would include the generations that grew up, served and passed on their wisdom to the Anla'shok for several centuries before the organisation ever began to take in members from outside its own number.

The ISA Rangers and the Rangers of the past millennia also share the same basic skill set, making this class perfect to use for them without alteration. The Anla'shok after Valen's immediate time were more scholars and guardians than warriors, though their martial skills were excellent. While the Anla'shok Ranger given in *Point of No Return* and reprinted above is an example of a Ranger trained during a time of war, the ISA Ranger is more a peacekeeper and sentry.

Games Masters should certainly allow Players to choose which form of Ranger he or she desires to play. They are both valid for any time period, as attitudes and backgrounds might make a post-Valen era Ranger more combative and aggressive or an Anla'shok member trained during the last Great War more interested in espionage and special operations than wielding a denn'bok. In any case, many of the skills are the same and both are very effective. Players should be allowed to make whichever decision fits best with their character concept unless campaign needs override this freedom.

In many ways, the new breed of Rangers that have come about as a result of the ISA's adoption of the Anla'shok and their fleet of White Star vessels as a police and military force resembles greatly the Rangers as Valen first created them a thousand years beforehand. In both cases, the organisation is one forged in the crucible of war with soldiery and spying at its heart. While over the centuries Minbari (and eventually humans) from all walks of life have come to the Anla'shok to serve, the newest recruits are much like the oldest ones – bred for war and for secret service in the aftermath of an epic conflict.

This is not to say the greatest challenge to face the Anla'shok has passed or that the ISA Ranger is any less capable than his predecessors in the order. While an Anla'shok Ranger predating 2262 may be intensely trained and skilled in the arts of war like few others, an ISA Ranger is a more widely-versed individual with instruction in dozens of disciplines simultaneously. This lack of specialisation might reduce some of an ISA Ranger's effectiveness in certain areas but it ensures that there are few situations he cannot cope with expertly.

The ISA Ranger is a model of discipline, fortitude and flexibility. With many skills and techniques drawn from the oldest of Anla'shok teachings and new skills formed entirely through cooperation between humanity and the Minbari, he is given the finest of everything – equipment, resources and skill education second to none. If an ISA

Ranger encounters a difficulty in the field, he will either be able to deal with it immediately or be able to, with a moment's research, find an effective resolution.

The Anla'shok as an organisation have found that ISA Rangers, with their accelerated and focused training, resemble the old form of the order far more than those given the instruction offered to Rangers coming to the order with skills and experiences in battle of their own. The ISA Ranger may take longer to train and require a more substantial teaching regimen but the results are very efficient in terms of what one of them can accomplish on their own.

The Anla'shok have also discovered that these new Rangers work well side-by-side with their more life-experienced peers. Working as a team, there is little they cannot accomplish. While a more traditional Anla'shok is a powerhouse in physical combat and direct espionage, an ISA Ranger is capable of filling in any skill gaps his battle-ready brethren might lack. Singly, both are very effective; together there is nothing they cannot handle during a mission. When possible (and when the nature of a given assignment allows), the Anla'shok prefer assigning two or more Rangers of different training styles together. The sum is always, it seems, greater than the value of its parts.

Starfarers: By their very nature, ISA Rangers are starfarers. Assigned to crew (if not command) a White Star very early

in their careers, they are bred to space during their training and rarely leave it for long. They are always trained in basic navigation and piloting skills, capable of crewing a capital class ship just as readily as they are comfortable behind the controls of numerous fighter craft. Some few take this training a step further and become true officer-pilots but all ISA Rangers are quite skilled at travelling through space and finding their way around its maze of jump beacons and hazards.

Characteristics: Again, by their nature all Rangers are at some level interventionists. That is the personality type that leads an ISA Ranger to adopt the lifestyle and teachings of the Anla'shok. If they were not interested in making the universe a safer place to live for the many races under the banner of the Interstellar Alliances, they would never have been approached for membership. While in later years of the ISA it is possible for people of any race to simply apply for a position in the Anla'shok, in its early years recruitment is still limited to the old way – observation, recommendation and careful advances to see if the candidate has what it takes to be a Ranger.

Background: ISA Rangers still come from all walks of life and there is no set group from which more Rangers are recruited than others. It is just as common to see the poor and the powerless represented in their ranks as it is a noble from a race's principle homeworld. Once a being becomes a Ranger, all cultural identity becomes less important and with that comes a fading of any perceived social rank. While a Ranger can come from virtually any background, it is far more important to the Anla'shok who a sentient is than what it was before coming to the order.

Telepaths are never allowed as Rangers under normal circumstances, though this ban is being somewhat relaxed in the ISA era. Games Masters are free to determine if the Accepted Telepath feat is required for telepaths and latent telepaths to enter the order. After 2260, it should not be necessary (though some Players may still wish to take it for the other benefits it provides).

Races: Every race in the Interstellar Alliance has the right to submit members of their own people to the Anla'shok for membership consideration. This provision was insisted upon by a unanimous vote during the first Council meeting of the ISA after that government's display of military power during the Enfilu tragedy and subsequent emancipation. While the Minbari instructors of the Anla'shok have mixed feelings about this change in policy, most of the human members of the Rangers are eager to bring in fresh ideas and techniques to 'enrich' the aging organisation.

Other Classes: Being able to rely on allies of every profession and social standing is a basic tenet of Anla'shok operations. This allows an ISA Ranger, like his more traditional counterparts, to interact easily with members of any character class and use their collective skills to the best possible advantage. Indeed, some of their training is oriented in that regard, allowing an ISA Ranger-led strike team to be more effective than its individual members could possibly be on their own.

Multiclassing Restriction: The ISA Ranger basic class and the Anla'shok Ranger prestige class are incompatible. They represent two divergent approaches to the same calling and cannot multiclass into each other.

Game Rule Information

ISA Rangers have the following game statistics.

Abilities: ISA Rangers are best served by having a good base in all six attributes as no single ability score is more effective or relevant than any other. It is important for an ISA Ranger to have strong mental abilities, as many of their most important skills are grounded in these attributes. Even so, ISA Rangers are often called upon to engage in physical activities and thus the ability scores governing such things cannot be easily ignored.

Initial Hit Points: 1d6+4.

Additional Hit Points: 2.

Class Skills

The ISA Ranger's class skills (and the key ability for each skill) are Balance (Dex), Computer Use (Int), Concentration (Con), Diplomacy (Cha), Drive (Dex), Hide (Dex), Listen (Wis), Medical (Wis), Move Silently (Dex), Pilot (Dex), Search (Int), Sense Motive (Wis), Speak Language (None), Spot (Wis), Swim (Str) and Technical (any) (Int).

Skill Points At 1st level: (8 + Int modifier) x 4.

Skill Points At Each Additional Level: 8 + Int modifier.

Class Features

All of the following are class features of the ISA Ranger.

Weapon Proficiency: An ISA Ranger is proficient with all melee, grenade and pistol weapons.

Starting Credits: An ISA Ranger begins the game with 2d6 x 100 credits.

Automatic Language: ISA Rangers start at 1st level with Minbari (adrenato) as a bonus language if they do not already possess it.

Garb of Honour: All Rangers receive, as part of a ceremony that lasts for two full days after their graduation from the months of training they endure, three things that, by their nature, mark him as a true member of the Anla'shok. These are their Ranger robes, a denn'bok (Minbari fighting pike) and a special pin forged of white hot metal on Minbar and cooled in three ceremonial bowls. These items are a mark of the respect the Anla'shok has for their dedication and a token representing the sacred bond between them and their order. 1st level ISA Rangers are always trained in the use of the iconic denn'bok before leaving the Tuzanor Academy – they receive the Exotic Weapon Proficiency (denn'bok) feat for free.

These items may never be sold without deep and lasting shame befalling the Ranger doing so, though one or more of them might be loaned or bartered if the situation forcing the act were truly desperate enough to warrant such a thing. If any of these items are destroyed, the Anla'shok will replace them free of charge but the Ranger will be expected to travel to the city of Tuzanor on Minbar to receive them. Lost items are the responsibility of the Ranger, who should do all within his power to track them down as soon as responsibilities and circumstances allow.

Code of the Anla'shok – Tunalla, Tuvor and Veshii: The basic skill set given to an ISA Ranger is second to none, using both crystal-enhanced memory writing as well as traditional teaching methods. While all ISA Rangers of 1st level and above are fully trained and trusted members of the Anla'shok, they still require tempering in the flames of experience in order to fully realise the three Codes of the Anla'shok – Tunalla (Investigation), Tuvor (Invisibility) and Veshii (Intervention). At 1st, 2nd and 3rd level the ISA Ranger has the last part of his ISA Ranger training click into place through using the Codes and their relevant ethics in the field. As such he may select one of the Codes and immediately apply its benefits. There is no particular order involved – experience changes from Ranger to Ranger – but all ISA Rangers of 3rd level will have had enough experience to be fully versed in all three Codes.

Every Code of the Anla'shok adds class skills to the ISA Ranger's skill list. The ISA Ranger *must* spend at least one skill point in each of these skills when he gains them as class skills.

Tunalla: Most of the knowledge an ISA Ranger possesses he absorbs during training without even realising consciously that he has learned it at all. This knowledge base is so vast that while its specific applications are rarely very advanced, it allows him to perform feats of skill that only trained experts could normally attempt. An ISA Ranger who has realised Tunalla may make an untrained skill check even if the skill in question could normally only be attempted by someone with at least one applicable rank. This skill check is only modified by the Ranger's relevant attribute, making success in trying circumstances very difficult if not impossible.

Tunalla Class Skills: Gather Information (Cha), Knowledge (any three) (Int)

Tuvor: To show their education and subsequent experience in the arts of stealth, an ISA Ranger who has realised Tuvor gains a +1 competence bonus to all Hide, Move Silently and Bluff checks.

Tuvor Class Skills: Bluff (Cha), Disguise (Cha), Escape Artist (Dex), Pick Pocket (Dex)

Veshii: ISA Rangers are expected to be able to hold their own in virtually any situation. As such, they are trained in ancient fighting arts, including the use of the denn'bok and then educated in many ways to avoid having to use those skills. An ISA Ranger who realises Veshii receives the Improved Unarmed Strike feat for free to reflect their enhanced talents in combat.

Veshii Class Skills: Climb (Str), Intimidate (Cha), Jump (Str), Tumble (Dex)

ISA Authority: Rangers have contacts and allies scattered among the stars, each one cultivated carefully and used in secret whenever possible. In addition, they have legal authority to enforce the laws and charters of the Interstellar Alliance, allowing them to make arrests, set up blockades



and act with police powers anywhere in the League of Non-Aligned Worlds and the boundaries of ISA space.

At 3rd level, an ISA Ranger is provided with full use of this authority and the contact network that goes along with their position. Trusted more than lower level members of the Anla'shok, an ISA Ranger can always find aid in the form of 1d6 x 100 credits, a ticket on a transport to any neighbouring planet or system or a Small size or smaller weapon of any type available in the surrounding area no matter where he is. This ability is subject to temporary revocation if it is abused; contacts are not servants and should never be treated as such.

It takes at least one hour to use ISA Authority unless campaign reasons or logic dictates otherwise. For instance, while using a White Star to enforce a blockade a trade land known to harbour raiders is perfectly within an ISA Ranger's rights, it will generally take far longer than an hour to achieve any measurable results.

Fearless: ISA Rangers become inured over time to the dark places where no one dares to go. Their mandate takes them into situations that would freeze the blood of hardened soldiers and make even brave men weep in fright. At 4th level, an ISA Ranger becomes immune to any mundane situation that would normally require him to make a Will saving throw or suffer any effects of fear or terror.

White Star Assignment: This 'class feature' is as much a roleplaying and campaign tool for the Games Master as it is an ability for an ISA Ranger. At 4th level, an ISA Ranger becomes eligible to be given command or join the command staff of a White Star or similar vessel. If there are multiple Ranger characters in the campaign, it is usually easiest to provide each of them with a command staff role with the most charismatic or officer-capable of the group assigned the initial Captain's rank. This can of course change as performance shows each Ranger's strengths and shortcomings but it is an effective method of getting every Ranger Player Character together in a single setting.

The White Star (or other vessel) provided at this level is not owned by the Ranger(s) but rather given in trust to their custody along with a support crew of worker and religious caste Minbari and other minor officers and troops. Some of these roles can also be filled by Players if desired, allowing for a ship-based campaign at least in part. If damaged, the White Star can be repaired at most Minbari shipyards (and ISA shipyards after 2264) and if destroyed, surviving Rangers are typically assigned to a new command within two to three weeks after recovery.

Die for the One: ISA Rangers do not fear death, or at least that is what is taught in the academies of Tuzanor. By the time a character reaches 5th level in this class, he has likely faced death many times and begun to truly understand that it is not a thing to be terrified of. Only a death without meaning and without honour is to be avoided; a life spent for a cause is something to take pride in. ISA Rangers of this level gain the ability to push themselves beyond their normal limits when their own deaths are imminent. Once a Ranger with this ability reaches 0 hit points, he may continue to act without penalty (though 1 hit point is still lost each round as normal) to -5 at which time he passes out as normal. Death still occurs at -10 hit points.

Once this ability is used, an ISA Ranger cannot stabilise and gains no Constitution bonus but rather suffers a -1 penalty for others attempting to stabilise him. He is literally burning his life force away in order to continue fighting for what he believes in. A Ranger can choose to not use this ability when he reaches 0 or fewer hit points but this choice must be made immediately upon suffering the damage that brings him to this point. If an ISA Ranger chooses not to use this talent so he can stabilise normally, he cannot then choose to invoke Die for the One and act until he first reaches a positive number of hit points.

Skill Mastery: At 6th, 12th and 18th level, the ISA Ranger may select a number of skills equal to his Intelligence modifier +1 (minimum of 2). When making a skill check with one of these skills, an ISA Ranger may always Take 10 even if normally prevented from doing so. This simulates the careful and methodical training given to the Anla'shok, allowing them to competently use their skills even during the most trying and dangerous of times.

Denn'bok: At 7th and 15th level, the continued training an ISA Ranger receives with a Minbari fighting pike increases the amount of damage he can inflict with it in combat. In the hands of a truly skilled wielder, a denn'bok becomes more than just an extending metal staff; it is the focus for all of the Anla'shok's martial training- capable of striking deadly blows with blinding speed. At 7th level, a denn'bok inflicts 1d8 damage with a successful attack instead of 1d6. At 15th level, this improves to 1d10. Damage type does not change, remaining bludgeoning.

Effective Crosstraining: An ISA Ranger is given exacting training in many different skills but this curriculum is not entirely set in stone. Experience teaches a Ranger many things, including precisely what he does not know but needs to learn. When this class feature is gained at 8th and 16th class levels, an ISA Ranger can pick any one skill he does not already possess as a class skill. It is now treated

The ISA Ranger

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 st	+0	+1	+1	+1	Code of the Anla'shok, Garb of Honour
2 nd	+1	+1	+1	+1	Code of the Anla'shok
3 rd	+2	+2	+2	+2	Code of the Anla'shok, ISA Authority
4 th	+3	+2	+2	+2	Fearless, White Star Assignment
5 th	+3	+3	+3	+3	Die for the One
6 th	+4	+3	+3	+3	Skill Mastery
7 th	+5	+3	+3	+3	Denn'bok (1d8)
8 th	+6/+1	+4	+4	+4	Effective Crosstraining
9 th	+6/+1	+4	+4	+4	Trust of the Grey Council
10 th	+7/+2	+5	+5	+5	Live for the One
11 th	+8/+3	+5	+5	+5	Between the Darkness and the Light
12 th	+9/+4	+6	+6	+6	Skill Mastery
13 th	+9/+4	+6	+6	+6	Natural Leadership
14 th	+10/+5	+6	+6	+6	Between the Candle and the Star
15 th	+11/+6/+1	+7	+7	+7	Denn'bok (1d10)
16 th	+12/+7/+2	+7	+7	+7	Effective Crosstraining
17 th	+12/+7/+2	+8	+8	+8	Standing on the Bridge
18 th	+13/+8/+3	+8	+8	+8	Skill Mastery
19 th	+14/+9/+4	+9	+9	+9	Voice of Valen
20 th	+15/+10/+5	+9	+9	+9	Anla'shok Legend

as a class skill for him no matter what class he progresses in. This change occurs before skill points are spend for the level at which Effective Crosstraining is gained, allowing them to purchase ranks at a one to one rate.

Trust of the Grey Council: The name and deeds of a 9th level ISA Ranger become known to the Grey Council on Minbar. Their attention is both advantageous and dire, as while they are quick to reward and promote those that impress them, their intensity of focus can also lead the Ranger and his or her companions into ever more dangerous assignments. After all, if a Ranger can advance so far in his accomplishments as to gain their attention, he must surely be capable of any task they might require.

Once an ISA Ranger gains the Trust of the Grey Council, life will never be quiet again. This potential for danger does come with some advantages. The first is a vessel upgrade. If the Ranger and his companions currently crew a Cruiser-class White Star, it is replaced with a Command White Star complete with full fighter compliment. The second advantage is a doubling of their ISA Authority budget to 1d6 x 1000 credits per mission. Lastly, an ISA Ranger with the Trust of the Grey Council is given full access to Minbari goods and equipment - a boon most other Rangers cannot boast. Such goods must still be purchased (often out of mission funds) but access alone is a great benefit.

Live for the One: This ability is exactly like the class feature of the same name possessed by the Anla'shok Ranger. An ISA Ranger with this ability can stabilise normally while using Die for the One, granting his Constitution modifier as normal to Medical checks made to stabilise him and can spend a permanent Constitution point to automatically succeed at a reroll of a failed stabilisation check at -9 hit points. 5th level Rangers are very hard to kill; their dedication to the One and all they care for keeps them going long after others would have given up the fight.

Between the Darkness and the Light: ISA Rangers are given a wide variety of skills during their training but every member of the Anla'shok exhibits their own aptitudes during the course of that instruction. At 6th level, an ISA Ranger may chose from one of the following options. Once made, this choice cannot be changed and the Ranger gains the benefit of the chosen ability.

Security Systems (Agent class feature), Improved Diplomacy (Diplomat class feature), Lurker's Knowledge (Lurker class feature), Rallying Call (Officer class feature), Primary Area of Study (Scientist class feature) or Weapon Training (Soldier class ability). If any of these skills accrue benefits or improve over a number of levels, they do not do so for an ISA Ranger, providing only what benefit they might grant at their basic level.

Natural Leadership: At 13th level an ISA Ranger automatically gains the Natural Leader feat (see page 120).

Between the Candle and the Star: At 14th level, the abilities of an ISA Ranger have grown to the point where he can take disadvantageous conditions and make them work in his favour and in the favour of those he supports. He can pull together even a wildly disparate team and have them function better than they could under any other command. This ability takes the form of a constant bonus of +1 to all attack rolls and skill checks made by any ally within 150 yards of the Ranger and in at least voice communication with him.

This bonus is not enjoyed by the ISA Ranger himself, though he gains it if another ISA Ranger of sufficient level to have this ability counts him as an ally and he is within range. In space, this ability affects every member of a starship the ISA Ranger commands or every fighter crewman in the Ranger's flight, even if they are technically outside the normal range so long as they are acting on his orders and are within the same general area (the bonus would count during a given battle but would not apply to a fighter that goes through a jumpgate if the Ranger does not immediately follow).

Standing on the Bridge: Constant training and self-reliance has become so natural to the ISA Ranger at 17th level that he can regularly accomplish what others would find impossible. Once per day, an ISA Ranger of 17th level can automatically succeed at a single failed saving throw. The effort involved inflicts 1 point of subdual damage on the Ranger for each point the saving throw was missed by but the resulting damage cannot reduce the Ranger below 1 hit point in any case.

Voice of Valen: AN ISA Ranger has built up such a reputation that by 19th level there are few in the right circles that have not heard of him and his deeds. He can command great respect simply through his actions and force of personality. If he is within 30 feet of an ally and visibly engaged in the same task they are (attacking the same enemy, making the same skill check to accomplish the same or a similar objective, etc.) the bonus he provides with *Between the Candle and the Star* becomes +2. Unlike that ability, this does not extend to distant ship's crew; anyone receiving the enhanced bonus must be within 30 feet to be inspired.

Anla'shok Legend: The reputation and personal ability of a 20th level ISA Ranger is generally beyond compare. He can command an entire fleet of White Stars without difficulty, do battle with ancient horrors and navigate the darkest corners of hyperspace with ease (or so his

growing legend would have others believe). While his personal accomplishments might not be that impressive, the perception of a 20th level Ranger among his peers and within the halls of both Minbari and ISA power is that of an infallible or at least incredibly powerful agent – one ready to take on literally any task in the galaxy.

A 20th level Anla'shok Legend is automatically extended an invitation to join the masters of the Rangers on Tuzanor as one of their own, guiding the organisation as a member of the ruling council. This invitation may well come sooner than at 20th level but it is given regardless of past performance if an ISA Ranger makes it to this level. There is no shame in declining this offer; many of the ISA's best and brightest prefer to remain active Rangers for as long as they can.

This level of notoriety and respect comes with its own rewards; when an Anla'shok Legend goes out on field work, he or she can effectively take anything she needs from the combined resources of the Anla'shok and the Minbari Federation. This is effectively a more wide-reaching form of the ISA Authority class feature but with even fewer limits. If an Anla'shok Legend believes that a fully crewed Sharlin cruiser with an escort flight of White Stars is required for a given mission, they are typically given over to his command without question.

In addition, Anla'shok Legends gain a +2 circumstance bonus to all Charisma-related skill or attribute checks when dealing with Minbari of any kind (but not members of its sub-races), ISA soldiers, officers and diplomats and other Rangers of any class or prestige class.

Denn'bok Master (Prestige Class)

'Combat is like a race. Will you move faster than your opponent? Will he move faster than you? You pit your skill - your speed - against another's in a winner-take-all dash to the finish. Your only prize? Survival until the next time you run.'

— Durhan, Anla'shok Instructor in Tuzanor on Minbar

Denn'bok Master (General) [Reprinted from the Minbari Federation Factbook]

Whether you were trained by Durhan himself or one of his honoured contemporaries, you have been granted knowledge of the secret techniques of fighting with a denn'bok, a traditional weapon of the Anla'shok and some warrior caste clans.

Prerequisite: Exotic Weapon Proficiency (denn'bok), Weapon Focus (denn'bok), base attack bonus +6 or higher, Dexterity 13+.

Benefit: You gain the advantages of Ambidexterity and Two-Weapon Fighting when wielding a denn'bok. You also gain the ability to make a stunning blow with a denn'bok once a combat in place of a melee attack. The stunning blow is rolled as normal and inflicts standard damage. The target must also make a Fortitude save (DC 15 + Strength modifier if positive) or be stunned for their next round.

Special: This is a powerful feat, as befits a Denn'bok Master and as such is subject to Games Master approval. To learn it at all, a character must be taken in by an Anla'shok or Warrior Caste mentor with the inclination and ability to teach it. Denn'bok Master should not be selected as a feat unless the campaign allows for it and the character has fought for and earned the right to take it.

As with Durhan and Valen before him, there have been those in the Anla'shok that have taken to the mysteries and skills of the Minbari fighting pike with such grace that they seem to be prodigies of the weapon. Once in a great while, the instructors in Tuzanor come across just such a promising student and educate him in the ways of the denn'bok to a degree that far surpasses the normal skill developed by other Rangers.

By necessity, this does limit his access to other training but for these students that hardly matters. Their focus lies in the elegant dance of the denn'bok – the sweeps and parries that display their mastery for all to see. In the realm of physical combat, there are few warriors capable of matching their speed and strength. They learn how to strike with every muscle in their body and block virtually any blow. It is said that the greatest of their number can even knock energy bolts aside with the length of his denn'bok but such talk is surely the embellishment of legend.

Denn'bok Masters are always appreciated in any gathering of Rangers as their martial training also extends to tactics

The Denn'bok Master

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

and other realms of combat. They are combatants but they are still well-grounded in the arts and ways of the Anla'shok. They make very effective leaders in times of war and rarely have any difficulty accepting the command of others when their skills are best used in a bodyguard or secondary capacity. While they are not as versatile as other Rangers, they are incredibly effective at what they do and revered for their skill with the most respected of Minbari fighting arts.

Additional Hit Points: 2.

Requirements

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

Skills: Balance 8 ranks, Intimidate 5 ranks, Tumble 8 ranks.

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

Special: Non-Ranger Minbari can take this class if they possess all three of the above denn'bok-related feats even if they have no levels in any Ranger class. This exception *could* be extended to a human or alien character but only in the most extreme circumstances and only with Games Master permission.

Class Skills

The Denn'bok Master's class skills (and the key ability for each skill) are Balance (Dex), Bluff (Cha), Climb (Str), Concentration (Con), Intimidate (Cha), Jump (Str), Listen (Wis), Perform (Cha), Sense Motive (Wis), Spot (Wis), Survival (Wis), Swim (Str), Technical (any) (Int) and Tumble (Dex).

Skill Points At Each Level: 4 + Int modifier.

Class Features

All of the following are class features of the Denn'bok Master prestige class.

One with the Pike: One of the first things a Denn'bok Master learns is how to wield his weapon as if it was an extension of his own body. He feels the ever-shifting balance of the denn'bok and learns how to best use its ebb and flow to his advantage. He moves with it like a graceful part of himself, striking and parrying with incredible speed. He gains a +1 bonus to attack and damage rolls when wielding the pike in melee combat. This bonus stacks with Weapon Focus and Weapon Specialisation in the denn'bok but does not apply if the Master is attempting any of the special manoeuvres gained through this prestige class. They are taxing enough on the wielder that this additional skill cannot be applied to them.

Denn'bok Mastery: Advanced training makes the Denn'bok Master capable of great feats with his chosen weapon. He gains the feat listed below even if he does not yet qualify for its prerequisites. If he already possesses the Denn'bok Master feat or takes it at a later time, he gains a +2 bonus to the Fortitude DC of his stunning attack and the ability to use it an additional time each day.

Spinning Strike: In battle, a Denn'bok Master often finds himself surrounded by enemies. The fighting style taught to Denn'bok Masters has a way of dealing with such tight situations – the spinning strike. This manoeuvre is a powerful one, allowing the Master to take a full round action to make a single attack at his full attack bonus against every opponent within 5 feet. This strike does not allow a 5 foot adjustment and constitutes the extent of his action in the round even if he qualifies for additional attacks or actions in some way.

The Comet's Tail: The Comet's Tail is a technique attributed to Valen himself and involves a sudden shift of the hands to one of the ends of the denn'bok. This momentarily gives the wielder an extremely long reach and striking power while sacrificing very little control. Once this ability is learned, the Denn'bok Master gains a Reach of 10 feet with his weapon. This Reach can only be used during attacks of opportunity and for a single attack each round on the Master's turn. At all other times, the Master's reach with his denn'bok is 5 feet as normal.

Grace of Valen: The highest form of mastery with the denn'bok, this is almost a form of martial enlightenment rather than any manoeuvre or technique a student can learn. The Grace of Valen is a superlative ability to attack and defend without conscious effort or thought – a form of dance wherein the Master and his weapon literally flow through combat like a whirlwind of deadly steel. Denn'bok Masters with the Grace of Valen never lose their Dexterity modifier to their Defence Value, cannot be flanked and always get to act during a surprise round unless physically prevented from doing so. This surprise action takes place after all other actions if the Master would not normally have been able to act at all; otherwise it is resolved normally.

Anla'shok Officer

'There is a Centauri raiding fleet on its way to this sector and we are all that stand between it and civilians transports moving along this route. I will be damned if they die in deep space because we could not protect them.'

— Dane Vharas, Ranger-Captain of White Star 101

Anla'shok Officers are a rare breed – Rangers that take to space travel, ship systems and command so well that they excel in such endeavours far more than their fellow Anla'shok. While all Rangers are some leadership and pilot training, Anla'shok Officers build on these skills and are generally considered to be the finest leaders of the Anla'shok with few exceptions. Legend has it that Valen chose the first Anla'shok Officers from his own personal guard and set them to the task of selecting promising candidates from the gathering of Rangers at their command.

The Anla'shok Officer

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

Whether this is true or not, it is a fact that in the modern era instructors in Tuzanor and at the many Anla'shok training centres serve the same role. They carefully monitor the interactions between their students and those that show a penchant for leadership are often taken aside and tested for command ability. Students passing these rigorous tests are given the option of taking specialised courses to bring out their natural qualities and heighten their ability to lead others.

Where an Anla'shok officer really shines is in space at the helm of a White Star or other Ranger vessel. While not all Anla'shok Officers serve as Captains, they are always placed in the chain of command whenever possible to take full advantage of their skills. They can turn a passable warship into an exceptionally deadly vessel and get every last iota of effort out of even the most mismatched and inefficient crew. Starships led by Anla'shok Officers are considered elite vessels and are the first to be given high-profile missions.

Anla'shok Officers are also effective during ground work. While their skills are optimised for space combat and exploration, they are well versed in small unit and even solitary tactics. An Anla'shok Officer may not be at his best when planetside but for all his fleet skills he is still a Ranger and more than capable of handling any assignment the Anla'shok chooses to assign.

Additional Hit Points: 2.

Requirements

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

Skills: Diplomacy 6+, Sense Motive 5+

Feats: Spacecraft Proficiency, Natural Leader

Class Feature: Must have either ISA Authority or A Ranger's Authority class feature.

Special: A Ranger may not take this prestige class unless he has been assigned to a vessel as a member of its command crew. This can happen simultaneously with taking the 1st level of this prestige class but as assignment to a starship is always under the Games Master's discretion, such an instance would also be solely by Games Master permission.

Class Skills

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

Skill Points At Each Level: 4 + Int modifier.

Class Features

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

Commanding Presence: An Anla'shok Officer learns very quickly to lead by example. He is trained to exude an aura of confidence and be extremely sure in his decisions. These qualities make him an excellent leader and provide excellent morale to his troops and companions. An Anla'shok Officer grants every other sentient allied being within 30 feet of him a +1 bonus to all Will saving throws and automatically prevents anyone within that radius from become shaken for any morale-based reason. To receive this benefit, allies must be able to clearly see the Officer. Even minor cover or conceal ruins the effect unless the allies are also benefiting from the exact same level of cover or concealment from the exact same source.

Will You Follow Me Into Fire?: Anla'shok Officers must often lead their people into dangerous situation, sometimes utterly hopeless ones with very little chance for survival. It is a mark of their command ability that they can convince their allies to fight in even the most suicidal of circumstances. Anla'shok Officers automatically allow allies suffering from any form or severity of fear effect to recover to a normal state. This affects every ally within 30 feet that can hear the Officer's voice. The speech and actions required to use this ability require an attack action that still allows the Officer to move but not act in other way.

In addition, ships under his command (including any fighter his is personally piloting or acting as a gunner) gain a +1 bonus to their Defence Value or attack rolls each round. This bonus can be shifted between the two options as a free action on the Officer's turn. This bonus does not stack with itself; regardless of how many Anla'shok Officers are aboard a given vessel, it can only benefit from one bonus.



The sole exception is if a ship also has a 2nd level or higher Anla'shok Officer as first mate. In this instance, the vessel gains a +1 bonus to *both* Defence Value and attack rolls. Anla'shok Officers must be conscious and capable of giving coherent orders for this bonus to be applied.

Into Darkness?: The principle duty of an Anla'shok Officer is the care and performance of the people under his command. Even when things seem as their darkest, an Anla'shok Officer should be a beacon of hope and heroism to those around him. As long as an Anla'shok Officer is conscious and at a positive number of hit points (or at a negative value but using the Die for the One class ability), his Commanding Presence will affect an entire vessel or flight of fighters (but not a space station) and provides an additional +1 bonus for a total of +2.

Within his normal 30 foot radius of effect, this ability is even more powerful. All allies in this sphere of influence gain the enhanced benefit listed above and receive the ability once an hour to re-roll any single saving throw, skill check or attack roll. This can be used to re-attempt a failed confirmation check on a critical hit as well. Whatever the result of the second roll, it must be accepted even if it is worse than the first check.

Into Death?: Anla'shok Officers must regularly deal with live-or-die situations and their ability to survive often insurmountable odds make them true heroes in the eyes of their allies. When in combat (either personal scale or starship), an Anla'shok officer is an inspiration to his crew to excel even their own best efforts. Any ally within 30 feet of an Anla'shok officer gets an immediate attack action as a reaction to being taken below 0 hit points as the result of combat damage. This attack must be taken against the opponent responsible for the attack or one of its allies if it is not available. After the attack, the result of the damage is applied normally.

When commanding a starship (even a fighter), this last gasp action also applies but the ship can take its next round of actions normal even as it is falling apart or exploding due to damage. After this full round of actions (which take place on its next turn as normal), the vessel suffers the effect of its damage normally. Any critical hits it scores against an opponent during this last desperate round automatically confirm and are always treated as Heavy damage unless it would be counted as more.

Ranger-Infiltrator

'All Rangers walk in the unseen places of the universe. We go where even they have trouble finding the path. We will never have glory but we will do Valen's will. We live for the One. We die for the One.'

— Sennier, Minbari Ranger-Infiltrator, whereabouts unknown

For every strong right hand, there is a left that does the work it cannot perform openly. The Anla'shok have such a left hand, the order of Infiltrators. These Rangers are selected very early in the training process from those candidates that seem like polar opposites from the leaders in each class. Just as talented in their own way, these lone wolves are given an opportunity to join a very elite and private order. The Infiltrators are so secretive that even they do not know how many there are in the Anla'shok. They are a mystery, even to themselves.

Scouts and spies without peer, Ranger-Infiltrators are also given the ignominious but vital task of 'troubleshooting' when the need arises. A polite way of terming 'targeted assault', such tactics are considered distasteful by both the Grey Council and the leaders of the Anla'shok but they are regrettably necessary in the world of galactic intrigue. As the ISA gains influence over the Anla'shok, the number of Ranger-Infiltrators among its members is declining steadily but they have not been completely removed from the roster. Even President Sheridan, idealist that he is, understands the need for the Ranger-Infiltrator's special form of subterfuge.

Ranger-Infiltrators are fully capable of working within the confines of a group but they almost always keep their identity as anything but a 'normal' member of the Anla'shok a secret from even their closest friends. What they are called upon to do rarely allows for overt assistance in any case, leading to frequent absences and the need to be independently mobile.

Additional Hit Points: 2.

Requirements

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

Skills: Bluff 5 ranks, Disguise 5 ranks, Hide 8 ranks, Move Silently 8 ranks.

Feats: Skill Focus (any one of the required skills listed above).

Special: Must be at least a 3rd level Anla'shok or ISA Ranger.

Class Skills

The Ranger-Infiltrator's class skills (and the key ability for each skill) are Balance (Dex), Bluff (Cha), Climb (Str), Computer Use (Int), Concentration (Con), Disguise (Cha), Drive (Dex), Escape Artist (Dex), Gather Information (Cha), Hide (Dex), Intimidate (Cha), Jump (Str), Listen (Wis), Medical (Wis), Move Silently (Dex), Pick Pocket (Dex), Pilot (Dex), Search (Int), Sense Motive (Wis), Speak Language (None), Spot (Wis), Swim (Str), Technical (any) (Int) and Tumble (Dex).

Skill Points At Each Level: 6 + Int modifier.

Class Features

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

Weapon Proficiency: Ranger-Infiltrators gain proficiency with rifle weapons. They are automatically granted a Li'vath Precision Laser (see page 63) upon gaining 1st level in this prestige class.

Concealment Mastery: As long as a Ranger-Infiltrator has a solid object at least half his height and width or an area of darkness or smoke capable of concealing his entire body, he can use that obstruction to dramatically raise his ability to remain hidden and unharmed. Such an object or area adds his Ranger-Infiltrator level as a bonus to all Hide checks, Reflex saving throws and his Defence Value as long as the target of his check or the source of the Reflex save or attack lies on the other side of the obstruction from him.

Security Systems: Ranger-Infiltrators may use the Search skill to locate security devices and systems when the task has a DC greater than 20. In addition, they may also use the Technical (electronics) skill to disable security systems whose Disable DC is greater than 25. A Ranger-Infiltrator that beats a security system's DC by 10 or more will learn how it actually works and be able to bypass it completely without disarming it or leaving any sign that he discovered or interacted with it at all.

If a Ranger-Infiltrator already has the Security Systems class feature or later obtains it through multiclassing, he gains a permanent +1 bonus to all Search and Technical (electronics) skill checks made for the reasons given above. He may also Take 10 on both skills in those conditions regardless of circumstances that would otherwise limit or negate his ability to do so.

Sneak Attack: If a Ranger-Infiltrator can catch an opponent by surprise, when he is flat-footed or by flanking, he can deliver a deadly blow with a melee weapon he is proficient in wielding. This attack gains the listed bonus damage; that damage stacks with Sneak Attack damage already gained from any class feature(s) of the same name. A Ranger-Infiltrator can only make sneak attacks with ranged weapons if he is proficient in their use and if the opponent is within 30 feet.

Personal Craft: Ranger-Infiltrators are granted access to a personal ship for their own to make long journeys and answer the often emergency summons that call them to action. These craft are a specially outfitted form of Minbari Flyer retrofitted for long range travel and completely solo operation. These ships are as individual as the Rangers that operate them and often bear a personalised paint scheme and custom modifications as the Games Master allows.

After 2264, Minbari technology advances to the point of retrofit extremely small jump point generators into Flyer

Minbari Infiltrator

Huge Spacecraft; hp 35; DV 14 (-2 size, +6 agility); DR 6; Spd 40; Acc 10; Dec 10; Han +6; Sensor +10; Stealth 28; SQ: Artificial Gravity, Atmospheric Capable, Jump Point (optional, see above), Long-Ranged, Minbari Flight Computer; Cargo 400 lb.; 1 Pilot, 1 Passenger

Weapons:

Twin-Linked Sniper Fusion Cannon; Boresight; Attack +3 (targeting computer); Damage 4+4d4; Critical 18-20; Range 3

The Ranger-Infiltrator

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 st	+0	+0	+1	+1	Concealment Mastery, Security Systems, Sneak Attack +1d6
2 nd	+1	+0	+2	+1	Personal Craft, Sure Hands
3 rd	+2	+1	+2	+2	Sneak Attack +2d6, Walker of the Ways

size craft. One of the first vehicles to receive these new engines is the Infiltrator craft. While this increases its ability to act as a rapid response vehicle, jump-capable Infiltrators lose a great deal of interior room. They also cannot fire their weaponry until their jump engines come back online after generating a jump point (a recharge time that takes four full hours and leaves the Infiltrator very vulnerable). The choice of whether to accept the jump engine upgrade is entirely up to the Player.

Sure Hands: A 2nd level or higher Ranger-Infiltrator can halve the time it takes to assemble or dismantle any rifle weapons he is proficient in (such as the Li’vath Precision Laser or Sha’nar Fusion Rifle). They also gain a +2 competence bonus to all Pick Pocket checks.

Walker of the Ways: A Ranger-Infiltrator is adept in going anywhere, posing as anyone and getting himself back out of even the most complicated situations. He does not suffer a penalty to the Disguise check when posing as another race provided the target race is at least humanoid. He can automatically make DC 15 or lower Escape Artist and Balance checks. He has his base ground movement increased by 10 feet as the result of long hours of athletic practice and experience in the field. Lastly, he gains a suite of upgrades to his personal craft that boost his Acceleration, Deceleration and Sensors by +1 each. Stealth improves by 2 points to a total of 30.

New Anla’shok Feats

The training of the Anla’shok is so intensive and the work they do in the galaxy is so varied that new talents and dormant skills are bound to come out during the course of their adventures. Some of these traits and abilities have emerged often enough over the millennia of the Anla’shok’s existence that they have become associated with the Rangers and the hardships they endure. None of these talents are required or even necessarily expected in any given Ranger; they are simply trends that have been noticed and where seen nurtured over the long years since the time of Valen.

Accepted Telepath (Anla’shok)

Your telepathic abilities have not kept you from joining the Rangers, though you still have to deal with the social consequences of being what you are in an organisation that does not appreciate your gift.

Prerequisite: Ranger only, one or more levels in Telepath or the Latent Telepath feat

Benefit: To begin with, you gain the ability to ignore the ban on telepathic characters becoming Rangers. How you managed to convince the Anla’shok to take you in is a matter for roleplaying and Games Master approval but you may freely take levels in Ranger character classes as long as you meet all of their other prerequisites and requirements.



Your constant exposure to the suspicion and apprehension of your fellow Anla’shok has also allowed you to develop a casual resistance to scanning minds and unwanted intrusion. You gain a +1 to all Will saving throws against telepathic powers and never use the Accidental Scan power unless you wish to (and have the ability to do so, of course). This bonus stacks with all other improvements to Will saving throws such as class features or the Iron Will feat.

Ranger-Infiltrators and Campaign Play

Ranger-Infiltrators are perfect as characters for Players with a limited ability to play in regularly scheduled games. Their mobility, frequent private missions and secretive nature keep them somewhat isolated and independent from others in the play group while still allowing them to contribute when they are present. When the Player must miss a session, it is easy to explain his absence as having been called away by the Anla'shok for a special assignment.

These can then be played out, allowing the Player to remain relatively on par with the others in the campaign for experience. Alternatively, these side missions can simply be summarised with limited or no experience gained. Whichever style of play best fits the Player, Games Master and campaign should be opted for, as the Ranger-Infiltrator should mesh well with other Players - not prove a hindrance to them.

Denn'bok Parry (Minbari, Anla'shok)

You show great skill at wielding a denn'bok defensively. You can fend off attacks in combat that would otherwise strike you successfully. Doing so limits your ability to attack in return but not as much as it would most combatants.

Prerequisite: Weapon Focus (denn'bok).

Benefit: You gain a constant +1 bonus to your Defence Value when you have a denn'bok in both hands and are free to move. Any penalty to your movement rate or actions per round negates this bonus, as does being caught flat-footed. You may also fight defensively, gaining a +2 bonus to DV. When fighting in total defence, you gain a +3 bonus to DV.

Improved Authority (Anla'shok)

Your reputation within the Rangers is such that you can command even greater resources when the need arises. You have also managed to gain a stipend from the Anla'shok that covers many of your normal expenses, something most Rangers have to manage on their own.

Prerequisite: Ranger only, ISA Authority or A Ranger's Authority class feature.

Benefit: Whenever you use your ISA or Ranger's Authority class feature, you gain a 500 credit bonus to the generated amount. These extra credits must be returned to the Anla'shok if not used; it may not be kept after the current mission that provoked the use of the class feature is concluded. You do however gain 75 credits each month

from the Anla'shok order to provide for minor expenses you may incur. These funds are yours to keep.

Improved Harm's Way (General)

Your devotion to protecting others knows no limits, often driving you to incredible feats of physical speed and endurance to see that no harm befalls those under your care.

Prerequisite: Harm's Way.

Benefit: You can physically interpose yourself between another character and any incoming attacks. You must be within 10 feet of the targeted character to do this, aware of the incoming attack and may not be surprised or caught flat-footed. The use of this ability must be declared

when an attack is declared but before any attack roll is made. The attack is then automatically made against you rather than the intended victim, regardless of the attacker's intent.

Improved Harm's Way may only be used once a round but it also allows you to intercept as many attacks that target another character within 5 feet as you have points of positive Dexterity modifier (minimum of one). These uses of the original Harm's Way feat are in addition to your use of the 10 foot ranged Improved Harm's Way and may be used to protect the same character each time.

Mark of Fire (Ranger)

You have achieved a rare honour by accomplishing the arduous Trial of Fire and receiving its mark as a halo of flame. This symbol and what it took to earn it, has marked you in other, more profound ways as well.

Prerequisite: Must be taken at 1st level as an ISA Ranger or with the first available feat slot that becomes available after becoming an Anla'shok Ranger.

Benefit: Your resilience and ability to overcome the Trial of Fire shows itself in you as either a great sense of will, an ability to take physical punishment and persevere, or an agility that allows you to avoid what would otherwise drive you to your knees. You may select either a +1 bonus to Will saving throws, a +1 bonus to your Defence Value or 3 bonus hit points. This is a permanent bonus and stacks with all other bonuses to these statistics (such as the

Iron Will and Toughness feats or equivalent character class features).

Master's Block (Minbari, Anla'shok)

Through long and arduous training, you have gained the ability to strike ranged attacks from the air with your denn'bok. This is a lost technique, gained either through ancient lore or intuitively rediscovered by you and while it can even save you from an energy bolt, you would never want to risk your life on its success.

Prerequisite: Weapon Focus (denn'bok), Weapon Specialisation (denn'bok), Denn'bok Master, Denn'bok Parry, Lightning Reflexes

Benefit: To use this ability you must have an extended denn'bok in both hands and cannot be flat-footed, surprised or unable to move freely. Once per round, even if it is not your turn, you can attempt to strike a ranged attack from the air that targets you or anyone within 5 feet of you. This is an opposed attack roll against the original attack roll of the attack you are attempting to block. Energy attacks raise the DC of this opposed check by +5 due to their incredible speed. If successful, you negate the attack completely with negligible damage to your denn'bok.

This feat cannot be used to stop starship scale weapons or ranged attacks with an area of effect (though grenades can be blocked). If the ranged attack is a grenade, you can immediately make a ranged attack with no bonuses at all save Dexterity (e.g. d20 + Dex modifier) to send the grenade in any direction and at any target you choose within 60 feet. This attack is part of the free action for using the Master's Block feat and does not count against your normal actions each round.

Minbari System Mastery (Minbari, Anla'shok)

Long experience operating some of the most advanced technology in the galaxy has made you very effective at using devices that others would not even know how to activate. While this proficiency alone will not make you an expert pilot or technician, they provide an edge when using those skills.

Prerequisite: Technical (electronics) 5 ranks, Skill Focus (Technical (electronics)).



Benefit: You gain a +1 bonus to all skill checks and damage rolls when using technological devices of a Minbari nature. This includes any powered energy weapon, Minbari computer or electronic device or ship's system based on at least partial Minbari design. For these purposes, White Stars of any classification and devices, energy weapons and vehicles in the Technology chapter of this Factbook count as at least 'partially Minbari' in design and qualify for this bonus.

Special: This feat is synergistic when used by a ship's crew. For ever two other characters on the same vessel operating the same system with this feat, the bonus improves by +1 up to a maximum of +4 with nine crewmen all functioning in unison and lending their mastery of Minbari equipment to each other. Not all vessels can accommodate that many crew on a single system; ship descriptions and Games Master's discretion apply at all times.

Natural Leader (General)

Either through intense effort or innate ability, you have a way of leading others that makes you the obvious choice for any command role. This may even be through no merit of your own; you simply appear to be a born commander even if you have none of the necessary skills or aptitude.

Benefit: When you are in a leadership role (Games Master's discretion as to when this applies), those under your 'command' gain a 50% chance to ignore any fear effect that is not physical or psychic in nature. You also provide a +1 bonus to other's skill checks whenever you take the Aid Another action or take no action or movement other than to supervise their efforts. This bonus stacks with the +2 gained by Aid Another and with other enhancements to

that action (such as other feats or class features). If you are ever shaken or suffer more serious fear effects, these bonuses are completely lost until you recover from the condition.

Skilled Investigator (General)

You never take anything for granted and even the smallest detail has a hard time escaping your keen senses. You observe everything and have an intuitive way of putting together seemingly unrelated facts into a cohesive whole.

Prerequisite: Listen 4 ranks, Search 4 ranks, Sense Motive 4 ranks, Spot 4 ranks.

Benefit: You gain a +1 competence bonus to each of the listed prerequisite skills (Listen, Search, Sense Motive and Spot). You cannot claim this bonus if you are exhausted, starving, shaken or suffering from any effect that has reduced your Intelligence score or Will base saving throw as you must be clear headed. You can ignore any one of these conditions by making a Concentration check (DC 20) at the time of the skill check but if two or more apply this feat is entirely negated until the conditions are dealt with and removed.

Web of Information (General)

If there is something to be learned, you can learn it. If there is a rumour to be heard, you have heard it. There is little you cannot find out from your contacts and you are even adept at making new ones when you must.

Prerequisite: Contact feat or class feature, Gather Information 4 ranks.

Benefit: You gain a permanent +2 competence bonus to all Gather Information checks. This bonus improves to +4 when you are in a city, colony or starship (including space stations) with a Contact you possess by means of the feat or class feature of the same name. You gain a virtual Contact of an appropriate type whenever you spend more than one full week in a single locale. This Contact only lasts for as long as you are in the area and is subject to Games Master approval. Once you leave the area, even for as little as 24 hours, the Contact no longer counts and must be reacquired by spending another week in the same location.

Following the Code - Using Gather Information

Rangers are often used to track down leads, follow nebulous clues into unexplored parts of space or seek out the culprits behind some nefarious and obfuscated mystery. All of this investigation can be difficult to handle, especially in a roleplaying sense. While more information on how to adjudicate a mystery can be found in the Gamesmastering the Anla'shok chapter, this section offers a few game mechanics for streamlining the investigation process and keep things flowing during play. Investigation is a valuable roleplaying device for running Ranger-oriented campaigns but only when handled correctly.

The *Babylon 5* roleplaying game has a great deal to do with timing and the action can get bogged down if there are too many questions asked during a given session. At the same time, details are what give the roleplaying element of the game its strength. *Babylon 5* is a game of atmosphere, plots and character interaction – not combat. Action has its place but it should never be allowed to dominate unless that is the kind of campaign the Games Master and Players prefer.

New Skill Use: Gather Information (*Active Investigation*)

Whenever a Player wishes to solve a mystery or investigate a hidden fact of any kind, the Gather Information skill can be used to facilitate this during game play. The Games Master should remain descriptive during this process, never allowing dice rolls to dominate the session. Delivering the facts uncovered during investigation without context or descriptive flavour should also be avoided, as this leaves the act of investigating bland and without any real interest to the Player or Players involved.



Tracking down suspects and discovering clues are definitely activities that allow the Aid Another action. Because a great number of Players might be able to help during investigations but only a certain amount of additional effort can be constructive, the Aid Another bonus for successfully making the DC 10 Gather Information check to help with an Active Investigation is +1 as opposed to +2. A maximum of four additional Players (or Non-Player Characters if the Games Master allows their help) can contribute at any given time.

As an extended action, Active Investigation can take minutes, hours or days depending on how many steps the Games Master has decided the investigation should take. Determining this is as much an art as it is a quantified rule for the Games Master; suggestions and guidelines are given in the Games Master chapter.

The base DC for the Gather Information check can be anywhere between 15 (for a commonly known lead in

a case) to 30 or more (for clues or information that are extremely difficult to obtain).

One skill check is made for each major element in the investigation, usually defined around important clues or relevant facts, against a DC set by the Games Master. A successful check reveals the clue, while an unsuccessful check uses an amount of time determined by the Games Master (generally a day) and turns up nothing.

At the start of any given step, the Player(s) involved should declare how they wish to begin and any suspicions they might already have. These are taken into account in the form of modifiers on the table below. The Games Master then makes a Gather Information check secretly, applying all relevant modifiers and any circumstance penalties or bonuses that may exist.

If an Active Investigation check ever beats the Gather Information DC by 15 or more, the Players have achieved

Active Investigation

Skill Check Modifiers	Gather Information DC Modifier
Every Player with the Skilled Investigator feat involved (up to five)	-1
Suspicions ¹	
Inaccurate but not completely opposite of the truth	+0
Slightly accurate (a single detail is correct but not a key fact)	-1
Partially accurate (correct culprit but with no evidence at all)	-2
Fairly accurate (limited clues discovered that indicate truth)	-3
Completely accurate (truth is already guessed but needs hard evidence)	-4
Slightly inaccurate (wrong culprit but no mistaken evidence to support this)	+1
Partially inaccurate (right ideas but the Players are following a false lead)	+2
Completely inaccurate (investigation is the true definition of 'assumption')	+4
Prior Checks	
For every consecutive successful check before the current one ²	-1
For every unsuccessful check made during the investigation to date ²	+1
Every natural 20 rolled for an Active Investigation check	-1
Every natural 1 rolled for an Active Investigation check	+2
Conditions	
Active resistance to the success of the investigation ³	+1 to +5
Each year since the objective of the investigation and the present day ⁴	+1
Investigators have recognised legal authority in the area of the current check	-2

¹ In the case of multiple suspicions among several Players involved in the investigation use only the suspicion voiced by the Player making the primary Gather Information check.

² Up to a maximum of +5/-5 in total. Each bonus cancels a penalty of the same type and vice versa, leaving a single success or failure modifier of -5 to +5.

³ The DC increase is equal to the level of ability the interfering party or parties possess. If just one individual wishes to stop the investigation, that is worth +1, +2 at best. A group or environmental condition (such as erosion destroying vital evidence or a clean-up crew hired to obscure the facts) might apply a +3 to +4 penalty to checks. It would take a full government conspiracy or similar massive form of resistance to qualify for a +5.

⁴ This DC increase stops at +5 for five years, then progresses at an additional +1 for every five year interval after this to +10 total for a 30 year old investigation. Every ten years after this applies another +1 to a total of +20 at 130 years. Beyond this, every century increases the penalty by +1 to a maximum of +30 for 1100 years or more.

a breakthrough in the whole case (not just that one lead or clue investigated) and can immediately solve it unless there is a campaign reason why they cannot. Even if this block on their progress does occur, they at least gain one or more additional clues as a reward for their brilliant work.

If the check is failed by 5 or more, the Games Master can choose to provide a false clue but this should be a rare occurrence (no more than twice in an investigation) and only if there is a reason for such misleading evidence to exist.

If the check is failed by 10 or more the case has dead-ended and at least one week must pass before it can be investigated again. If a case ever dead-ends three times in a row, it is effectively impossible for the Players involved to decipher and a year must pass before a fresh start can be made. When this occurs (if the Players are still interested in pursuing it again), it is a brand new investigation and must begin completely from the beginning. This involved re-investigating clues they may have already uncovered, as obviously something went utterly wrong in their case work before.

Roleplaying Rangers

In the end, no matter how many new options are presented to the Anla'shok, the key to playing a Ranger is actually *playing a Ranger*. Rangers are not thugs with a pin and a big stick. They are protectors of all life, charged with a sacred duty and given a great deal of power and trust for the task of accomplishing that end. While some few might approach their responsibility with a sense of brutal bravado, most are quiet, careful and compassionate when life allows them to be. They may all have the same obligations and focus but each can achieve them in their own way.

That said, there is no one way to play an Anla'shok character. Each one is as different as the many forms of sentience that fill the galaxy they are sworn to defend. This allows different Players to put their own spin on their characters, giving each one the chance to find their niche and role in a scenario. No two Rangers need to be alike in any way at all; unique characters are a key element in both the *Babylon 5* television series and the roleplaying game, after all.

Motivations can also vary by era. Early Rangers are loyalists of Valen, brought together by a benevolent cult of personality and driven by the simple need to survive the ravages of the Shadows and ensure their return never happens unobserved. Middle period Rangers may actually suffer from the malaise of serving an ancient ideal that seems pointless and irrelevant. ISA-era Rangers have a number of issues to deal with, including the continual changing of their duties as they are used more actively and openly than the Anla'shok have ever served before.

In any case, the Rangers have as much potential for character variance and growth as any other in the *Babylon 5* universe. Players should easily be able to find their own 'hook' for their characters, breathing life into what could become a tired stereotype without just a little bit of effort. Games Masters should encourage Players to consider their Rangers' back story and history before play begins.

Why did they join the Anla'shok?

How did they even hear of them?

What were their lives like before?

These simple questions can frame a Ranger character just by themselves. Each one brings up numerous details a Player can then fill in to provide a full background and all the basic motivations behind their character when he or she begins the campaign. After that, details will create themselves. By having a solid foundation, the development that comes with play will have something to grow on. To paraphrase Durhan, 'Who you were is just as important as who you are right now.'



Gamesmastering the Anla'shok

When running a *Babylon 5* campaign involving the Anla'shok, whether they will serve as the main focus of the game with Players portraying them or just as background elements to move the plotline along, one of the things a Games Master should keep in mind is that while they may all be members of the same elite organisation, they are also individuals with their own agendas, motivations and personalities. If every Ranger the Players meet (or portray) is forced into the same 'noble hero' mould, the Anla'shok quickly lose their impact.

Instead, try to make sure that each one can be seen as unique. This does not have to be a great deal of effort if the Players are Rangers. They will likely create this diversity for you during play. If they do not, encourage it in some of the ways already mentioned in this sourcebook. Ask them Galen's questions; just their answers to these three simple inquiries can help them shape their personalities and provide you with a number of character hooks for later plotlines.

If the Rangers are going to be a background element only, there are a few key ways to make sure they do not become bland and disinteresting. The first is to not overuse them. Rangers are at their best when they cannot be seen. Momentary contact, mysterious assistance and a brief exchange or two during the campaign is all most Players should ever have with the Anla'shok. Any more than this and the Rangers become little more than soldiers in Minbari clothing with really fast ships. Strive to make them something *special*.

Another useful trick for differentiating the Rangers from other characters in the campaign is use of descriptions and voices. This does not have to be too detailed or overdone but constantly describing Rangers as lurking in the shadows or vanishing when the Players glance away will evoke thoughts of the Rangers being something different, something ephemeral. That is perfect for the Anla'shok. When they do make contact with the Players, attempt to make their voices different than anyone else in the game. Use an accent or speak in a different dialect. Just by trying to make them appear unique, you will likely succeed because the Players will see you making a special effort for these characters and respond accordingly.

Ranger Games

One of the best ways to use the information in this sourcebook is as the basis for an all (or primarily) Anla'shok

game. Having Rangers appear in passing in other types of campaigns is perfectly feasible and can certainly benefit from this book but such brief appearances rarely warrant the need for any real level of detail. Rangers that will only occur for a single scene in an entire campaign have no need for a full character write-up complete with statistics and skills. A basic personality and current motivation are usually more than enough.

In an Anla'shok campaign, a great deal more is required. At some level, this is handled for you as a Games Master by the Ranger Players themselves. As long as they take the time to detail their roles, all you have to do for the campaign is determine how the Anla'shok will feature in your plotline and centre the events of the game around them.

This is not as easy to do as it might sound. For all the versatility and differences that the Anla'shok can possess, they are all members of the same elite order and tend to move in the same direction in the same way. There is only so far afield they can go before they become rogue and no longer qualify as Rangers at all (though this could be an interesting basis for a campaign on its own). The secret to making an Anla'shok campaign work is ensuring that the Anla'shok can be a part of the plot without having to either stop being Rangers or changing the scenario so much that the integrity of the campaign itself becomes compromised.

Anla'shok Campaigns

Any campaign idea can be adjusted to fit the Anla'shok simply by examining the plot and finding ways for Rangers to contribute. It is usually easier and makes for a better fit if the campaign is planned from the onset for the Anla'shok as they bring with them a number of benefits, disadvantages and plot 'baggage'. A dock worker can get drawn into any campaign and rarely has any ties that need to be factored into the game but the Anla'shok have a millennia of history, responsibilities and a massive web of contacts and equipment that could factor heavily into any given scenario.

Instead of bending a campaign to fit the Anla'shok, a campaign designed specifically for Rangers and their allies might be a better option. This section presents several ideas in that regard but it should not be taken as a comprehensive list. Being a Ranger does not mean being one all the time; they have lives, loves and personal time like anyone else in the *Babylon 5* universe. There could be entire sessions of a campaign where he never even dons his robes. If a given plot does not involve the Shadows, the Army of Light or anything else within the Rangers' sphere of influence, there is no reason why his chosen profession has to dictate how the campaign unfolds.

The Ranger Crew

This campaign idea centres around an Anla'shok ship, generally a White Star of some kind and its command crew portrayed by the Players. This kind of campaign focuses on exploration, starship combat and frequent adventures set within the ship itself and whatever worlds or stations it visits during its missions. The ship can be set to a specific long-term goal such as exploring a distant sector of space or constantly on call for any mission the Anla'shok requires of it.

- ⑤ **Appropriate Eras:** Ranger crews exist in every era but some are more applicable than others. The ISA Era is immediately relevant and keeps the action of the campaign roughly concurrent with the events of the television series. A Valen Era campaign, with the crew fighting in the Shadow War and serving the Entil'zha directly would also be an exciting campaign concept. Games Masters looking for a challenge could pick one of the lost fleets of the Exodus during the Era of Lost Hope and let the Players chart their own course through history.
- ⑤ **Suggested Classes:** As multiclassing is not forbidden to Ranger characters, many Anla'shok in this kind of campaign are likely to have levels in the Officer basic class and the Anla'shok Officer prestige class. The captain and immediate command staff should almost certainly take this option, while Players in positions like engineering and tactical have more flexibility.

Warriors of the Light

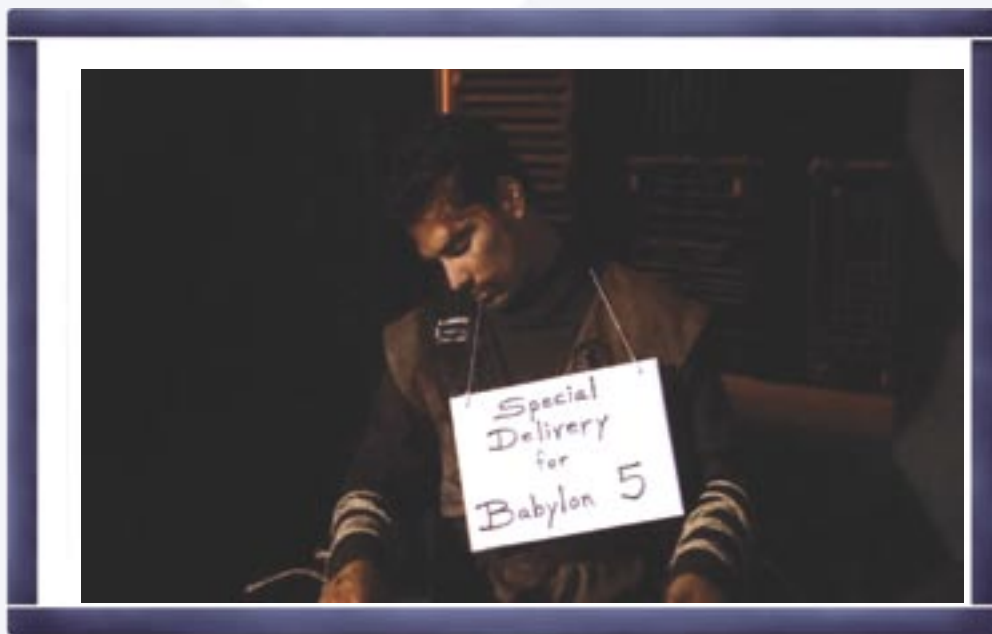
A very combat and action oriented campaign style, this pits the Ranger Players against the forces of darkness in the galaxy. While there is certainly room for character development and roleplaying, the emphasis here will be on tactics, weapons and fighting the good fight for all the right reasons. For Games Masters and Players interested in combat and confrontation, a campaign with Rangers directly in harm's way is probably their best fit.

- ⑤ **Appropriate Eras:** The Era of Valen and the time of the ISA are the most likely time periods to set a game of this sort in but any era of the Anla'shok has the potential to provide strong combat possibilities. The Era of Lost Hope and the Era of Silence and Doubt are both full of incidents of violence but neither have any sustained action over more than a few weeks at a time, so they are least suited to this style of play.

- ⑤ **Suggested Classes:** In a Warriors of the Light kind of campaign, fighting ability is the most important element and should be maximised by selecting class combinations that best suit the kind of combat a Player wishes to engage in. Denn'bok Master and levels of Soldier are suggested, though straight classed Rangers are also perfectly adept in battle. Some attention should be paid to secondary skills, if only to give each Player some level of individuality.

We Walk In Unseen Places

Almost the exact opposite of the previous campaign style, this emphasises the stealth and espionage aspects of the Rangers. In this kind of game, the Players have objectives that rely heavily on roleplaying and skill use. If combat is joined at all, it is usually the result of a failed mission. Experience should be awarded for avoiding fights on a higher basis than for actually defeating opponents in battle. The emphasis in these games is on style and secrecy; blatant use of Ranger abilities or revealing one's true nature should be avoided at all costs.



- 5 **Appropriate Eras:** With the shift in priorities in the Interstellar Alliance, Rangers of that era are not as likely to be engaged in missions of secrecy but they do still occur. The earlier eras of the Anla'shok are far more appropriate for this form of campaign, with the Era of Shadows being a perfect setting because of the constant threat of exposure by the Shadows and their many minions, intentional and otherwise.
- 5 **Suggested Classes:** This is a perfect style of play for the Ranger-Infiltrator prestige class. The only Anla'shok related class with less than optimal combat abilities, its skill selection is extremely broad and it allows a Player to master several disciplines quite quickly. Levels in the agent basic class are also quite appropriate, though any Ranger should be able to function in a stealth environment well enough to function in an espionage role.

One Among Many

These campaigns involve a single Ranger in a group with other character types and usually centre around secret missions or plot lines that require non-Anla'shok allies to complete. In a campaign like this, it may be imperative that the Ranger not reveal his true nature to the other Players, allowing for many opportunities for excellent roleplaying and subterfuge. In more open campaigns, great care must be taken not to make the non-Rangers feel overshadowed by their potentially more skilled associate.

- 5 **Appropriate Eras:** The Era of Valen involved a number of Rangers dealing with members of the other Minbari castes to combat the shadows. In the Era of Shadows and beyond, Anla'shok had to mingle with others as a matter of course, though they could do so openly with the rise of the Interstellar Alliance. In other eras, it is not as likely for the Anla'shok to mix with anyone else but variant games could be run involving plots of that kind. For example, if one of the Exodus fleets had to interact with an alien military or free traders, a campaign could be based around that meeting and what occurs thereafter.
- 5 **Suggested Classes:** This is the most open of the campaign styles for the Anla'shok and can easily support any kind of Ranger. Character types are more governed by personal preference and the needs of the campaign than by any given suggestion as no one type is more appropriate than any other. Straight classed Rangers and Anla'shok with no variant prestige classes would fit well in this kind of setting, as other characters are likely to contribute the kind of skills and abilities they would gain by specialising.

Mood and Setting

Though much of this will depend on what kind of campaign you wish to run, there are a few things to keep in mind for Anla'shok games. The first is that as spies and special agents, scenarios should always have an air of mystery and suspense to them. Even relatively straight forward plots like fighting against the Drakh or trying to elude EarthForce pursuers to escape with information about the Shadow Omega project should never *seem* straight forward.

This can be achieved just by paying careful attention to your use of descriptions and pacing. Even a basic combat can be made more interesting by describing actions rather than just repeating dice rolls and quoting numbers. Especially in something as evocative as denn'bok combat, a battle that consists of descriptive parries, blocks and desperate strikes captures the feel of the series. As long as the Players can feel like they are in the middle of a great battle, really fighting for their lives, the descriptions and the extra effort pay off in a more enjoyable time had by all.

As for settings, Rangers do not often work in the light. This refers to both illumination and attitude. While Rangers are unquestionably heroes, they rarely act in a high profile manner or as the recognised authority in any situation (with the ISA Era being a notable exception). Instead, they do small acts of good that may take a long while to be noticed but have a great impact in the overall scheme of things. They are the hand in the shadows rather than the badge in the spotlight.

To take advantage of this element of Anla'shok roleplaying in a campaign, stage scenes that take place in dark places – both literally and figuratively. Downbelow on Babylon 5 is a perfect example, as are the myriad shadow-filled halls in the Centauri Royal Palace. Whether the Players are trying to break into Psi Corps 'secret' base on Syria Planum or racing a flight of Drazi Sunhawks to a jump gate to escape with proof of their private dealings with the Shadows, as long as they are roleplaying with a sense of stealth and desperate flight, the game will have the 'feel' of a Ranger campaign.

That is the kind of mood you as Games Master should try to capture. Players can be a great help with this process, as their roleplaying can help bring scenarios to life in ways that no outside description can. Work with your Players to help you create the kind of campaign they wish to play. As long as they are enthusiastic about roleplaying the Anla'shok, you should have no difficulty providing just the right atmosphere for them to do it in.

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You know, I used to think it was awful that life was so unfair. Then I thought, wouldn't it be much worse if life **were fair, and all the terrible things that happen to us come because we actually deserve them? So, now I take great comfort in the general hostility and unfairness of the universe.**

Marcus Cole

MGP
3346



d20
system

The Rangers

'We are the sentinels at the gate and the soldiers in the dark. We hold the line against the forces of darkness and fight the wars you never see. We do battle on a hundred worlds and oppose nightmares beyond your imagination. We live for the One; we die for the One. We live and die for each of you. We are the heralds of the next great conflict and the survivors of the last. Your survival is bought with our blood. The greatest testament to our struggles, our sacrifices and our skill is that, if we have done everything right at the end of the day, you will never know we exist.'

Of all the groups, secret societies and allegiances created in the *Babylon 5* setting, the most memorable and influential is arguably the Anla'shok. The Rangers are an intriguing organisation best defined not as what they are but as what they are not. The Rangers are the guardians at the gate, the shadows against the shadows. They are not warriors on any battlefield but the hidden ones of back alleys on distant worlds and the corrupt corridors of traitorous powers. This sourcebook both removes some of the mystery from the Anla'shok and adds several new layers of 'grey area' for Games Masters to use in their campaigns. It greatly expands the character options for Rangers, both in the hands of Players and as characters they encounter during the course of a campaign.

Inside You Will Find

The full history of the Anla'shok, from their founding a millenium ago to the changes brought about by the formation of the Int-erstellar Alliance, along with guidelines for professional behaviour, how to proceed during missions and what procedures a well-trained Ranger should take when dealing with unknown lifeforms, interfering government officials and even the most dangerous of combat situations.

The various tools and weapons available to the Rangers for use in the field, from the ubiquitous denn'bok to the multiple forms of the White Star combat vessel at their command, including a walkthrough of a standard White Star cruiser from aft docking bay to its front weapons array.

Details of important sites of the Anla'shok; Tuzanor, City of Sorrows, the ruined planet of Kaddora and the mysterious Anla'shok caches that Rangers find in the most unlikely of places.

This book is also filled with information about how to play Rangers as characters, including new prestige classes, the Ranger as a full character class and new feats and options for members of the Anla'shok to take during play. Gamemastering tips are given on how to incorporate the Anla'shok into existing games or create a new campaign centred on an Anla'shok group.



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