The Anla'Shok are an elite fighting force, originally founded by Valen during the First Shadow War to stand apart from the feuding Warrior Clans of the age. In Valen's words, they were to be “a military group dedicated to nothing less than preserving the future and all life. Even our enemy's life, if possible.” The word “Anla'Shok”, is loosely translated into Federation Standard as Rangers.

The Anla'Shok were originally a purely Minbari organization, with its members made up of only those born into or called to the Warrior Caste. When Jeffrey Sinclair became the new Entil’Zha in 2259, he did so on the condition that along with allowing humans to join that members from all three Minbari castes also be allowed to join. This was a condition that many Warriors refused to accept, causing many long serving Rangers to resign under orders from their military clans. Over time this was overcome and Minbari Warriors would again join the ranks of the Rangers. Following the founding of the Interstellar Alliance, membership became open to all Alliance Members and within a year there were Ranger trainees from Abbai, Drazi, Yolu, and even Pak'ma. Unlike the early Human recruits, it took some years before the new alien recruits were fully assimilated into the Anla'Shok and it wasn't until 2265 that Anla'Shok Tirk and Anla'Shok Na' Feel - each the first recruits from Zhabar and Narn respectively - were given a shipboard assignment and then only at the insistence of Shok-na Martel.

The Anla'Shok were founded on Minbar by Valen during the First Shadow War, shortly after the formation of the Grey Council. As the council was formed to unify the Minbari government, the Anla'Shok was formed to unify the Minbari military. Until that point each of the military clans had its own fighting force and they would constantly argue over tactics, strategy and leadership causing as much harm to the war effort as the technological superiority of the enemy. Tensions even escalated to the point where fighting broke out between some of the clans.

When Valen formed the Rangers, he ensured it was made up of warriors from all the clans of the Warrior Caste and all were trained in the customs and tradition drawn from all clans, but made into a new form, unique to the Anla'Shok. Most importantly of all, each Anla'shok would no longer swear allegiance to fight for their clan but to the Entil’Zha and fight only on his behalf.

For the next several years, Valen personally led the Anla'Shok and all of the allied worlds against the Shadows until their defeat. In the process, the Rangers became the most efficient and deadly fighting force the galaxy has ever seen. However Valen saw the danger in this and knew that once their enemy was defeated, the Anla'Shok could grow dissatisfied and restless and in the event that the wrong person might become Entil’Zha, the Rangers could turn into a force for conquest and power.

With the end of the Shadow War, Valen, not wanting the Minbari Warriors to lose the unifying symbol that the Anla'Shok had become and revert to their old ways of disharmony and infighting, re-tasked the Rangers with a new mission; to become sentries and watchers, looking for the signs and collecting information quietly on Minbar, from returning travelers and friendly sources on other worlds, watching and waiting for the day when the Shadows would return. With that Valen left the Rangers and Minbar with his family, never to be seen again and for the next thousand years, the Rangers did as Valen instructed and kept the tradition of the Rangers alive.

Over the centuries, their numbers, resources and influence would dwindle until they were little more than a few old men, dealing in whispers and rumors. When the time that Valen said the Shadows would begin moving again was upon them, the Grey Council had become complacent after a millennium of peace and stability and few of its members truly believed in the prophecies of Valen, some even going so far as mocking the Anla'Shok and secretly considered them to be an obsolete embarrassment and were carried only out of a sense of tradition and their debt to Valen.

With the formation of the Interstellar Alliance at the end of 2261, which lead to Minbari membership in the Federation, the Anla'Shok became a means to create the peace in that region; patrolling the borders of member worlds and making sure that if one race planned to attack the other, all would know about it. The Anla'shok operate freely from Federation authority, but still abide by Starfleet directives.

When using Minbari as a species in the STAR TREK Roleplaying game, the Anla'shok should be treated as an Elite Profession similar to Mercenary, or Weapons Master, but with an original set of prerequisites, skills, and professional abilities.

Prerequisites: Devotion (Anla'shok) flaw, Stamina 3+, one Ranged Combat skill 4+, one Unarmed Combat skill 4+.
Professional Skills

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Professional Abilities

The following abilities are characteristic of the Rangers. A character automatically gains one Tier 1 professional ability upon entering the Anla'shok. Additional abilities can be chosen through advancement (see p 152 of the Player's Guide), provided the character meets the ability requirements.

**Tier 1 Professional Abilities**

**Weapon Proficiency:** A Ranger gains +1 to all Armed Combat skill rolls. This Ability may be taken up to three times for a total of +3 to Armed Combat skills.

**Discipline of the Rangers:** A Ranger must spend at least two hours a day meditating and practicing his combat techniques. This gives the Ranger a +1 to his Defense. Failure to meditate, and practice for at least the required time will result in a -2 Defense penalty, however.

**Fearless:** Rangers are broken of their fear by their intense training. They are also incredibly resistant to mental coercion, torture, pain, and deprivation. Rangers with this ability receive a +2 to all Stamina and Willpower rolls.

**Garb of Honor:** To mark the end of their training, Rangers receive their Denn'bok, the weapon of the Anla'shok, the pin they wear that identifies them as a Ranger, and the traditional black robes of the Rangers.

These robes are made of a Minbari material called Crystalweave. And they provide the Ranger with a +2 to all Stealth tests. The robes also absorb 4 points of damage from all weapons, including energy weapons at setting 5 or lower.

**Tier 2 Professional Abilities**

**Places Unseen:** As they gain experience in their new life, Rangers become excellent spies. They gain +2 to Observe skills, and +2 to Investigate (Deduce).

**Prerequisites; Discipline of the Rangers, or Perception 6+.**

**Between the Darkness and the Light:** A Ranger is trained in every technique possible in order to combat the darkness and preserve the light. When acquiring this ability, the Ranger automatically receives the edges Alert, Deliberate Attack (+/-1), Defensive Attack (+/-1), and Lightning Reflexes. Further levels of this edge may be used to upgrade Deliberate Attack and Defensive Attack, simultaneously, up to +/-3.

**Prerequisites; Discipline of the Rangers, Weapon Proficiency, and Agility 6+.**

**The Application of Terror:** Rangers are trained to turn an opponent's fear against him. A Ranger must make intricate preparations to use this ability, and have complete control over the area in which the encounter is to take place. The Application of Terror is therefor only used for ambushes, duels, etc.

If all preparation are made correctly, then the victim suffers a penalty to all attack tests, skill tests, and quickness reactions equal to the Ranger's Savvy, or Willpower reaction modifier (whichever is higher). The Ranger may also apply his Savvy modifier to all Influence (Intimidate) tests.

**Prerequisites; Discipline of the Rangers, Presence 6+, Savvy, or Willpower 3+, Renown 5+.**

**Die for the One:** Rangers are ready to die for their cause. Upon losing their last wound level a Ranger may chose to Die For the One. When this decision is made it cannot be revoked. While Dying for the One the Ranger need not make any Stamina or Vitality tests to resist unconsciousness, etc. A Ranger Dying for the One is not disabled, and may move and act normally. However the Ranger will not stabilize naturally. He will continue to stand and fight until he takes the equivalent of two more wound levels in damage. (eg.: if a Ranger has a health of 12 and his wound levels are reduced to 0, he must take 24 more points of damage to actually die, while Dying for the One).

**Prerequisites; Discipline of the Rangers, Fearless, Vitality 6+, at least 1 level of Health earned through advancement**

**Tier 3 Professional Abilities**

**Standing on the Bridge:** A Ranger is trained to endure terrible hardship and pass through it without fear or weakness. Once per game session a Ranger gains automatic success in one reaction test without rolling. The Ranger may roll the test anyway, and if he does, the result is applied above the requirements for success. (eg.: if a Ranger rolls a Stamina test after declaring to take any bonuses conferred by that level of success.).

This ability to can be upgraded once, to allow two automatic successes in reaction tests in one day.

**Prerequisites; Discipline of the Rangers, Fearless, and either Vitality or Presence 6+.**

**Live for the One:** The Ranger learns to live for the cause as well as to die for it, and to preserve his own life so that it can be spent in service to the Anla'shok. A Ranger with this ability can stabilize normally, while using Die for the One, and will respond to medical treatment.
Prerequisites; Die for the One, plus at least one additional level of Health earned through advancement (for a total minimum of 2)

Heart of Izil'zha: This Ranger's reputation is such that the Anla'shok will refuse him very little. He may roll 3d6 on all Influence or Enterprise tests when dealing with other Rangers, and keep the result of all three dice. He may also double his Renown modifier when dealing with any Minbari faction, or when making an Influence (Intimidate) test against any Minbari.

Prerequisites; Discipline of the Rangers, Fearless, Standing on the Bridge, Presence 6+, Renown 10+

The Denn'bok

Specifications: 10.16cm (collapsed), up to 1.52meters (extended) in length. 0.9kg.

Description: A Denn'bok, or a Fighting Pike is a traditional Minbari weapon carried by members of the Minbari warrior caste as well as the Anla'Shok. Consisting of a retractable metal-alloy staff, about five feet at full extension the Denn'bok became something of a signature symbol for the Anla'Shok. By tradition only those deemed worthy by the F'hursna may train with or own a Denn'bok. During Ranger training and sparring sessions, a wooden analogue is used in lieu of an actual pike.

Parry Modifier: +1
Damage: 1d6+2
Rules: When a character performs a parry action in excess of his allowance, reduce the multiple action penalty by half.

Triluminaries

Specifications: Triangular. 3.8cm per side. 0.045kg

Description: A Triluminary was a triangular artifact with religious significance used by the Minbari Grey Council. They were given to the Grey Council by Valen and were programmed to respond to Valen's DNA by glowing. There were three triluminaries in existence. These devices seem to have multiple functions but the full extent of their abilities has never been disclosed. A triluminary is used in the ceremony to induct a new member of the Minbari Grey Council. A Triluminary was also the key component used to activate a device called a Chrysalis Device, capable of altering a living being's DNA to the point of being able to merge that DNA seamlessly with that of another species.

Rules: A triluminary can be activated by a Minbari with Religion (Minbari) 4+, System Operations 3+, Computer Use (Programming) 4+, and Presence 6+. The TN to activate is 15, made as a Presence test with affinities for the three prerequisite skills. A triluminary must be activated to use a Chrysalis Device. Non-Minbari with a Presence 8+ can use the triluminary if they have the other prerequisites as well.

Chrysalis Device

Specifications: Triangular. 11.4cm (or larger) per side. 0.135+ kg mass. A Chrysalis Device can be constructed larger than standard. The measurements here are the standard measurements for a basic device.

Description: The Chrysalis device was a piece of technology that, once activated by a triluminary, could genetically splice an individual's DNA with that of another species, making them a hybrid of the two. The process envelops the subject in a cocoon or chrysalis (hence the name) and can take several weeks to complete. At the end of which the subject "hatches" out of the chrysalis, typically in great pain and still covered by a brittle exo-epidermal skin that must be shed manually.

Rules: A Chrysalis Device can be programmed to blend virtually any combination of DNA (TN 15, Computer Use (Programming) 4+, Medicine (Bioengineering) affinity). Surviving the DNA blending process requires a Vitality attribute test, TN 15, at a -3 penalty. If the process is survived then the individual has successfully blended his or her DNA with that of another species and become a hybrid of their own species and the one they blended with. This allows the character to acquire Species Abilities from the DNA with which they blended, using the rules for mixed species characters (Player's Guide, p. 29)

Duration/Energy: Most Chrysalis Devices have a power-charge capable of sustaining one individual through a blending process before it must be deactivated. When reactivated, the Chrysalis Device automatically recharges itself from the energy of the triluminary.

Range: The Chrysalis Device envelopes one individual in a cocoon to conduct a DNA blending per activation.