

# The Shadow Dynasty

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## HISTORIC ORIGINS

Long ago the ancient races, the First Ones, walked amongst the stars like Gods. Most of them moved on to other parts of the Universe, or simply faded away as their civilizations crumbled. The Shadows were one of the First Ones... but they remained.

The Purpose of the First Imperial Crusade was not to seed the galaxy with humans, but rather a means of turning the tide upon the last Shadow War in the year 30,000. The Adeptus Astere (space marine legions) were designed for the express purpose of fighting the Shadows and freeing their slave races. The Emperor brought this unexpected force so full of tremendous resolve to bear upon the Shadows, and thereby repulsed them from known space with his Marine legions.

After the Shadow's defeat, the alien races turned on the growing human empire - jealous of their technology and wisdom. During the next Millennium... both these things were lost and the Universe descended into darkness once more - as it had been before.

It is prophesied that when all races are again at war and darkness and superstition pervade the galaxy, that the Shadows will reappear like fire in that night. The galaxy shall burn at their touch, and all who resist them shall die.

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All of this is, of course, a fragmentary history recounted by the eldest (and presumably most senile) Dreadnaughts of the Ordo Malleus (Inquisitor's Chapter). None of the living brothers ever put any faith in the legend... until Now.

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Year: 39,997

Imperial Scout Fleet Hermes, an exploratory expedition of nearly a dozen small jumpships disappeared on the periphery at ZHD212d.

Year: 39,998

Contact with many surrounding outposts and diplomatic points were severed near ZHD212d. Local governors replies were less than acceptable, but Inquisitors sent into the region did not return.

Year 40,024

Contact with the Zeta region (around ZHD212) has been tense but manageable. Donations of technology and political action forestall the use of military force to regain control in the region. Alien influence is suspected - and the Ordo Malleus is dispatched to investigate.

Year 40,057

War in the Zeta Region. Aliens and Humans engage in a full scale conflict of aggression that threatens to spread to surrounding areas of the galaxy. Adeptus Astere are dispatched to reinforce the Imperium and secure rebel colonies until loyal regiments can arrive.

Year 40,059

Of the 9 Chapters dispatched to the Zeta Region, only 2 remain loyal in service. Ordo Malleus observers in the region begin hearing strange rumors of a new race that has entered the fray. Rebel chapters slash through loyalist defenses with unexpected ease - reducing Imperial resistance in the region to mere footholds.

Year 40,060

Imperial Fleet Redemption folds into the Zeta Region to crush the rebellion. Over 100 capitol ships and 350+ supporting craft are present, including reserve forces from Sol and Mars. All are lost in a matter of hours. There are NO SURVIVORS.

Imperial Command issues an edict to avoid Zeta Quadrant at all costs. Then word of the invasion comes. Strange alien craft appear throughout the Rim wiping out entire colonies and Forgeworld fortresses, only to disappear moments later. Entire outposts, space stations, and even Craftworlds are found empty. Signs of struggle between the inhabitants is clear - as well as battle with something much more ominous. Hundreds of small rebellions break out amongst the surrounding worlds, and as Marine fights brother Marine - the Galaxy burns.

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Despite the ferocity of the attack... one thing is clear: The First Ones have returned. And they are NOT happy. The oldest members of the Ordo Malleus (locked in stasis) describe the events of the past year word for word, with a dreaded look of fear in their eye. They speak of it from memories as old as the Imperium itself. The Ancient Enemy is upon them - no race is prepared - and the battle for the 41st Millennium has begun.

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Casualties have been wholesale. Eldar Craftworlds - gutted and set adrift or torn to pieces; Ork Planets - stripped of all life by orbital bombardment; Dwarven Holds - wiped out without any effort to pillage their riches; Chaos Planets - vaporized in nuclear fire; and Tyranid ships torn apart by their own occupants in a desperate attempt to escape something far deadlier than the Hivemind.

All eyes turn to the Emperor... a husk tied to a failing machine set on the off-side of the galaxy. Some wonder how he will save them. Others simply wonder how he will die. Then... in 40,060.7... the Emperor's body disappeared.

The Year is 40,060. The Galaxy is in flames. Your mission is to ensure that these accounts are not lost. Even if the whole of the Imperium is purged from the stars, the races that are to follow must never forget what happened here this day. Mars has fallen... the Ordo Malleus Base there is destroyed... and a large Shadow fleet is moving towards Terra even now. Take this information to the VereMus... that one of them might survive to tell the tale for us.

Ordo Malleus Command  
Master Boc'VoDe

# The Shadows: Ground Forces

01-01-96

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## Master Liason Ambassador - (Any Race)

STATs	M	Ws	Bs	S	T	W	I	A	Ld	PV
Ambassador	4	5	5	4	4	4	6	2	10	100

### Ambassador

Gear - - - Laspistol; Refractor Field(5+); Carapace (4+).  
Abilities - Recruitment (3+).

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## Minor Ambassador (Any Race) w. Field Escort (3 Drones)

STATs	M	Ws	Bs	S	T	W	I	A	Ld	PV
Ambassador	4	4	4	3	3	1	4	1	8	200
3x Shadows	6	7	0	6	4	2	6	4	10	^^^

### Ambassador

Gear - - - Laspistol; Refractor Field(5+); Carapace (4+).  
Abilities - Recruitment (6+).

### Shadows

Abilities - Lv. 2 Psykers (Smite & Catalyst); Cloak (-3, -2, -1)

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# The Shadows: Abilities

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## Recruitment (x+)

Recruitment is the key to the Shadow's success. While very powerful, they lack the sheer numbers required to overwhelm the Imperium in a war of Attrition. So instead - they specialize in turning the younger races against each other before starting any confrontation. This is done by bribery, manipulation, murder, mind control, and fear.

Immediately after all armies have deployed, the Shadow Player chooses one squad, vehicle, or character model (even Ancient Heroes) per Recruiter to seduce. If the Recruitment roll is successful, then that model or unit will fight under the Shadow Player's control for the duration of the Battle. Only one unit may be targeted per Ambassador.

## Cloak (-xs, -xw, -xr)

The Shadows are naturally capable of projecting a psychic aura around themselves and their vehicles that makes them nearly invisible (like the Eldar Power Stealth). This ability is given in three stats: Stationary, Walking, and Running. When moving faster, the Shadow is not concentrating as much - and so becomes more visible.

Furthermore, the exact location of the model may not be determined. To represent this, No Model is Available for the Shadow. Instead each shadow is represented by a small coin (penny, etc.) within 2" of the ambassador or another shadow. Blast weapons directed at them must target this spot. In H-To-H, Follow-Up counts as a charge for Cloaked units (+1 Ws) due to surprise.

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# Shadow Strategies

**At this point in the Shadow War, the younger races are still being offered amnesty in exchange for their cooperation. Ambassadors of the Shadows roam the Galaxy asking everyone "What do you want?" - ready to oblige for the right price. To fight the Shadows is to fight the worst in every race, to fight your own people.**

**As a Shadow Player, your choices of troops is fairly limited at this time. Rely on capturing the most powerful enemy units - as these will bring you instant victory points. Then use these units to delay the rest of the enemy army while your forces take up position for the killing blow. And whatever you do, don't let a Vorlon touch you.**

## **Shadow Dynasty - Developer's Notes -**

No sooner has the House Shadis spun another Codex than gamers 'round the world scream "DEAR GOD! What is that THING?" Again - I've crossed the line in pursuit of the perfect race. So What?

There are some simple reasons for this, and if I please even 10% of the players out there I'll be damn proud. Shadow Dynasty is a work in progress (like all good books) and has only begun to touch on JMS's Shadows (see Babylon 5). They are based on the B5 storyline, taken from an Imperial point of view. Vorlons (and other such nice races) will follow as soon as I know the Shadows work.

Several major points of conflict already exist.

- The Shadows are "beyond" our perceptions.
- They Fight on a physical AND mental Battlefield.
- And no human can stand up to even one and live.

My response to this is a general "Pptthhhhhh!!!" or two words: "John Sheridan". He took out at least 2 of the mothers with a PPG, plus 2 Shadow ambassadors. If he can fight them, so can the space marines, orks, and Eldar. No enemy is indestructible - smart, sneaky, evil, & strong maybe,... but not indestructible.