



The edge of explored space...that is where you are going.

The Torian Sector

By all collected data, this sector is populated with more barren worlds than hospitable ones, the hyperspace beacons are distanced dangerously apart, though still navigable, and the most exciting feature of the whole sector (if it can be called that) is the Rheisan Nebula.

There is one major feature of the Torian Sector that is perhaps the most important...it lies in a direct vector the the unexplored, "older" portions of the galaxy.

This is important because of recent unmanned probe data, long range sensors and independent Rim-runners (scouts). The runners have come back with outlandish and extraordinary tales of ruins and artifacts of unknown origin and extraordinary complexity. Ruins and artifacts that date back millions of years.

Rumors have that these ruins and artifacts may even be from the precursors of the the Ancients or perhaps even the Vorlon or Shadows. The archeological and historical ramifications aside, militarily speaking, this could tip the balance of power in the galaxy. With allies of the Shadows still harassing the younger races, and the risk of peace breaking down, this may be the only way stabilize the Alliance...if that is your wish. This is also the best chance to bring it crashing down and turn the galaxy upon itself and reforge it in fire. The way you want.

These rumors are further given weight by reports, though unconfirmed, of both Shadow and Vorlon vessels being detected in the sector. Perhaps they don't want us finding what's hidden there, or worse they want it for themselves.

Your mission is to gain control of the Torian Sector for your respective governments at all costs. Your enemies cannot be allowed to establish a permanent presence in this part of the galaxy.

The key systems of the Torian Sector are:

- Lishana - The only true settled world in this sector that is known. An industrial planet, it has many automated and manned factories that produce everything from ship parts to thermal baffles. It's manufacturing facilities could be turned to military uses if needed.
- Rheisan IV - Leisure world called "Heaven". Though it has no military significance, it could be a major boon to crew morale. Be warned the nebula that surrounds Rheisa and its neighboring systems electromagnetic distortions reek havoc with sensor data. Sensor ghosts have been known to appear and it interferes with targeting systems.
- Tigran Beltway - A heavy density asteroid field with an already established mining outpost. The asteroid field is thick with crystalline deposits of all types and would be a key target for resources in this sector.
- Kettalen Disc - An accretion disk of a newly forming star system has little material value, but could be a solid strategic staging ground. Be wary.
- Dro'khan System - Little more here than a couple of unimpressive rocks and a large asteroid field. Possibly a good place to stage further exploration from.
- Nen'amar - Nothing more than an uninhabited ball of water. More than 97% water, there is little land mass usable for military purposes, though it may be a viable source of food should rations run low.
- Alushan I - Really only a large ball of ice, but this inner-system comets' proximity to the hyperspace route makes it of possible importance to shield incoming ships to the sector
- Alushan II - Like its sister in the neighboring system is of similar importance and can be used to shield incoming reinforcements. These two comets are of marginal astronomical interest, but this data collection takes a back seat.
- Voss System - The 2nd planet in system may be of importance even though it is a molten ball in space. Mostly unexplored it is near enough to the hyperspace route to be a possible asset.
- Fionna System - the 7th planet in system, a frozen wasteland by all accounts, have shown some unusual "shadows" in probe fly-bys, though no one has explored further. No real strategic value.
- Mor'rethian System - The only thing of interest in this system is its 5th planet, a barren ball of rock that 2 sensor probes and one rim-runner have reported...anomalies on its surface.
- Hyperspace Route TA-654-GS - Populated with sparse beacons and serious hyperspace eddies, it's no wonder this sector is seldom visited by any other than pleasure seekers to "Heaven". It is still of major strategic importance, though near impossible to hold for long.

More detailed sensor data and technical specs to follow. Good luck and make sure we come out ahead in this sector.