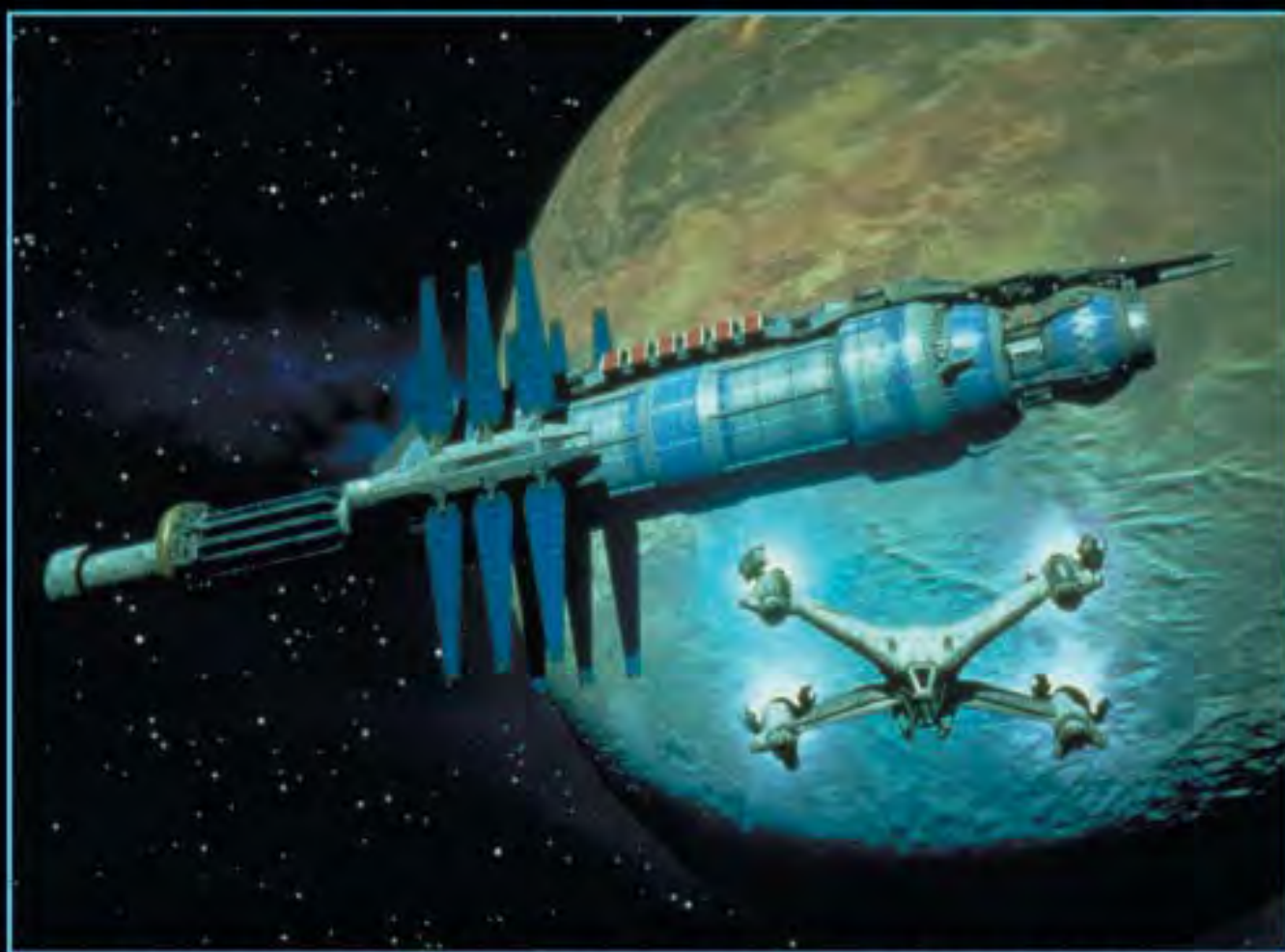




UNIVERSE OF BABYLON 5



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TRAVELLER

UNIVERSE OF BABYLON 5

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INTRODUCTION

Prepare to immerse yourself in one of the most detailed science fiction settings ever created. Coming straight from the hit television series, the Babylon 5 space station has been the centre of wars, trials and revolutions that have shaped the entire galaxy. Now players will have the chance to create their own epic sagas based on the same space station featured in Babylon 5. There are few science fiction settings that are as extensive as this and players now have the opportunity to explore the entire galaxy.

This book takes the popular Babylon 5 setting and translates it into the *Traveller* rules system. To fully use this book you will need the *Traveller* core rules and *High Guard*, the extended naval and ship construction rules; otherwise, the game is complete and ready to play.

How Does The Universe of Babylon 5 Differ to the d20 OGL edition?

The differences are considerable. *Traveller* uses six-sided dice exclusively for resolving game mechanics and the rules for character generation, skill use, combat and starships are very different. However, *Traveller* is an ideal rules-fit for Babylon 5's subject matter and the rules themselves are relatively simple and intuitive to use.

If you are a seasoned *Traveller* player coming to Babylon 5 for the first time, then you will find the rules follow the standard conventions established in the core rules and *High Guard*. Character generation, for example, uses the typical career structure, tailored to the Babylon 5 universe. Ships are designed to *High Guard* specifications and all of the other mechanics, including skills, are those found in the core rules and its supplements (with some tailoring herein to certain Babylon 5 specifics).

If you are a seasoned Babylon 5 gamer new to *Traveller* – do not be alarmed! *Traveller* is, at its heart, a very straightforward rules-set designed for science fiction adventure. If ever a science fiction setting was compatible with the *Traveller* rules, then Babylon 5 is it.

The book gives comprehensive guidance and examples for using the *Traveller* rules for Babylon 5 games but you will find it necessary to refer to the core rulebook from time to time. Character generation is, perhaps, the best example of this in action but *The Universe of Babylon 5* contains all of the essential components for creating fully rounded Babylon 5 characters. All the classic *Traveller* professions are represented, as are the unique professions found in the TV show.

New to Babylon 5?

If you have never encountered Babylon 5 before, you are encouraged to start by reading *Welcome to Babylon 5*, starting on page 4, before commencing with the main rules. This will give you a good grounding in all the eccentricities that make up the grand epic setting of Babylon 5. From there, go on to Chapter 3 and start creating some characters to begin play with. In many ways, Humans are the easiest characters with which to begin playing this game, as they are readily identifiable by players even if they have not seen the television series for themselves. Alien characters may be introduced in later games, when players have begun to explore and understand Babylon 5 and have started to learn the very important differences that separate Humans and aliens.

From here, Games Masters can utilise the information in Chapter 8 to create further scenarios and missions for their players, gradually introducing new elements of the station into his games, straight from the Babylon 5 television series.

Playing Babylon 5

The *Babylon 5 Roleplaying Game* is a lot different from other games you may have played before. Combat is utterly deadly – yet while it is common in other games for one or more players to choose characters who are combat experts, such characters are not central in Babylon 5. In fact, while such characters are possible (and even desirable in certain campaigns), they will prove to be by no means necessary in most scenarios. The characters who wield the true power in Babylon 5 are those who can successfully manipulate others, construct a network of contacts, possess detailed knowledge in specialised or highly technical subjects and are able to communicate with hitherto unknown alien races. Being the fastest shot in the galaxy is no guarantee of survival.

It will not be an unusual gaming session if you make 10 times as many skill throws as attack rolls. Characters will test their knowledge, hide in dark places and engage in high diplomacy with sentients of other races. Other games allow characters to perform actions of truly heroic proportions, diving through blazing gun fire to avert some disaster fundamental to their mission. In Babylon 5, that will not always be possible. If an agent of an alien government has you cold at gunpoint, just as in real life, you would be ill-advised to make a break for it or draw your own weapon. He will simply shoot you.

This is not to say heroism does not have a place in Babylon 5 – far from it. Because of the higher stakes and greater likelihood of being killed, any combat can become truly heroic in nature. When every shot aimed in your direction can have lethal consequences, the choices you make within combat can mark you as a hero, be you a diplomat or a soldier. However, heroism has many different forms and they all

Introduction

make an appearance in Babylon 5. Characters can demonstrate moral or political courage when standing up to their enemies, defy cruel leaders with their words or make great personal sacrifices without ever going near a weapon. Battles can be incredibly exciting in Babylon 5 but most of the drama will take place between characters and their interactions.

This is a game where players should always think first and shoot second. Do not be surprised to discover that the most powerful characters in the game may not be those with the greatest amount of credits or the most advanced weaponry. It will likely be the character who can bring the greatest amount of pressure, political or otherwise, to bear on his enemies.

There comes a time when you look into the mirror and you realise that what you see is all that you'll ever be. Then you accept it... or you kill yourself. Or you stop looking into mirrors. No, nothing can be changed.

- Londo Mollari



WELCOME TO BABYLON 5

And so it begins.

- Kosh

Babylon 5 is the name of the five-mile long space station located in neutral space and orbiting Epsilon III. Its precursors, Babylons 1, 2 and 3 were destroyed; Babylon 4, within hours of coming online, simply... disappeared. Built by the Earth Alliance in the 2250s, Babylon 5's goal is to maintain peace amongst the various alien races by providing a sanctuary where grievances and negotiations can be worked out among duly appointed ambassadors. A council made up of representatives from the five major space-faring civilizations - the Earth Alliance, Minbari Federation, Centauri Republic, Narn Regime and Vorlon Empire - work with the League of Non-Aligned Worlds to keep interstellar relations under control. Aside from its diplomatic function, Babylon 5 serves as a military post for Earth and a port of call for travellers, traders, businessmen and criminals. With dozens of ships and hundreds of visitors passing through its docks every day, Babylon 5 is just beginning to prove its detractors wrong and demonstrate that it has a valuable role to play within the galaxy.

Any spacestation that is home to a quarter of a million humans and aliens is bound to experience problems and Babylon 5 experiences them in abundance. Its senior staff members are serving Earth Alliance officers and they, along with the most prominent members of the diplomatic community, deal with personal problems, cultural differences, threats to station security and interstellar crises on a regular basis. Old prejudices and unresolved issues leftover from the Earth-Minbari War and the Centauri occupation of Narn, lead to unexpected developments. Pro-Human groups and a corrupt government make the Earth of the future far from being a paradise. Telepaths seek refuge from the militant Psi Corps while the Mars colony desires support in its bid for independence. Then there is the growing presence of Shadows in regions close by and on the Outer Rim of known space. Fate has decreed that Babylon 5 be crucial to deciding the outcome of all of these conflicts.

The Earth Alliance

After thousands of years trapped on the Earth, Humanity finally gained its chance to reach for the stars. In the year 2156 an alien race, to be later known as the Centauri, made contact with Humans for the very first time. Leasing the use of jump gates to Earth, Mankind was finally ready to travel to the stars. The Centauri turned out to be very similar in appearance to Humans and for a time, they even



claimed that Earth was a lost Centauri outpost – an assertion that was proven false when Human scientists finally managed to gain a sample of Centauri DNA and established that the two races were wildly different, despite outward physiology.

As Human technology increased at the most rapid pace that it had ever achieved, spacecraft were constructed to explore nearby star systems and eventually, the technology to construct their own jump gates was discovered. No longer tied to Centauri jump routes, Humans began to land on new worlds and it was not long before the first colonies were established, light years from Earth. Mankind found itself in a relatively unexplored part of the galaxy largely ignored by other races and so this initial expansion was achieved without any conflict greater than occasional raider activity and a few clashes with minor alien powers. As an emerging culture, few races other than the Centauri who had discovered them paid Humanity much attention. They were ignored by the Narn, Minbari and Vorlons and dismissed by many in the League of Non-Aligned Worlds. However, spanning several systems, the Earth Alliance had begun to leave its mark on the galaxy. It was unfortunate that war was not far away.

The Dilgar were a doomed people, their homeworld orbiting a dying star that was soon to turn nova. Though far away from the Earth Alliance, their aggressive expansion into the galaxy in a desperate bid to secure new worlds and territories to replace that which they were about to lose, soon brought the Dilgar dangerously close to Earth. They tore through much of the League of Non-Aligned Worlds, eradicating entire populations and instigating acts of incalculable atrocity. With every fallen world, they moved steadily and

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inexorably closer to Human colonies. It was not long before it became inevitable that the Earth Alliance would have to act on behalf of its neighbours simply to ensure its own survival. Rapidly increasing the size of the EarthForce military, Humans prepared to engage in their first major interstellar conflict – the Dilgar War had begun.

The entry of Earth into the war took the Dilgar by surprise and gained the appreciation of the alien races under the greatest threat of invasion. As EarthForce began to score victories against the Dilgar fleet and drive them back to their homeworld, so other races added their own military strengths to the campaign. Through horrendous losses and discoveries of Dilgar atrocities on recaptured worlds, victories quickly followed one after another until the menace to the galaxy was finally ended. Forced back to their homeworld, the Dilgar were wiped out when their sun finally blew itself apart in a titanic explosion that scoured all life from their home planet. The Dilgar were now a dead race confined to history, their name a curse for all time.

The Earth Alliance's actions in the Dilgar War were to reap many new benefits as alien races began to recognise the potential of Humans. Trade contacts were established with many races in the League of Non-Aligned Worlds, as well as with the Narn (one of the major races bordering Earth space). More colonies were established and the influence of Humans began to be felt across the galaxy. This was a high point for Humanity, for they had been instrumental in defeating the Dilgar and with the revenue flooding in through trade with many different worlds, they had the ability to expand both politically and militarily. It was this expansion that was to spark trouble for the Earth Alliance and very nearly cause the death of the entire species.

The Earth-Minbari War

Despite being one of the major alien races in the galaxy, few had direct contact with the species known as the Minbari. They were known to be reclusive and in possession of technologies centuries ahead of any other race but maintained few trade contacts with others and were rarely seen travelling beyond their own borders. The Minbari did not deign to reply to any political advances made by Earth but enjoying their victory in the Dilgar War and eager to continue their own expansion, Humans decided to begin sending exploratory missions into Minbari space, despite advice from the Centauri that they should leave well alone. Arrogant from their earlier successes, no one remembered that it was a Human who said that pride cometh before destruction and a haughty spirit before a fall – Mankind's arrogance was to very nearly prove his own undoing.

An exploratory squadron led by the cruiser *Prometheus* entered Minbari space with the intention of gaining intelligence on the military capabilities of this unknown race. Keeping away from main jump routes, it was by accident that the Human ships ran into a warcruiser carrying the Minbari ruling body, known as the Grey Council. The formidable alien ship approached the

Earth ship with its gun ports open. Panicked by the encounter and utterly unprepared for any sort of first contact, Captain Jankowski of the *Prometheus* ordered his ships to open fire on the Minbari ship, catching the aliens unaware and with no prepared defences. The leader of the Grey Council, Dukhat, was killed in the attack and though the *Prometheus* and her sister ships managed to escape in the confusion, this single moment of misunderstanding between two alien cultures was to precipitate one of the greatest slaughters ever witnessed.

The Minbari were driven mad by the death of their revered leader and as one, pledged to wipe Humanity off the galactic map. Gearing for war, they sent their fleets into Earth Alliance space and began destroying entire colonies. Mobilising for defence, it soon became clear that EarthForce ships were no match for the technologically advanced Minbari vessels. The alien ships carried weapons of incredible destructive power and were protected by a stealth system that rendered Earth-constructed weapon systems useless.



World after world fell to the Minbari advance as they closed with Earth itself and for two years, Humanity fought a desperate but losing battle. A brief glimmer of hope arose when the Minbari flagship, the *Black Star*, was destroyed during a daring plan executed by Commander Sheridan on board the crippled Earth Alliance cruiser *Lexington*. Though the effect on morale was incredible, it did nothing to stop the Minbari onslaught.

As they entered Earth's solar system, the colony on Io fell within minutes and Mars itself was bypassed as the Minbari fleet prepared to strike at Earth itself. Mankind rallied itself for one last desperate fight, a delaying action intended to hold the Minbari long enough for civilian transports to escape the Earth and carry a few Humans to the safety of the stars. This was the infamous Battle of the Line, where over 20,000 men and women of EarthForce placed themselves in harm's way in a fight to the bitter end. Service during this battle was purely voluntary and all participants knew that it was a suicide mission, for there could be no hope of victory against the ships of the Minbari fleet. Warcruisers and fighters tore through the line blocking the

way to Earth and the defending force was all but annihilated. Then, as the twilight of the Human race was about to descend, the Minbari ships stopped firing and signalled their surrender.

To this day, the reasons behind the Minbari's inexplicable surrender during the Battle of the Line, when their ultimate victory was so close remains one of the greatest mysteries of the galaxy. The invading fleet withdrew and the survivors of the Line, less than 200 in all, breathed a sigh of relief. For whatever reason, Humanity had been given a second chance.

A Time to Rebuild

Having been brought so very close to extinction, a new wave of hope and energy spread through the Human race. No one wanted to fight another war and plans for the Babylon Project were quickly put into action. Senator Natawe proposed the construction of a great space station located in neutral territory with the aim of pursuing the goal of peace among all alien races. It would be a place where differences could be resolved through diplomatic means rather than bloodshed and through communication, a better understanding could be maintained. Most of all, the Babylon Project was intended to prevent another war that could wipe out Humanity once and for all. Despite the immense cost in pursuing such ideals, funding was quickly granted with great public approval.

Unfortunately, like all good ideas, it took a while to get things right. The original Babylon Station was destroyed when part of its superstructure collapsed during construction. Undaunted, the Earth Alliance set about creating another station, Babylon 2. This was also destroyed during construction, allegedly through terrorist intervention, as was Babylon 3, the station that followed. Despite these setbacks, the largest station of all was built, Babylon 4. Throughout construction, the EarthForce military maintained a hawk-eyed watch in order to ensure no foul play would cause its destruction and in 2253, Babylon 4 was finally completed. However, within 24 hours it had vanished. Some of the construction workers leaving the station reported a bright light, followed by the station shimmering and twisting, before it simply disappeared. No debris or wreckage was ever recovered and what actually happened to Babylon 4 remains a mystery to all but those involved in its remarkable disappearance.

Even with the renowned perseverance of Humanity, the funds to attempt yet another Babylon station were not forthcoming and interest had begun to wane for the ideal. The whole enterprise seemed cursed. Enough senators still believed in the mission, however and several alien races were convinced to help fund a neutral diplomatic space station that would ultimately benefit all of them. Even the Minbari Federation was persuaded, though they insisted they maintain final agreement over which EarthForce officer would be assigned to run the station.

Thus it was that Babylon 5 officially went online in the Earth year 2257 and was placed under the leadership of Commander Jeffrey Sinclair, a veteran of the Battle of the Line.

The Gathering

Even then, few expected Babylon 5 to last long and Lloyd's of London put its odds of surviving just one year at 500-to-1 against – and its first year was certainly turbulent.



No Human had ever seen a Vorlon, a race said to be immeasurably older, wiser and more advanced even than the Minbari. Dwelling within their own empire light years away, it came as something of a surprise when they announced that they too would send an ambassador to speak for them on Babylon 5 but it was a move that assured some on Earth that the station was, at last, beginning to fulfil its purpose.

Tragedy struck almost as soon as the Vorlon ambassador, Kosh, was made the victim of an assassination attempt as soon as he left his transport ship and very soon Commander Sinclair was implicated in the plot. This resulted in a Vorlon battle fleet jumping into Babylon 5 space to demand Sinclair's surrender to their jurisdiction and it was only the heroic actions of the EarthForce personnel on board the station that averted disaster. Though never revealed to the public, some were to learn through background politicking that it was Narn ambassador G'Kar, who was behind the assassination attempt, working with a rogue Minbari faction to kill Kosh and discredit Sinclair. Not wanting to create further turmoil, the Narn involvement was quickly played down and everyone prepared to welcome Kosh to the Babylon 5 Advisory Council when he finally recovered. Sinclair was able to clear his name but the incident would have lasting repercussions. The station's telepath, Lyta Alexander, scanned Kosh; the head of Medlab, Dr Kyle, actually saw inside Kosh's encounter suit. Both were transferred back to Earth and replaced within weeks. Sinclair maintained his position, not least because of the quiet insistence of the Minbari Federation.

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Most troubling of all, though, were the last words of the assassin to Sinclair. 'There is a hole in your mind', the Minbari had said and he was right – Sinclair could not recall anything that happened for 48 hours during the Battle of the Line, from the point when he attempted to ram the Minbari flagship to the Minbari surrender. Later in 2258, agents of a pro-Earth group attempted to forcibly restore Sinclair's memories. He remembered that he had been taken aboard the Minbari ship and scanned with a triangular device by grey-cloaked Minbari... including Ambassador Delenn. Delenn, it seemed, was on Babylon 5 to watch him.

Elsewhere in the galaxy, the Narn and Centauri continued to clash. The Narn Regime invaded the Centauri colony of Raghesh III and kept pushing against the borders of the decaying Republic. While Babylon 5's diplomatic efforts were able to keep events from boiling into full-scale war, the galaxy simmered with tension. One light on the horizon was the re-election of progressive Earth President Santiago, a firm supporter of the Babylon project.

Three very odd events happened towards the end of 2258. Firstly, the station staff were contacted by an alien called Varn. The alien was the master of a Great Machine, located on the planet of Epsilon III, around which the station orbits. Varn was dying and the Machine was going out of control. Both Earth and another alien race tried to claim the Great Machine's secrets but Varn handed control over to a Minbari named Draal, an old teacher of Delenn.

Soon after the Great Machine's malfunction, the missing Babylon 4 station appeared in the midst of a vast time-distortion field. Babylon 5's crew managed to rescue the survivors of the Babylon 4 station before it vanished again. While on board Babylon 4, Sinclair encountered an alien that called itself Zathras, who told him that he was 'not the One' and that Babylon 4 was being taken to fight in a great war against the darkness.

The third strange event went unnoticed by most on board the station but was the most terrible portent of all. A man calling himself Morden visited the station and spoke to all of the leaders of the races. He asked them a simple question – 'what do you want?'

G'Kar wanted revenge on the Centauri, nothing more. Delenn recoiled from Morden in horror, seeing in him something terrible. Londo... Londo wanted it all back again, to see the Centauri Republic rise again. That was the answer Morden wanted. Later that year, Shadow vessels began attacking Narn colonies and destroying Narn ships in Quadrant 37. The Centauri began to rise once more.

In response to the gathering darkness, Delenn activated a device that she had been building in her quarters all year. The device incorporated a triluminary, the triangular device used to scan

Sinclair at the Battle of the Line. The device spun a chrysalis around Delenn, which began to transform her. She would emerge from the cocoon in early 2259 as a Minbari-Human hybrid, a living bridge between the two races.

Michael Garibaldi, the head of Babylon 5 security, discovered a plot against the life of President Santiago but before he could alert Sinclair or EarthForce One, he was shot by his traitorous second-in-command. The security chief survived the attack but lay in a coma for weeks. EarthForce One exploded over Io, killing all on board. Fortunately, Vice-President Clark had left the ship before it exploded and was able to quickly assume the presidency...

G'Kar left the station, hunting for the forces behind the attacks on Quadrant 37. Londo began to contemplate exactly who Mr Morden's powerful associates were. Delenn slept in her cocoon, changing into something new. Sinclair tried to hold the station together but was abruptly and unexpectedly transferred to the Minbari homeworld on diplomatic duty. In accordance with one of the last orders left by President Santiago, Commander Sinclair was replaced by Captain John 'Starkiller' Sheridan, the Earth-Minbari war hero.

Despite this rough turn of events so soon after it had officially gone on line, Babylon 5 is proving a popular meeting place for all races, from the major governments to those of the League of Non-Aligned Worlds. In addition to being the centre of diplomacy for the whole galaxy, the station is also fast becoming a hub for trade and is managing to even generate substantial revenues through merchant tariffs and taxes. Sheridan is proving himself to be a capable if brash station commander, who works well with his executive officer, the newly promoted Commander Susan Ivanova and the other Babylon 5 command staff.

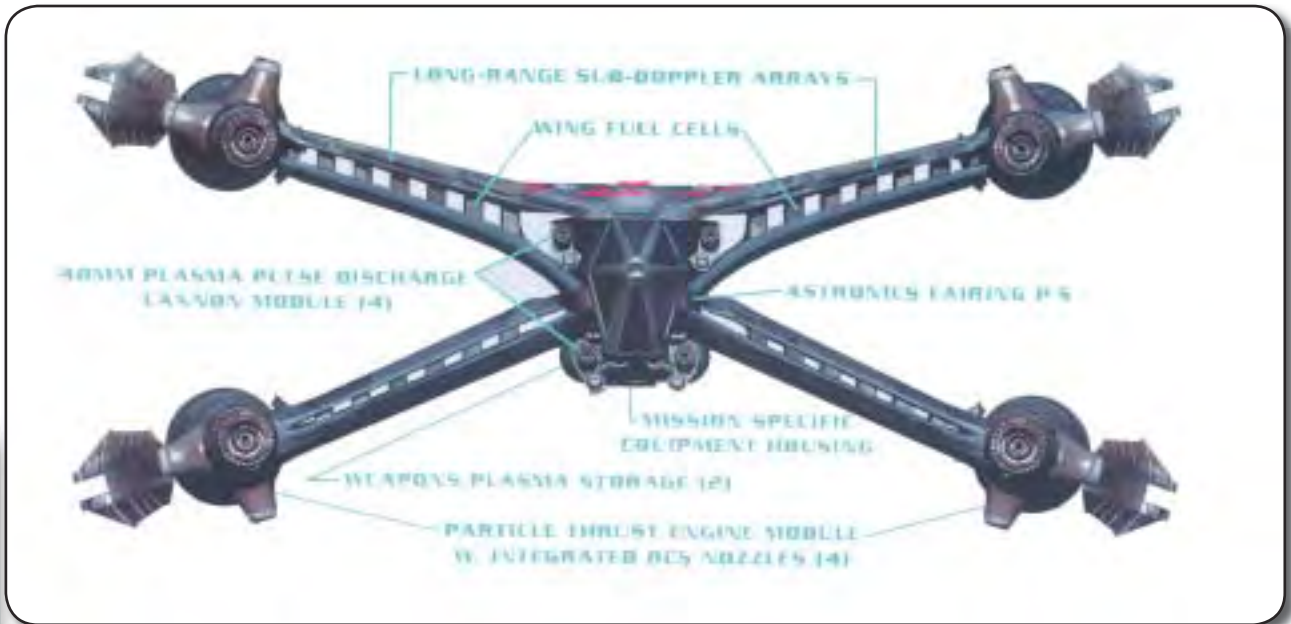
For all of the trials and tribulations Babylon 5 has faced, it still remains Humanity's last, best hope for peace.

To start a war over blood spilled so long ago... Where does it end? You kill them and take their land. They kill you and take the land back. On and on and on, a cycle of hatred.

- Delenn

SA-23 MITCHELL-HYUNDOYNE AURORA

SCARFURY





Timeline of the Earth Alliance

The Earth Alliance has had a turbulent history as it has led Humanity to the stars but it still remains the central form of government for over a dozen systems and colonies. This is a brief look at the pivotal events that have influenced and shaped the Earth Alliance since its formation.

2085

The Earth Alliance is officially created after the Third World War in an effort to stop further wars between nations. This replaces the now defunct United Nations, with the Senate located at EarthDome in Geneva.

2101

A small series of scientific and military bases are established across Mars.

2116

The Committee on Metasensory Regulation is created in response to a growing number of telepaths, headed by Senator Lee Crawford. A year later, the Metasensory Regulation Authority is instituted to track, control and register the movement of telepaths.

2156

The Centauri Republic makes contact with Earth, claiming to be an immense interstellar empire. This is the first official alien contact Humanity has ever had.

2161

The Metasensory Regulation Authority becomes the Psi Corps.

2164

The Earth Alliance establishes its first extrasolar colony in the Proxima system.

2169

768 colonists, led by John Carter and using Centauri jump technology, travel to Mars in a matter of hours to begin construction on MarsDome One, which would become the capital of the newly established colony.

2177

A bomb planted in MarsDome One almost destroys the entire colony. John Carter is among the dead.

2178

The Earth Alliance colony of Orion VII, in the Ross 614B system, is established.

2230

The Dilgar War begins through the League of Non-Aligned Worlds. Though later involved, the Earth Alliance does not initially commit any resources to fight the Dilgar.

2232

With the Earth Alliance playing a pivotal role, the Dilgar War is ended.

2245

The Earth-Minbari War begins, following a mistake by an Earth Alliance exploratory mission.

2247

In an encounter within the solar system's asteroid belt, the *EAS Lexington*, commanded by Commander John Sheridan, destroys the *Black Star*, a flagship of the Minbari fleet.

2248

The Mars provincial government declares neutrality in the Earth-Minbari War, setting the tone of relations between the colony and EarthGov for the next decade. The Battle of the Line takes place, during which the Minbari finally surrender, ending the war.

2249

In retaliation for the declaration of neutrality during war, the Earth Alliance Senate votes to restrict supply shipments to Mars. The Free Mars movement gains strength. Construction begins on the Babylon station, though its superstructure collapses, destroying it utterly.

2250

The building of the Babylon 2 station commences, though it is sabotaged and destroyed during construction.

2251

Food riots on Mars Colony, brutally suppressed by EarthGov forces. Babylon 3 is destroyed during construction by an explosion, giving rise to tales of a 'Babylon Curse'.

2252

Construction of the largest of the Babylon stations, Babylon 4, begins.

2253

President Luis Santiago is voted President of the Earth Alliance.

2254

Babylon 4 finally goes online but mysteriously disappears just 24 hours later.

2257

The Babylon 5 diplomatic station declared officially operational on Sunday July 4th.

EarthGov

Based in EarthDome in Geneva, EarthGov is the democratic government body that presides over the entire Earth Alliance, across all colonies and outposts. At the centre of EarthGov is the

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Senate, a collection of 120 elected representatives drawn from the main power blocs of Earth that have survived to 2258, such as the Indonesian Conglomerate and Russian Consortium. A president is elected from the ranks of the Senate, who serves as head of state and the Commander In Chief of the military, as well as chief ambassador to other races and worlds. Though every Human inhabitant of colonies and outposts throughout the Earth Alliance are free to vote for a new president every five years (the length of the presidential term), it has become a source of tension that none have any representatives within the Senate itself, with all being chosen from political bodies on Earth alone. This has led some colonies, particularly Mars, to believe they are being treated as second-class citizens compared to native Earthers and radical independence groups have begun to emerge in recent years.

EarthForce

The shining example of Humanity's reach for the stars, EarthForce is the military arm of the Earth Alliance and serves both in standing defence and peacekeeping operations. Headquartered in a complex known as Earth Central, also based within EarthDome, EarthForce is divided into two main service branches – Ground Forces and the Fleet. Both of these are under the command of the Joint Chiefs of Staff, advised by the Committee on Planetary Security with the final authority of the president. All outposts throughout the Earth Alliance, including Babylon 5 and many colonies, fall under the jurisdiction of EarthForce rather than the civilian government, a state of affairs that has existed since the Earth-Minbari War and even Humanity's first expansion into space.

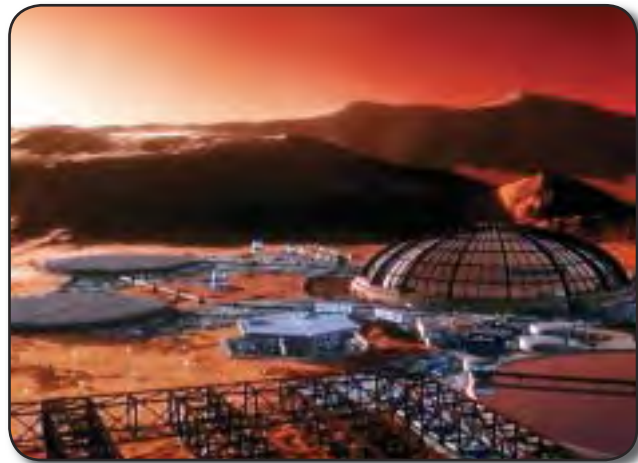
In terms of personnel, the Ground Forces branch is the largest component of EarthForce, comprising tens of thousands highly trained troops capable of fighting wars on planets throughout the galaxy. Infantry units still have a valid role in the 23rd Century and are used in policing duties, assaults and boarding actions against enemy ships or rebellious outposts. However, they are well supplemented by air and armour assets, as well as the Fleet who provide transport and heavy fire support.

Despite the size of the Ground Forces, it is the Fleet that swallows the lion's portion of the annual budget allocated to EarthForce, having access to the most potent technologies devised on Earth. The Earth-Minbari War had a profound effect on Humanity as a whole and political will was easily led to invest billions of credits into reconstructing and improving the military forces defending Earth and its colonies, especially its fleet. The highly capable Hyperion and Nova-class warships of the past are beginning to give way to the brand new Omega-class destroyers, much larger vessels of incredible potency that are becoming the mainstay of the Fleet. There are many pundits within Earth Central who believe that Earth now has the capability to fight on equal terms with any race in the galaxy, though those on the front lines are far more cautious, knowing that Earth has a long way to go before it could even

consider open war with the Narn or Centauri, never mind the technologically superior Minbari or Vorlons.

Mars Colony

The first off-world colony established by Humanity was Mars in 2090, though it was to be destroyed in a horrific accident just nine years later. Undaunted, a further colony was established in 2105 which has since expanded to become the largest off-world interest of the entire Earth Alliance. Mars Colony now has a population of over a million and comprises of four main domed cities located in Olympus Mons, Solis Planum and Xanthe Terra. The fourth, based in Syria Planum, is EarthForce's military headquarters on Mars and it is rumoured, supports a secret Psi Corps training facility.



Though the majority of civilians on Mars still have strong ties to Earth, there are a growing number who are native to the red planet and this rise in indigenous births has given rise to a planetary consciousness that separates it from the homeworld, spurred on by a growing resentment that Mars Colony was always treated in low regard by EarthGov. Even though its population had swelled, Mars still had no direct representation within the senate. In 2200, a referendum was held on the Mars Colony in response to increased taxes, which indicated a majority of its civilians wished for independence but this was summarily dismissed by both EarthGov and the Mars Provisional Government. Funding for Mars Colony was slashed time and time again by senators on Earth, who felt that concerns on the homeworld should always come before those of the colonies. This culminated in 2251 when a restricted budget led directly to acute food shortages on the colony and the infamous Food Riots began, where ordinary civilians and workers on Mars were forced to take to the domed streets in order to demand basic necessities that had started to be rationed by Earth. The internal security forces of Mars had become lax and corrupt due to an incredibly low morale due, in part, to Earth's unwillingness to supply the colony with either appropriate funding or personnel.

Thus, both the Ground Forces and the Fleet of EarthForce were forced to intervene to put down the separatists and many deaths were caused by this use of military power.

Today, the Food Riots are anything but forgotten on Mars and while the colony itself is booming as several of the largest corporations on Earth moved their headquarters to the red planet in order to take advantage of tax relief made available by the provisional government, there is a hidden undercurrent that demands full independence. Terrorism is on the increase in the colony, with radical groups such as Free Mars steadily moving away from peaceful demonstrations to more violent actions designed to hurt and cripple any Earth interest. There is little sympathy from the civilians on Earth itself, who have seen a rise in taxes designed to support colonies throughout the Earth Alliance, including the Babylon 5 station, though their ire is aimed at the highly visible Mars Colony, whose people are commonly regarded as troublemakers.

Other Colonies

As Earth's solar system was gradually explored and further colonies established, such as the transfer point of Io and the mining settlement of Ganymede, Mankind began to look to the stars for further expansion, a reality made possible by the intervention of the Centauri and their jump gate technology. EarthForce competed with large corporations, such as Interplanetary Expeditions (IPX), to discover suitable worlds for colonisation and rich resources not present within their home solar system. The first of these out-system colonies to be permanently established was Proxima III which, fuelled by corporate interest, quickly grew into two large domed cities, similar to those found on Mars. Again, several corporations created their own facilities on Proxima, becoming the first truly interstellar business interests that Earth possessed. Free from many of the rules and regulations that bound them on Earth, such corporations found their huge investments quickly paid off, especially among the orbital manufacturing sector, who took advantage of Proxima's free orbit trajectories.

More colonies quickly followed, both in the initial expansion of the Earth Alliance and then through the free reign gained by goodwill at the end of the Dilgar War. Orion VII, located near both the Narn Regime and the Centauri Republic, became a key trading post and one of the largest markets in the Earth Alliance. The colonies bordering the League of Non-Aligned Worlds began to see a great deal of traffic from aliens seeking to ally themselves with the expanding Earth Alliance. Not all colonies are highly developed, however and some of the newly established ones, such as Ceti Gamma, are still very much frontier worlds, attracting Humans who possess a pioneering spirit and the desire to create something worthwhile from the wilderness. Many of these are little more than EarthForce

outposts but with a growing civilian workforce, there are many who wish to see their new homes grow and prosper into the size of Proxima III or even Mars.

Interstellar Network News

Though over a thousand entertainment and educational channels are available for public use throughout the colony worlds via StellarCom, Interstellar Network News (ISN) remains the most popular by far. This channel purports to bring true stories and reports from all over the galaxy to the viewer, though it still centres primarily on Earth colonies and interests. Though a commercial enterprise, ISN is a binding force of the Earth Alliance, allowing even the furthest colonies to hear the latest news from Earth as it happens. Humanity as a whole has begun taking a great interest in the affairs of other worlds, perhaps spurred on by a sense that the mistakes of the past have been caused by sheer ignorance of alien powers.

Identicards

Every civilian of the Earth Alliance and any alien visiting an outpost or colony world is issued with an identicard, an electronic combination holding data on travel visas, personal and medical information, security clearances (if any) and financial records. Upon arriving at any new colony or outpost, the identicard is presented to security forces, usually manning customs stations, where it is automatically updated with travel information. This in turn is then logged in the colony's central database, which is periodically uploaded to the main Earth Alliance security records, which can then be accessed by any authorised personnel throughout the galaxy. For the owner, the identicard means the freedom to travel in any unrestricted area of the Earth Alliance and also functions as a credit transfer card, allowing purchases to be made with immediate deductions from the owner's personal accounts. If an identicard is lost or stolen, the civilian or visitor will be greatly restricted in their freedom of movement, though because of the regular updates made to the main databases of the Earth Alliance, a replacement is easily arranged at a nominal cost (usually in the region of 100 credits).

The Centauri Republic

They are alone. They are a dying people. We should let them pass.

- Kosh

Welcome to Babylon 5

Once known as the Lion of the Galaxy, the Centauri Republic today is an empire in decline, with many of its people still hankering after their golden age of power even as they continue to lose worlds and colonies. Despite constant pressure from the Narn Regime, however, the Centauri are still one of the most technologically advanced races after the Minbari and Vorlons. They are regarded as a major diplomatic power – among the other governments, they probably still hold more influence than the expanding Earth Alliance, despite the old resentments many feel towards them.

Over 400 years ago, the Centauri Republic spread across the stars and its power was almost unmatched. The Minbari and Vorlons preferred to keep out of the affairs of other races, giving Centauri Prime free reign to dominate wherever it wished. Though they never strayed far into the region now controlled by the Earth Alliance, the Centauri did take over (some might say enslave) many of the systems now in the League of Non-Aligned Worlds. They truly believed that they were civilising primitive cultures, providing law, technology and a place in the stars in return for tribute and the exploitation of resources and this more or less took place everywhere that they explored. Many in the League still view the Centauri with extreme distrust but the presence of the Republic spurred many races to reach for the stars, including Humanity.

It was the Narn who finally managed to throw off the yoke of enslavement and so began the shrinking of the Republic. As the Narn revolt grew, the Centauri were increasingly placed on the defensive and one by one, worlds controlled by them rebelled and gained freedom. The Narn were to become terrible foes, for they had been treated worse than any other race in order to suppress their aggressive tendencies. Taking Centauri arms and equipment, they fought back, first on Narn itself and then throughout the stars. Centauri positions of power far from their homeworld became untenable to hold and so the Republic shrank to its current size, driven mostly by Narn forces. The Centauri are all too aware that it is the Narn who are responsible for their fall in power and there exists a general hatred for the race throughout even the civilian population. To a Centauri, brutally punishing a Narn for any infraction is as natural as the sun rising at the start of the day. Many truly believe the Narn are not fully sentient or aware, justifying their cruel actions in the same way that other races treat animals. Knowing of the deep-rooted hostility between Narn and Centauri, many in EarthGov believe it is only a matter of time before threats and political intrigue in the Regime and Republic break out into full scale war, a prospect that the Earth Alliance would not relish if forced to choose sides.

Physiology

At first appearance, Centauri look much like Humans, a fact that they capitalised on when first making contact with Earth. Seeking to recapture their golden age in even a minor way,



they claimed Earth was in fact a lost Centauri colony, a lie that almost worked until Human scientists finally managed to obtain a sample of Centauri DNA to discover that, appearances aside, the species were completely different.

Centauri have a bi-pulmonary system and have no major arteries anywhere in their bodies. Their right heart provides most of the muscle action to pump blood around their systems, while the smaller left acts as a filter, cleaning and restoring blood in much the same way as Human kidneys do. Their reproductive systems differ wildly from Humans as well, with males sporting six tentacles from their torsos (which some Human xenobiologists have jokingly called tentisticularities), which are normally kept folded under their clothing. These are prehensile to a certain degree and some Centauri males have learnt to control them with surprising finesse. Females have six grooves on their back, set either side of the spine.

Another distinctive feature of Centauri physiology is not only the comparatively large number of individuals who display psychic talent but also how these abilities manifest themselves. As well as telepaths who are skilled in scanning, many Centauri possess prophetic abilities. For most, they will manifest only in dreams, with visions of the Centauri's own death being the most common. Degrees of accuracy vary wildly depending on the individual but the fact that it exists at all is the subject of much debate among scientists of other races. For their part, the Centauri merely accept the fact, having lived with it since their race first evolved.

A few females have greatly enhanced prophetic powers, however and can actually act as seers, receiving visions of the future concerning not only themselves but those around them. In the Centauri's current technologically enlightened age, many doubt the potential of these seers and it has become a largely honorary title. However, it is clear that a small number of Centauri females can make predictions with reasonable accuracy, though the interpretation of their visions hinders their usefulness, even among those who trust in their powers.

Noble Houses

Centauri society is fundamentally based around a system of noble houses, the greatest of whom can trace their roots back centuries to the formation of the Republic. This long history has made the Centauri respect the wisdom of tradition and so very little has been done to change the noble houses or how they interact with one another. Together, the noble houses control the political and economical interests of the entire Republic, the heads of each household commanding the greatest levels of respect from those below. They are divided into the Great Houses, which have the longest histories and greatest amount of power and the Minor Houses, which tend to be relatively new or formed from splinters of a Great House that has succumbed to its enemies.

All houses are marked by their collective need for status and recognition and this has led to the political machinations that characterise Centauri society as a whole. Power is everything to most Centauri and this is most often tied to positions granted by noble birth rather than actual accomplishment. Every Centauri tries to increase his power and rank within his own house. Each noble house tries to advance its position and influence over that of its rivals and it is through this complex interweaving of self-interest that the Republic itself stands. Nobles will make and break alliances with those in their own house and others, all with an aim of advancing in wealth and status. Marriage is a key component of this manoeuvring and many political alliances between houses are sealed with a strategic wedding. Centauri males are permitted (indeed, some are expected) to retain more than one wife at any one time, thus allowing them to forge several alliances in their lifetimes. Love is rarely considered or heeded by any except the very young, who are soon taught what it means to be a true Centauri, sacrificing their own meaningless pleasures for the greater good of themselves, their house and the Republic as a whole.

Females in Centauri society have no official power and rank is the sole possession of males, reflected outwardly in the large hair crests of the males and bald styles of females. However, any outsider of Centauri politics would be extremely foolish to dismiss all females as mere ornamentation. Unofficial power and influence goes a long way in Centauri society and many noble born females are very wealthy, something that translates directly into power and the ability to make males do exactly as they choose. This also carries far less risk for those wishing to meddle in politics, as by working through an unwitting or blackmailed male, the female need not reveal herself to ridicule and loss of status.

It is true that there are many Centauri who do not belong to one of the noble houses, either through misfortune or sometimes an active choice to turn their backs on the political bickering and power plays that mark the race as a whole. These Centauri, if they do not find a place among other races on distant worlds outside of the Republic, are destined to become slaves of their own race,

labourers or playthings for the nobles. Without a house or at least a patron to protect them, Centauri are vulnerable to any who wish to exploit them.

The Emperor and Centaurum

The entire Centauri Republic is governed by the Emperor and the Centaurum, which correspond roughly with the Earth Alliance's president and senate. However, the Republic is a monarchy and the emperor (currently Turhan) rules with absolute authority. The Centaurum merely act as advisors and wield little actual power other than that granted by the Emperor's whim. Comprising the heads of the Great Houses, the Centaurum is rife with political intrigue as each member vies to gain the Emperor's ear and so gain a vital advantage over rivals. This can make the Centauri Republic incredibly difficult to deal with for other governments. The Emperor will rarely meet with the representatives of other races himself, deputising such duties to members of the Centaurum. However, members of the Centaurum often have little real power and are generally more concerned with their own status, meaning that any negotiations are fraught with political ploys and misdirections on the part of the Centauri, who are likely to report to their Emperor only what they believe he wants to hear.



Members of the Centaurum gain the title Minister and all have specific duties within the system of government. Posts such as Minister of Planetary Security and Minister of Finance are all highly sought after positions and those holding the posts are well advised to watch their back. Jealous rivals are not above concocting false allegations designed to cause embarrassment and eventual resignation. They may even resort to old-fashioned direct assassination. These higher ranking Ministers, along with a few associated hangers-on, form the Royal Court, an inner circle of advisors to the Emperor – and the scene of the most intense political manoeuvring in

the entire Republic. In many ways, the Centaurum acts as a buffer for the Emperor, dealing with all of the administrative duties of running an interstellar empire that need not concern him. Strong Emperors have learnt to keep a very close eye on what their Ministers are doing at all times, as direct challenges for leadership are not unknown. Between the Centaurum and Emperor is the Prime Minister, a man of great power likely to have come from the oldest of Great Houses. It is his responsibility to relate all important information that arises from the discussions of the Centaurum to the Emperor, as well as to resolve any minor disputes between Ministers.

Upon death or abdication, the Emperor's throne is passed to a direct son or other heir. However, when there is no clear line of succession, the Centauri Republic can be thrown into temporary chaos as the Centaurum attempt to elect one of their own number to the throne. This is a fraught process for any candidate as there is no higher symbol of power, wealth and status than being Emperor of the entire Republic and so it is understandably desirable to any true-blooded Centauri. The politicking between the Great Houses reaches new heights in these times, as they all move and countermove to ensure that either they or one of their close allies succeeds in becoming Emperor, all the while attempting to stop a hated rival from claiming the title. In the past, this has led to outright civil war. Though assassination has become relatively rare in the Republic, the race to claim the throne is almost guaranteed to result in a number of 'accidents' occurring to prominent members of the Centaurum.

It is the Emperor, not the Centaurum, who has direct control of the Republic's military forces, including its formidable fleet. Though much smaller with fewer worlds to protect than in the old days of the Republic, the Centauri still maintain one of the most powerful fleets in the galaxy. Their fleet features many old designs but it is a testament to Centauri engineering that such ships are still capable of fighting those of most other races on an equal footing.

Now the days of exploration and conquest are over for the Republic, there is little call for a large ground force, though following a long history and tradition, the Royal Guardsman still number tens of thousands and train for a multitude of roles. Most of these are domestic and the Guardsmen serve as both a police force and as protection for the Emperor and higher ranking Ministers. In theory, members of the Guard are beyond the politics of their masters but in reality this could hardly be further from the truth. Within their own ranks they scheme and plot in order to gain promotion. Many retain loyalties to their own house, something that can be exploited by nobles if they require the Guard to look the other way when plotting the demise of a rival.

The Centauri Pantheon

The Centauri are unusual in that they are the only race in the entire galaxy to worship the Great Maker as creator of all things and yet remain a polytheistic society. All other races that

follow similar beliefs in the Great Maker view this with some horror, as the worship of other gods for them is considered a great taboo. However, the Centauri rest easily with their beliefs and few pay more than lip service to their gods except in times of great need.

There are nearly 50 officially recognised gods within the Centauri pantheon, covering almost every aspect of society. Every noble house will adopt several deities, making them their household gods and in a sense, defining the house in its approach to life, politics and business. Many gods have existed since before the formation of the Republic but others are relatively new additions, mainly Emperors who have been elevated to godhood in recognition of significant contributions they have made to their people. This is considered the highest honour that can be bestowed upon any individual and so houses who have Emperors in their history that have been subject to deification are suitably proud of this tradition. Within houses themselves, more gods are sometimes created to honour family members who have distinguished themselves in some way, though these are rarely recognised officially by other Centauri as gods. Several houses in the past have tried to force the Centaurum to grant official status to some of these household gods, though none have been truly successful.

The Minbari Federation

Next to the Vorlons, the Minbari are generally accepted to be the oldest race in the galaxy, possessing technologies and insights far exceeding that of any other world. A deeply spiritual people, the Minbari have a reputation for keeping to themselves, avoiding interaction with the Younger Races outside of their Protectorate zone, while keeping to the tenets laid down by one of their greatest leaders, Valen, over a thousand years ago. It is said that no Minbari has killed another for a millennium.

Spread across over 20 systems, the Federation is a major, if secretive, power within the galaxy and other governments have learnt to listen when the Minbari speak. Their homeworld, Minbar, is said to be one of the true wonders of the galaxy, with heavy crystalline deposits that cause the planet to glisten and shimmer when viewed from space. The cities of Minbar are carved directly out of crystal, carefully sculpted to catch the light of the sun, breaking it down into a myriad of colours. Minbari cities are ancient and unchanging, with many structures centuries old and some predating the time of Valen.

Minbari society is divided into three distinct castes; worker, warrior and religious. Every individual will owe fealty to one of these. The worker caste is responsible for all construction in Minbari society, from the greatest crystal buildings and massive warships to the smallest of ornamentations. Despite the vital role that they play for all Minbari, those in the worker caste are often dismissed or ignored altogether by the other two castes, merely expected to fulfil their duties without question or hesitation. The warrior caste is responsible for the defence and protection of the entire Minbari Federation, while the religious

caste safeguards the spiritual welfare and intellectual progression of the people, a vital role in this society.

Each caste is further divided into clans, which are comprised of many different families. Minbari society is built upon these foundations, with individuals owing allegiance to their family, clan and caste, all in service of their people beneath the ruling body of the Grey Council. The rules and traditions of the Minbari are based heavily on the teachings and wisdom of Valen and have been passed down, unchanged, for a thousand years.

The Minbari are by no means a people in decline like the Centauri and outside of the Vorlons, they possess the highest level of technology in the galaxy. The Earth-Minbari War that began in 2245 with the death of the revered leader Dukhat, was watched with dread fascination by other races as the full weight of the Federation's military strength became apparent. Smashing through every Earth Alliance fleet and colony with ease until they reached Earth itself, no race was willing to intervene in the fate of Humanity – they had no wish to share the same fate. Though the Minbari surrender at the Battle of the Line mystified everyone, with hindsight perhaps it was not so surprising, for the Minbari have a growing reputation for the unfathomable and never telling anyone the whole truth.

Physiology



Minbari are humanoids, on average a little shorter and more slender than Humans. However, this seeming fragility belays an incredible and highly efficient physiology. Minbari tend to be noticeably stronger, tougher and faster than the average Human, able to endure incredible pain without slowing down or becoming

incapacitated. This stamina makes them powerful foes in combat and there are few desperate enough to physically attack a Minbari without good reason or a powerful advantage.

Externally, Minbari are similar to Humans though obviously alien. Most have no body hair at all, though some males have been seen with beards and their skulls are crowned with large bony crests which continue to grow as the Minbari ages. Most also possess blue or purple patterns across their bare skulls, which appear to be unique to each individual.

The Grey Council

Summoned, I come. In Valen's name I take the place that has been prepared for me. I am Grey. I stand between the candle and the star. We are Grey. We stand between the darkness... and the light.

- Delenn

Said to stand between the darkness and the light, the Minbari are governed by the mysterious group known as the Grey Council, in accordance with the traditions laid out by Valen 1,000 years before. Comprising of nine members drawn equally from all three castes, the Grey Council rules from a Sharlin warcruiser known as the *Valen'itha*, which travels among the stars to where the Council are most needed in the Federation. Ostensibly this is to allow the Grey Council to govern all of their worlds equally and fairly but there are those who say that they have become remote, cut off from the very people whom they are supposed to rule and protect. Individual Minbari are not permitted to speak directly to the Grey Council and must instead petition their clan leaders, convincing them of the necessity of the request.

All issues put before the Grey Council are voted upon by members, with a simple majority vote needed to make a binding decision. With three members from each caste present, Valen ensured that no one caste could ever dominate Minbari society. Also, the collective wisdom of all three castes could be brought to bear on any problem. Though the Grey Council has final authority over all Minbari, all castes and clans are effectively self-governing, handling all the day-to-day administrative details that concern the general populace.

Religion

Unlike most other races, Minbari have no concept of gods or higher beings but instead have a deeper relationship with the greater domains of the universe. Individuals of great character and accomplishment may be treated with great reverence, particularly Valen and Dukhat but the Minbari believe that the universe itself is aware and in a way, sentient in a manner beyond true understanding. They claim that every sentient being is an intrinsic part of the universe, permitting it to become alive and begin the long process of trying to understand itself.

These beliefs are not widely known outside of the Federation though they have been discovered by a few Humans who have taken it upon themselves to learn a little more about the race that nearly wiped their own kind out during the war.

A Life of Service

For a Minbari, regardless of caste, there is no higher calling than to serve. Those who demonstrate an absolute willingness to put others before themselves are clothed and fed by the rest of society, for their work will ultimately benefit many. Telepaths and true seekers are especially treated in this fashion and they roam Federation worlds, doing what they can to help fellow Minbari. Ambition and selfish desires are, in theory, extremely rare among the Minbari and positions of authority and rank are earned by merit rather than political manoeuvring. Disputes are resolved quickly and quietly, by clan leaders if necessary, whose decisions are binding beyond reproach.

To a Minbari, personal and clan honour is everything and the writings of Valen make it very clear as to what is acceptable behaviour and what is not. Those few Minbari who work against these ideals and wilfully cause harm to others are never treated as criminals but thought to be mentally ill or unstable and thus in need of care and rehabilitation. They are treated as victims and it is one role of telepaths to scan and recondition them to once again be full members of society, taking penance for their actions in the past. It is the cause of some humour among other races that the Minbari seem to have a ritual for everything in their lives but this is not so far from the truth. Such rituals allow Minbari to resolve disputes with each other and within themselves, providing a solid foundation created by Valen as to how their lives should be conducted. A Minbari will have few moral dilemmas to confront in his lifetime, as his actions are more or less dictated by his need to serve, as well as the rituals and traditions that have stood the test of time for 1,000 years or more.

Valen

The basis of Minbari society today is built upon the teachings and writings of Valen, a great spiritual leader who united all three castes 1,000 years ago to fight in a war against a darkness that threatened to engulf the entire galaxy. Not much is known about Valen save that he led the Minbari to victory and also

made many prophecies, some of which have already come to pass and the Grey Council bases many of its decisions on these writings. Mysteriously, he is sometimes referred to as being a 'Minbari not born of Minbari', though the meaning of this has been lost over time.

Of great concern to the Grey Council in 2258 is the prophecy that the darkness would once again begin to spread across the galaxy and to defeat it, the Minbari will have to unite with their 'other half'. However, some in the Grey Council are beginning to doubt the veracity of this prophecy or believe it belongs to another time.

The Narn Regime

Once a peaceful and agrarian race with a tradition of personal honour, the Centauri occupation of their homeworld changed the Narn forever. Coming to Narn over 100 years ago, the Centauri promised the primitive natives technology, law and a route to the stars. Instead, they delivered only pain, injustice and enslavement, strip-mining Nar'Shal's natural resources to support the expansion of their Republic. During the occupation, the Narn learned to first resist, then fight in an outright revolt that forced the Centauri off their homeworld. Capturing abandoned Centauri technology, the Narn quickly built their own weapons and ships, finding a new strength of purpose as they drove the Centauri out of many nearby systems to form their own great Regime.

Today, the Narn are a people on the rise, for as the Centauri fail, they grow and expand yet further. A few forests have been replanted on their homeworld but its resources still continue to be exploited at a punishing rate, this time to fuel the expanding Narn Regime. Spanning many major systems, the Regime is now one of the major powers in the galaxy and shows no sign of slowing down, though colonies tend to be military outposts rather than civilian settlements. Its people remain aggressive and there still exists a bond between all Narn, who have been forced to sacrifice greatly in the past to gain their liberty – most Narn will do almost anything for another. They covet any new technology or other advantage that can grant them a position of power over any other government. The initial expansion of the Narn Regime has slowed in recent years, as they have been forced to engage in diplomacy and trade rather than outright conquest but few are foolish enough to completely trust any Narn. Though lacking the more advanced technologies of the Minbari and Centauri, the Narn managed to steal much from their former masters and are driven by a thirst for vengeance, backed up by almost limitless manpower as all feel a sense of destiny propelling them forward into history.

Physiology

The Narn are a highly adaptable race, having evolved on a forest world that has become barren and desolate after the occupation. Their tough, leathery skin once served to protect Narn from the natural predators that inhabited their world but now it guards against direct, blinding sunlight and the effects of heat stroke.



Narns in general are extremely strong and tough, able to endure almost any adversity. Their enslavement has given the Narn a will to endure, even sacrifice, if their actions can benefit the rest of their people.

Females give birth to live young and it appears that there are certain compatibilities between Human and Narn mating practices, though there are sufficient genetic differences that cross-species offspring are impossible. Upon giving birth, the female will pass the young to her mate who protects it within a pouch in his torso for a period of eight to nine months, whereupon it has sufficient awareness to begin looking after itself.

There are no Narn telepaths anywhere in the galaxy and it seems as if they simply do not possess the gene required for the talent. There are legends that once, 1,000 years ago, Narn telepaths did exist but they were all systematically wiped out by a great and terrible enemy. Whether this is true or not is a matter of a great deal of debate among the Narn but at a tactical disadvantage to every other race who do possess telepaths, many have become obsessed with acquiring any kind of technology that will allow them to breed telepaths once more.

The Kha'ri

The ruling body of the Narn Regime is known as the Kha'ri, a large group of sponsored individuals dedicated to ensuring the Narn are never again enslaved. Each member of the Kha'ri is known as a Counsellor and while none is considered to be overall leader of the Narn race, rank is defined by a series of eight circles, each charged with a separate set of duties to govern the affairs of the Regime. As well as forming the government for all Narn, the Kha'ri also act as religious and spiritual leaders, providing guidance for their people in times of hardship and strife, as the tribal leaders did in ancient history.

The First Circle monitors and oversees the actions of all others, comprising of eight individuals who have proven their worth to the Regime. Without exception, all members of the First Circle are heroes of the Centauri occupation, those who demonstrated the ability to lead first a resistance movement and then a war of independence. They are as close to a single, unified leadership the Narn Regime has, for after living under the heel of a Centauri emperor, no Narn will tolerate a dictator again.

The members of the Second Circle serve as liaisons, advisors and administrators between the First and subsequent circles and are responsible for the smooth running of the Regime. The Third Circle is comprised mainly of diplomats and it is from here that the ambassadors to other worlds come, including the notorious Ambassador G'Kar. The other members enact the diplomatic policies of the First Circle and keep the entire Kha'ri informed as to the intentions and ambitions of other governments, an important role as it involves watching closely the actions of the hated Centauri. Though the Kha'ri has existed for centuries, the Fourth Circle is a relatively new addition, born during the Centauri occupation to directly control the strategic military forces of the Regime. Together these four circles form the Inner Kha'ri, are permanently based in the Narn capital on their homeworld.

The members of the Outer Kha'ri have offices in the capital but their duties take them all over Nar'Shal and throughout the colonies of the Regime. The Fifth and Sixth Circles govern the day-to-day functions of differing cities and regions on both Narn and the colonies, while the Seventh and Eighth Circles are responsible for preserving Narn culture, once a valued role while the Centauri did everything they could to suppress it. Today, these scholars and priests often act as historians, delving into the distant past.

Membership to the Kha'ri is earned through being sponsored by an existing Counsellor, usually after having performed a great service for the Regime, though convoluted politics are no rarer among Narn than they are in the Centauri Royal Court. Bribery and blackmail are also methods by which an ambitious individual may gain entry to the Kha'ri. Once sponsored, a candidate has to be ratified by the First Circle but so long as a position is vacant and there are no rivals put forward, this is usually a formality. All members of the Kha'ri are given religious instruction in addition to the training necessary for their allocated duties.

The Chon-Kar

One of the most renowned aspects of Narn society is the Chon-Kar, also known as the Blood Oath. Justice in Narn society is swift and final, with crimes against fellow Narn seen as heinous and to the detriment of the entire Regime. The Chon-Kar is an oath of vengeance, a promise made upon personal honour to hunt down those responsible for injustice and exact a terrible retribution. Inevitably, the result is death for the criminal.

It takes a great deal to instigate Chon-Kar, typically the murder of a family member or mate. The wronged party will swear vengeance on their own blood, declaring they will fulfil the Chon-Kar or face death themselves. This is a perfectly legal response to major crimes in Narn society though as the Regime spread to the stars incidents inevitably arose where Chon-Kar was placed on individuals of other races. This often causes friction on worlds where retribution from injured parties is considered vigilantism and outlawed. The Centauri in particular suffer from regular attacks of Narn attempting to fulfil Chon-Kar, for their occupation resulted in the deaths of millions of Narn and almost all survivors have had some members of their family butchered by Centauri cruelty. Chon-Kar is sometimes performed with a finely crafted ritual blade known as the ka'toc, though this is not a requirement to fulfil the Blood Oath – ultimately, it is the final outcome that matters to those suffering injustice, not the manner in which it is brought about.

Technology

One of the main aims of the Narn Regime is the acquisition of new technology. As a relative newcomer to the interstellar stage, the Narn have had to expend a great deal of effort in matching the capabilities of the other major governments. To their benefit, the Narn have instigated universal conscription, as well as possessing the racial drive to succeed and gain a position where they can never be enslaved again. This has led to them strip-mining their homeworld for resources in a far more dedicated and systematic approach than the Centauri ever inflicted during the occupation, an irony lost on most members of the Kha'Ri. In addition, the Narn were able to capture and study many forms of technology from the Centauri when they finally won their independence, granting them the ability to travel among the stars and build large and powerful warships.

Further technologies have been bought, bargained for and stolen, particularly from races among the League of Non-Aligned Worlds, who are often happy to trade with anyone bringing them sufficient credits. However, the Regime still lacks many fundamental technological breakthroughs taken for granted by some other races, which are being intensely studied by their scientists. There has been a complete failure to understand the gravitic drives used in Centauri vessels, which the Narn have never been able to replicate and the complete lack of telepaths among their people have caused some Narn to take extraordinary lengths in order to gain suitable genetic material. So far these efforts have been in vain though observers

on Centauri Prime and Earth alike are sure that it can only be a matter of time before the Narn find a way to accomplish their goals.

Spiritual Leaders

The gift of time.

The gift of life.

The gift of wisdom.

The gift of light.

For these things we are thankful.

For these things we pray.

- G'Kar

The Narn have no concept of gods or a full pantheon, instead gaining spiritual enlightenment from the lives and writings of individuals whom they believe have seen further than other Narn. These spiritual leaders or prophets, often compile their thoughts and views of the Narn race into great books, which are hand-copied throughout the centuries to be read in modern times. The copying of these works is undertaken with great reverence and always completed by hand, with every scratch, mark and flaw duplicated precisely, so that readers can be sure that what they see is exactly what the prophet intended. From such books, Narns are able to give greater weight to their own lives, conducting themselves as their favoured prophet deemed appropriate.

The most well known Narn prophet is G'Quan, who lived on Narn 1,000 years ago when a great darkness swept over the homeworld in the form of an implacable enemy. Though the Book of G'Quan tells of the enemy landing on the homeworld's southern continent and taking little interest in the native Narns, it is also apparent that this same force was the one responsible for wiping out all telepaths of the race. Many other Narn follow the teachings of G'Lan, a prophet from an age so distant that it is impossible to tell exactly when he lived, though it is likely to be millennia in the past. Narn society was based, to a large degree, on the Book of G'Lan, though G'Quan has been steadily adopted by more Narn since the Centauri occupation.

The Vorlon Empire

The Vorlons are very secretive. They don't want anyone to know what they look like, what they breathe or how their biology works. I mean, who knows how much of that suit is really necessary and how much is just camouflage to keep us from seeing what's inside.

- Susan Ivanova

Every government in the galaxy both fears and respects the Vorlons and keeps extensive files monitoring their activities – however, very little is actually within those files. What is clear is that they are a very ancient race, secretive in their motives and ambitions and possessing technologies far in excess of anyone else in the galaxy. They are not merely centuries ahead of other races but millennia. Before Ambassador Kosh arrived on Babylon 5 in 2257, no race had any contact with the Vorlon Empire, though it is rumoured that they have had ties with the Minbari far in the past.

Many expeditions have been sent into the Vorlon Empire to learn more about this enigmatic race but none have ever returned. On the few occasions the Vorlons have acknowledged the existence of these ships, they have merely stated that the expeditions met with an unfortunate accident and suggested that no others are sent. Some have theorised that the Vorlon Empire is surrounded by dangerous hyperspace currents and other navigational hazards that only the Vorlons themselves are able to negotiate, though others are certain that more sinister events have taken place in order to preserve the secrecy of these worlds.

The Vorlons have thus become more myth than reality in the eyes of many races and many wild stories are told about them. There are tales of fantastic cities of unbelievable technology on their worlds and tremendous living ships. It is even said that anyone seeing a Vorlon will be instantly turned to stone.

The only Vorlon seen by the other races, Ambassador Kosh, does much to maintain these underlying fears. Rarely leaving his quarters, even to attend meetings of the Babylon 5 Advisory



Council, he consents to see very few petitioners wishing an audience and travels everywhere in an encounter suit, ostensibly to protect him from the atmosphere of the station. It is presumed Vorlons are methane-breathers but some are beginning to wonder just how necessary the encounter suit is and how much it is just to cloak his true appearance.

The League of Non-Aligned Worlds

Created in 2215 soon after the Centauri left Narn and pulled back from their occupation of many other worlds, the League of Non-Aligned Worlds was an attempt to give the minor races a greater voice in intergalactic affairs. Instigated mainly by the Abbai, the League was designed to offer mutual military protection and as a means to restrict the activities of raiders who had become prevalent in many systems. In 2259, the League comprises of nearly 30 different governments of varying sizes and power, with more joining every few months as new races are discovered and brought into galactic politics.

The League is often seen as a conglomeration of bickering and disparate interests with no fixed direction but in truth, it has greatly bolstered trade for member governments, cut down raider activity drastically by giving them nowhere to hide and grants a voice in the Babylon 5 Advisory Council, where more and more galaxy-changing decisions are gradually being made. Many within the League also remember the horrors of both the Centauri occupation and the Dilgar invasion and so despite the constant arguments and petty disputes, the League looks set to hold together in one form or another for many years to come.

The Abbai Matriarchy

Once in a position of great authority within the League, the Abbai have lost a lot of political ground to expanding races such as the Drazi and Brakiri. However, they are still accorded with some respect and often act as spokeswomen for

Welcome to Babylon 5

the entire League when negotiating with the major powers. The Abbai government is based around a matriarchal system, with educated females assuming roles of leadership in all levels of society. As a race, they are pacifists by nature and tend to concentrate on defence and economical expansion, which has sometimes forced them to give way under more dominating and aggressive governments. It is extremely rare to see Abbai fighting among themselves and they do not have the same history of internal strife common to other races, possibly because over 90% of their homeworld, Ssumssha (located in the Abba system), is covered by water, thus relieving pressures of over-population and competition over natural resources.

The Abbai are amphibious aliens, equally at home on the land or in the water and their cities are often built on coastlines, extending down from the surface and under the waves. They prefer moist environments but are not unduly affected by adverse climates unless facing extreme dryness or heat.

The Brakiri Syndicracy

One of the rising governments among the League of Non-Aligned Worlds, the Brakiri are ruled by profit-driven corporations formed from the original water clans who competed over precious resources long in their homeworld's past. Brakiri is a dry world blasted by the direct rays of its sun, with cities built around the few natural sources of water, though with the advent of space travel and mining of other planets in the system, the pressures of life on this world have eased. Even so, the Brakiri are still a nocturnal race, learning to work during the darkness to avoid the blinding glare and withering heat of the sun.

Humanoid in appearance, the Brakiri have evolved incredible night vision and tough leathery skin, allowing them to survive and prosper despite the rigours of their homeworld. However, they have demonstrated a remarkable ability to adapt to other environments, permitting them to colonise other worlds and move around other races with ease. Brakiri are superb traders and despite their relatively small foothold of systems within the League, they have gained a great measure of political influence through mercantile treaties with other races. A side effect of this is that technological development among the Brakiri has been stymied and very few scientists are to be found in their population, for they have found it easier to trade and barter new developments rather than spend many years in research. This has gained the Brakiri a poor reputation among some other races in the League who view them as parasites living off of the efforts of others, even though their strong trade links with other worlds made them invaluable in helping to bind the League together in the first place.

The Drazi Freehold

Spanning a dozen systems, the Drazi Freehold is, by far, the largest empire within the League of Non-Aligned Worlds. Drazi

society is based on the concept of conflict, with a tradition of belief that those who are physically stronger must also be wiser (or at least possessed of greater cunning). Disputes of any sort are typically resolved with nonlethal brawling, which in itself is the subject of much enjoyment to the Drazi. This culminates in the battles for leadership of the entire Freehold, with Drazi randomly dividing themselves into two sides that then fight for dominance over a period of nearly four years – the side who achieves the most victories throughout the Freehold and other Drazi communities beyond will become the new leaders until the process is repeated some eight years later. These principles have led many from the major races to disregard the capabilities of the Drazi, viewing them as simple and unenlightened. However, this quite ignores the fact that the Drazi form the largest and most powerful government in the League and that it may only be through virtue of their weak political structure that they do not rival the Narn Regime and Earth Alliance, taking their place as one of the major races of the galaxy.

Drazi are short reptilian-like people and are extremely strong for their size. They are built for brawling and rarely enjoy anything as much, even if they are on the losing side. Their thick scaled skins protect them from the worst that can be taken from fist and foot, so serious injuries from brawls are extremely rare. There is little social innovation among the Drazi and they are as much prisoners to their history and traditions as any other race in the galaxy. This can even be seen in the designs of their cities, which are still built with extremely narrow and winding streets, an effort in the past to hinder attackers and invaders. Today, it merely hinders travel and commerce but still the design persists with little effort to change the traditions that have existed for generations.

The Gaim Intelligence

The Gaim are one of the strangest alien races to be found anywhere in the galaxy, defying conventional understanding of politics, trade and warfare. Ruled by queens who are often centuries old, the Gaim are often assumed to be insectoid-based lifeforms and though they share many physical traits with the primitive organisms of other worlds, this is far from correct – in truth, the Gaim are beyond the experience of any other race. The queens are masters of genetic alteration and are able to create the millions of workers necessary to fulfil every role demanded by society, engineering each precisely to create workers, soldiers, diplomats and scientists as needed.

The queens appear to have no desire for conquest or the exploitation of others and the Gaim Intelligence has yet to develop any colonies larger than simple mining outposts beyond its homeworld. They are relative newcomers to the League and engineered diplomats sometimes find it difficult to understand the politics and power plays of other races, though they learn quickly. Their military is small but slowly expanding, concentrating on defensive forces for their homeworlds, rather than armies and fleets of conquest.

The Pak'ma'ra

To the eyes of other races, the Pak'ma'ra are lazy, disgusting and smelly, eating only carrion – even that of their own race at times. With questionable hygiene and an appearance that generates disgust among others, Pak'ma'ra tend to be ignored wherever they go, assumed to be part of whatever underclass exists on the worlds and colonies that they travel to. They certainly have a very different outlook on the universe and do not perceive things in the same way as others. On the other hand, it is a rarely known trait that Pak'ma'ra do not often lie or steal and are willing to help almost anyone in distress. They are highly individualistic and have no set form of government, as such – a concept almost incomprehensible for them. This has caused problems in the past when other governments have tried to negotiate treaties for trade and territory with the Pak'ma'ra, as there is no identifiable structure within their society that gives rise to overall leaders. Even the Pak'ma'ra representative for the League of Non-Aligned Worlds holds little authority over others of his kind, though he is charged with making decisions that affect their homeworld, Melat, on the border of the Drazi Freehold and Centauri Republic.

Though the Pak'ma'ra lack much of the technological innovation common to other races, the large quantities of Quantum-40 on their homeworld has allowed them to trade for ships, weapons and other items that have permitted the safety and protection of Melat. Because of the valuable resources of their homeworld alone, the Pak'ma'ra were welcomed into the League of Non-Aligned Worlds with open arms by governments keen to exploit this race and so push ahead with their jump gate construction. However, as time went on, the less pleasant aspects of their

race became more apparent and now the Pak'ma'ra have few real allies among the League, though there are those in other governments who steel themselves to sway Pak'ma'ra votes in political negotiations.

The Vree Trading Guilds

Much like the Brakiri, with whom they are bitter rivals, the Vree have founded the expansion of their galactic influence through trade and are one of the oldest starfaring races within the League of Non-Aligned Worlds. With a solar system blessed with natural resources, as well as an abandoned jump gate located in its furthest reaches, the Vree were exploring other worlds while other races were just getting to grips with the own technological paths. They are generally accredited as being the first race to visit Earth in the mid-20th Century, though they swiftly pulled back from Mankind's warlike nature and a world seemingly destined for self-destruction as its then two superpowers squared up to each other.

The Vree are a very distinctive race with grey skins, thin and lithe bodies, almost featureless faces and large black compound eyes. Possessing no vocal chords, Vree communicate with each other through a limited form of telepathy but must resort to highly advanced translators when meeting other races. It is almost impossible to distinguish individuals, a fact some Vree have used to their advantage in negotiations, causing some to nickname them 'Greys'. Their ships too all look very similar whatever their function, taking the forms of 'saucers' that tend to differ only in size and capabilities.

CHARACTERS IN THE UNIVERSE OF BABYLON 5

Let me pass on to you the one thing I've learned about this place. No one here is exactly what he appears. Not Mollari, not Delenn, not Sinclair – and not me.

- G'Kar

Over a quarter of a million Humans and aliens live on Babylon 5. From visiting dignitaries, through to the unlucky lurkers and lowlife smugglers, to the brave EarthForce officers who constantly monitor the well being of every inhabitant of the station, there is a great deal of opportunity for adventure and excitement. This chapter shows players how to create characters that will live and breathe on board the Babylon 5 space station.

This chapter makes extensive use of the *Traveller core rules*, principally the Character Creation chapter but there are differences and this chapter details where those differences lie.

Basics Checklist

- Ⓞ Choose your character's race, homeworld and note the Background skills for that homeworld and any characteristic modifiers.
- Ⓞ Determine your character's base scores for Strength, Dexterity, Endurance, Intelligence, Education and Social Standing, as described on pages 5 and 6 of the *Traveller Core Rulebook*. Apply any modifiers due to race and homeworld.
- Ⓞ Choose a Career for your character (but see Careers and Babylon 5 Timeline, below). You cannot choose a career that you have already left. Follow steps 3a to 3d as described in the Character Generation checklist on page 5 of the Traveller rules.

Referees – Choose the Starting Point for Your Campaign

Before players begin creating their characters, you, as referee, should decide the starting point for your campaign. As Babylon 5's campaign arc covers a number of distinct areas (Shadow War, Crusade and so forth), you need to make an upfront decision about where – and when – your games will take place. This will influence the character generation process for the players.

As a default, this book uses the Sheridan-era, pre-Shadow war and Shadow-war, circa 2258/59.

- Ⓞ Follow steps 4 through to 13 but refer to the Babylon 5 Career Tables found in this chapter.
- Ⓞ For step 13, Campaign Skill Packages, choose one of the packages detailed on page 38 of the *Traveller Core rules* (all skill packages listed there are relevant to Babylon 5) or choose one of the additional packages.

Step 1 – Race and Homeworld

The default racial choice is human, although characters may be Minbari, Centauri or Narn as a starting choice, if the referee permits it. Non-human races usually have one or more defining traits (see page 41 of the *Traveller Core Rulebook*) that differentiate them from humans: note which Traits your chosen race has and apply these to the characteristics, once they have been determined. Once race is chosen a homeworld needs to be selected. Homeworlds offer additional starting skills and may influence the calculation of characteristics.

Additional races found in the Babylon 5 universe are described in chapter 2.

Race	Traits	Homeworlds	Career Choices
Human	–	Earth, Mars,	All
Centauri	Notable Intelligence (+1 Int), Notable Endurance (+1 End)	Centauri Prime	All
Minbari	Notable Strength (+2 Str), Weak Charisma (–2 Soc)	Minbar	Caste Dependent. Warrior: Fleet, Army, Agent, Ranger Religious: Diplomat, Citizen, Scholar, Ranger Worker: Citizen, Scholar, Merchant
Narn	Notable Endurance (+2 End), Weak Education (–2 Edu)	Narn	Warrior: Fleet, Army, Agent Civilian: Citizen, Scholar, Merchant

Step 2 – Characteristic Scores

Characteristics (Strength, Dexterity, Endurance, Intelligence, Education and Social Standing) are rolled using 2D6. At the referee's discretion, one of the alternative character generation methods from page 40 of the Traveller rules may be used to generate characteristics.

Step 3 – Career

Your character's career is highly important. It determines the skills that your character develops before adventuring, defines a variety of life experiences, determines your character's age and finally, determines what financial and material benefits they derive from service.

The careers used in *Universe of Babylon 5* roughly equate to the careers found in the *Traveller core Rulebook*, pages 10 to 33 but there are some differences, as follows:

- Ⓞ Diplomat is treated as a career in its own right
- Ⓞ Drifter is replaced by Lurker
- Ⓞ Navy is replaced by Fleet
- Ⓞ Ranger is a new career
- Ⓞ Psi Corp is a new career, detailed in this book in the Telepathy and Psi Corp chapter beginning on page 115. Psi Corp characters require the referee's express permission.

Each race has its own equivalencies of the military services (for humans, both the army and fleet come under Earthforce but are effectively separate branches).

Careers are handled in blocks of 4-year terms. A character enrolls in a career at the age of either 16 or 18 and makes a series of rolls relating to survival, skill accomplishments, life events and promotion. At the end of a term (survival or events permitting) he may re-enlist for a further 4 year term or muster-out and join a new career, just as in the *Traveller* basic rules. The tables relating to each career are found in chapter 3, Career Paths.

The Races of Babylon 5

The main player races available for characters in Babylon 5 are detailed below, along with plenty of detail on how such races think and feel, as well as what tends to motivate them. It is important to remember that these descriptions only apply to the majority of the members of each race and there will always be individuals who deviate from the racial norm. A player should always be aware of the way that his race acts within Babylon 5 but need not necessarily be forced to think the same way himself. Just as every Human is different in the real world, no two Centauri, Minbari or Narn are ever alike!

Centauri

Once known as the Lion of the Galaxy, the Centauri Republic has suffered several setbacks in recent history and is now a fraction of its original size. At one time or another, it seems that the Centauri have fought with most races except the Minbari and Vorlons, though their most recent conflict has been with the Narn Regime. The subsequent expansion of Narn territory has cut deeply into the Centauri Republic and there is a growing feeling of unrest among the noble houses that, as a race, they should be seeking to return to the old days of wealth and glory.



Personality: The life of most Centauri is one of duty – to themselves, their noble houses and the Republic, usually in that order. They delight in scheming and politicking and Centauri society provides rich opportunities for both. Names, ranks and titles are everything to a Centauri and most belong to one of the great noble houses that have existed since the dawn of the Republic. Those without such standing are often sold as slaves among the nobles though a few find their way into the stars. Tradition features greatly in the life of a Centauri and they will observe all religious or political forms and functions with reverence, believing that their sense of history is what gives the Republic its great strength.

Physical Description: Centauri look very similar to Humans and indeed, their appearance allowed them to convince those on Earth that the two races were cousins until Centauri DNA was actually analysed. Male Centauri are noted for their crowns of hair, which are grown in accordance to the rank and position each individual holds in society – the higher a male's status, the larger his crown of hair. Female Centauri traditionally shave their heads, ostensibly to demonstrate they rise above political differences, though this is anything but the truth. Male Centauri have six short but manipulative tentacles around their abdomens, though they are always kept out of sight and few members of other races who have seen them guess their purpose. Being extremely conscious of wealth, status and rank, all Centauri take great pains to present themselves in the best light possible and so most have extensive wardrobes, with fine fitting clothes for all occasions.

Relations: The Centauri are a gregarious people and usually take some delight in meeting any new alien race, particularly if they are believed to have art, literature or artefacts of interest. Relations with other races, however, are often marred by simple Centauri greed. The Centauri's racial trait of attempting to secure the very best position possible for themselves, their house or the Republic as a whole often overcomes any good intentions and many races find them exasperating to negotiate with. Centauri nurse a deep hatred for the Narns, a race they enslaved and fought with over 100 years ago.

Centauri Systems: Though the Centauri Republic is not the size it once was, it still possesses incredible power and they remain one of the major races of the galaxy. In terms of star systems held, the Republic is comparable to the Earth Alliance but its colonies tend to be far better developed due to their age – the Centauri ruled countless worlds while Humanity was still trapped on Earth. The Narn Republic now holds many former Centauri worlds and with the enmity still evident between the two races, it will only be a matter of time before war breaks out once more.

Centauri Beliefs: There are 50 gods within the Centauri pantheon and some of them are previous emperors of the Republic. Few actively believe in their existence, however and worship is generally relegated to brief observances during matters of state and a good excuse for drinking and debauchery during regular religious festivals.

Language: It is said by the Centauri that their language is one of the most comprehensive to be found throughout the galaxy and that it is only with their tongue that beauty in literature, opera and song be truly appreciated. The opinions of other races may vary but it is certain that many gifted Centauri poets and writers have put the language to good use in the past.

Names: Only when they are among friends or family do Centauri regularly use their first names. For most purposes, they use the name of their house, a readily identifiable tag in Centauri society, where each house has a long history stretching back centuries. By announcing their house, any other Centauri will likely know their position, status and current ascendancy within the Republic. Any title possessed by the Centauri (such as Lord, Lady, Duke or Emperor) will be used as a prefix to the house name whenever possible, in order to further impress upon anyone meeting the Centauri his true position.

Male Names: Andilo, Carn, Kiro, Kiron, Londo, Luc, Urza, Vir.

Female Names: Adira, Aria, Daggair, Ladira, Lyssa, Mariel, Senna, Timov.

House Names: Cotto, Jaddo, Janno, Lotoru, Malachi, Maray, Mollari, Refa, Ritan, Syma, Tensus, Torr, Turhan, Tyree, Ultan, Varia.

Starfarers: Many Centauri are glory-seekers, trapped by a wish to return to the good old days when their fleets stretched across the galaxy and their iron hand gripped many star systems. They tend to be great gamblers; both with their wealth and their lives and many will gladly risk death for gains that may seem incomprehensible to other races. Places such as Babylon 5 offer a quick-witted Centauri many opportunities to further the position of his house back on his homeworld and thus his own status.

Centauri Racial Traits

- Ⓞ Centauri are arch-schemers and politicians. They gain Notable Intelligence (+1 Int). Centauri are noted for their personal excesses, especially of food, drink and entertainment. This, in turn, has given them a great resistance against over-consumption. All Centauri gain Notable Endurance (+1 End) as a result: there is little that can be done to a Centauri that they have not already done to themselves.
- Ⓞ Centauri are raised to play the political games of their families and so have a natural rating of 0 in the following skills: Advocate, Carouse and Diplomat.

Humans

The young race of Humanity has a manifest destiny among the stars and the expanding Earth Alliance now controls many systems beyond Sol. They can be found throughout the galaxy and are the most common race found on board Babylon 5. Though borders still exist on their homeworld, it is



now governed as one under the Earth Alliance and so Human characters may be of any culture.

The recent war with the Minbari nearly brought Humanity to the brink of extinction, coupled with the mysterious surrender at the Battle of the Line, left deep marks on Humanity's collective psyche. The threat of alien invasion awoke a dormant strain of xenophobia on Earth (although this is far less prevalent on the colonies), while the surrender convinced many that Humanity was marked with a special destiny. Certainly, Humanity's star has been in the ascendant in the last decade.

Personality: Among all the races of the galaxy, Humans are the most adaptable and flexible, building communities wherever they go. They can thrive almost anywhere, driven by curiosity and ambition to explore the galaxy.

Physical Description: Male Humans are noticeably taller and heavier than females but all tend to range between five feet tall to a little over six feet. They are perhaps the most physically diverse race in the galaxy, with skin shades from very pale to almost pure black and hair that ranges across the spectrum, though dark and blonde shades are prevalent. Most Humans are conscious of their appearance and so take care to look as smart and presentable as possible, especially if they are to enter any kind of negotiations. They can live for over 100 years, though only a minority will reach this age.

Relations: Most Humans will readily mix with any race, so long as some form of communication exists between them. The unique distinction Humans have is that they will willingly allow almost any race into their communities so long as new individuals have something beneficial to contribute. However, their passions can sometimes get in the way of cordial relations and Humans are just as likely to start a war as any other race. There is also a growing minority that seeks to place Earth first, regarding any alien influence as destroying the purity of the Human race.

Human Systems: The Earth Alliance has swollen and grown in the past few decades to now encompass over a dozen star systems. They are currently the fastest

expanding race in the entire galaxy, though they still show some respect for the capabilities of the other major races, especially the Minbari and Vorlons. Human controlled star systems are usually a collection of loose colonies, all bound together under the Earth Alliance Treaty.

Human Beliefs: Unlike some other races, Humans do not have any one rigid belief system and most are content to allow others to believe what they wish. The old religions of Judaism, Christianity, Buddhism, Islam and so on still have many followers throughout Earth and the colony worlds, vying with agnostics, atheists and a string of new religions, such as the Foundationists, that sprung up when Humanity first encountered alien races.

Language: All Humans speak English, the language of commerce. They may also have bonus languages based on their family's place of origin on the planet Earth, such as French, German, Russian and so on.

Names: Human names vary greatly though many of the conventions and family names that have existed throughout the centuries within the different cultures of Earth are still present. Humans tend to be quite formal when encountering each other for the first time and so often only use a surname, prefixed by Mr, Ms, Miss or Mrs as appropriate.

Starfarers: Those Humans who choose to travel among the stars are the bravest and most dynamic of a brave and dynamic race. There are great riches and opportunities to be found in encounters with aliens and journeys to other worlds and space has given the race a new lease of life after it was confined to the Earth for two million years. Humans respect wealth and power in an individual and there is plenty of both to be found throughout the stars.

Human Racial Traits

- ☉ Humans gain no particular traits as part of their race.
- ☉ However, humans do gain the following skills at Level 0, reflecting the depth of education and experience they have gathered through human civilisation: Admin, Language and Persuade

Minbari

Will you follow me into fire, into storm, into darkness, into death? And the nine said: 'Yes'. Then do this in testimony to the one who will follow, will bring death couched into promise of new

life and renewal disguised as defeat... From birth, through death and renewal, you must put aside old things, old fears, old lives. This is your death, the death of flesh, the death of pain, the death of yesterday. Taste of it and be not afraid, for I am with you to the end of time... Taste of it... And so it begins.

- Delenn

The Minbari are regarded with a great deal of respect by the other races, for they have been travelling the dark reaches of space for many centuries and have access to incredible technologies. Their ships are all but invincible in battle, their weapons capable of penetrating any defensive measure known. It is rumoured that they also have access to limited bio- and temporal technologies, though this has never been confirmed, for the Minbari are a secretive and spiritual people who have only recently begun to mix with other races. No one is quite sure why they have decided to openly emerge into the galaxy at



this time but their actions in the Earth-Minbari War a decade ago have ensured most will tread extremely lightly when dealing with them.

Personality: Minbari society is divided into three castes; worker, warrior and religious. Any individual Minbari will identify himself with the caste that he belongs to, as well as his family's clan. Noted as being a highly a spiritual people, Minbari have raised almost all art forms to new levels. Their first loyalty will always be to their own people and it is said that no Minbari has killed another for over 1,000 years – this is one of their most sacred laws. However, most treat aliens with extreme caution, even prejudice, for Minbari believe themselves to be mentally, physically and spiritually superior to every other race in the galaxy, with the possible exception of the Vorlons. This superiority can make them extremely difficult to negotiate with and their steadfast stubbornness to never give up on a task, no matter how difficult, often makes things a lot worse.

Physical Description: Most Minbari are a little shorter than Humans but they have an extremely well-evolved musculature and nervous system that grants them seemingly supernatural strength and speed. Both male and female Minbari are bald with a bony plate that extends high around their skull. The top of their skull often has pale blue or purple patterns similar to Human birthmarks. There is no differentiation between the capabilities of males and females within Minbari society and either may be found in any position or role. While those in the warrior caste tend to have striking battle dress uniforms, those from the worker and religious castes are more sombre, with understated robes being the most common clothing.

Relations: The Minbari have only recently started to spread their influence across the galaxy and begin interacting with the galactic community in any meaningful way. No one is quite sure why, after all this time, the Minbari Federation should start taking an interest in the affairs of others but it is clear that the Earth-Minbari War a decade ago was something of a watershed for this race. Through their contact with aliens on Babylon 5, the Minbari have demonstrated themselves to be an honourable, if rather aloof, people, though there are many who remain suspicious of other races, particularly Humans.

Minbari Systems: The Minbari Federation dominates a relatively small area of space but its worlds are extremely well developed. Interstellar commerce has only recently opened up the Minbari worlds to other races and their ancient crystal cities are a marvel to behold – as recently as 10 years ago, no other race would expect to be able to penetrate Minbari space and survive the attempt. The Minbari also maintain a protectorate area of space containing technically neutral systems, though few non-Minbari will ever gain access to this area.

Minbari Beliefs: Unlike most other races, the Minbari have no concept of god or gods, though they do venerate individuals who have had a great impact upon their history, such as the oft-quoted Valen. Instead, all Minbari hold a deep-rooted connection to the universe close to their beings. It is their view that the universe itself is sentient in a way mortals can

perhaps never quite understand. However, those same mortals are each a part of the same whole; all working together so the universe may one day figure itself out. Overall, Minbari beliefs are complex and beyond the understanding of most races – after all, a full third of their society (the religious caste) is dedicated to comprehending these values themselves. Regardless of their caste, all Minbari are raised to be completely self-sacrificing, believing there is no higher calling than to serve others.

Language: The language of the Minbari often sounds light and soft to Human ears, though few aliens realise that there are actually three languages in use on Minbar – light, dark and grey. There are many similarities between all three but they remain separate and distinct tongues whose proper use within Minbari society is something of a nightmare to any alien race who takes the extraordinary time and effort required to learn them.

Names: To other races, the names Minbari use tend to seem very informal for a race so sophisticated, as most will simply go by their first name. In the rare case of a Minbari actually attaining a title within their caste, this may well be used in place of their true name. However, all Minbari belong to a family and clan as well as a caste and on formal occasions, title, name, family and clan will all be used to announce an individual.

Male Names: Draal, Dukhat, Kadroni, Lennier, Lennon, Nerid, Neroon, Rathenn

Female Names: Akel, Delenn, Mayal, Shaal, Sihnon, Yeyani

Family Names: Chu'Domo, Koloni, Mayan, Mir, Zen

Religious Caste Clan Names: Barili, Orfirio, Paren, Surtes, Voleen

Warrior Caste Clan Names: Fire Wings, Moon Shields, Night Walkers, Star Riders, Wind Swords

Worker Caste Clan Names: Crystal Shapers, Crystal Whisperers, Star Crafters, Valen's Footsteps

Travellers: The Minbari of the religious caste have been travelling the stars for centuries and it is one of their most dearly held beliefs that when a life is near its end, an individual should seek to travel among many different worlds before he is laid to rest. The warrior caste have also been active in the past, though their travels have usually been restricted to the reconnaissance of other races, while those of the worker caste rarely left their worlds. Since the Earth-Minbari War this has begun to change, with Minbari traders and explorers appearing more frequently in alien space. They are still among the most withdrawn of races and it is a rare freighter captain who actually sees a Minbari ship.

Minbari Racial Traits

- ☉ Notable Strength (+2 Str), Weak Charisma (-2 Social): Minbari seem almost supernaturally strong for their

light build but have little regard or compassion for other races.

- ☉ Minbari are extremely quick and can react faster than most other races. They gain a +1 bonus to all Initiative rolls.
- ☉ All Minbari belong to one of the three castes that form their society. Players must choose to belong to either the worker, warrior or religious caste.
- ☉ Religious Caste: Members of the religious caste are extremely knowledgeable, having spent much of their infancy and adolescence learning from the collected wisdom of their entire race. They gain the following skills at Level 0: Advocate, Diplomat and Knowledge (Minbari Religion).
- ☉ Warrior Caste: The Minbari warrior caste is trained to fight and they gain the following combat-related skills at Level 0: Melee (Unarmed), Melee (Blade) and Tactics
- ☉ Worker Caste: Members of the worker caste have many diverse skills and trades. All Worker caste Minbari gain the following skills at Level 0: Computers, Jack of All Trades and Knowledge (One specific Knowledge area – see page 31 of the Skills chapter).

Narn

Once a peaceful, agrarian people, the Narns have been reformed into a young and vitalised race who have thrown off the shackles of Centauri occupation. There is a high degree of optimism within the Narns, a sense that they can achieve almost anything in the galaxy. This has made them seem incredibly warlike, even savage, to other races, which tend to keep a close eye on their activities.

Personality: Often described as a passionate race, Narns tend to let their emotions get the better of them, which has caused some friction with other races in the past. Most seem to have



an abused mentality, born of long years under the heel of the Centauri Republic and so act as if they have something to prove to the rest of the galaxy. Few look before they leap and they will react violently to anyone who tries to imprison or enslave them.

Physical Description: Narns are similar in height to Humans but are far more heavily built. Completely hairless, they have rough textured skin of a dark brown colour that is dappled with darker spots. One of their most striking characteristics is their deep red eyes, which seem to almost shine in low-lit conditions. The appearance of Narns can be accurately described as functional – they tend not to indulge in the decoration and frillery common to other races and their clothing tends to be extremely utilitarian.

Relations: Others view the Narn as a young and pugnacious race, ready to fight whenever their passions take hold of them. However, Narns are extremely interested in forging alliances with most races in order to solidify their newly expanded position within the galaxy. They possess an utter hatred of anything Centauri due to the occupation and strip mining of their world by the Republic and many are motivated by a desire to avenge the deaths of family members caused by the Centauri.

Narn Systems: After the Narn broke the back of the Centauri occupation, they quickly consolidated their position among the stars. The Narn Regime is a small but powerful empire with a few newly explored worlds. It is composed mostly of captured Centauri holdings. Territorial disputes between the Regime and the Republic are common and the Narns are willing to keep pushing their luck against the Centauri leadership, who currently seem to prefer avoiding open conflict whenever possible.

Narn Beliefs: There are many different faiths among the Narn population but instead of gods, they revere spiritually enlightened individuals who have appeared throughout their history. The works and writings of these individuals are hand-copied with religious care so that no variance or deviation from the original words is possible – what a Narn reads is actually what was written, perhaps centuries ago. The books of G'Quan, G'Lon and Na'Kili are among the most commonly found in Narn society.

Language: The Narn language can seem brutish to others but upon further study, it is clear that a certain eloquence is achievable by the right individual and this perhaps goes far to

explain the popularity of works by long-dead Narns among the current generations. Narn opera, however, has to be endured rather than heard.

Names: All Narns are given names in their infancy but upon reaching adulthood are permitted to choose their own. This practice arose from the very real fact that life on Narn used to be extremely dangerous and few infants survived. Narn names sound hard and short to most other races, comprising just two syllables.

Male Names: Du'Rog, G'Kar, G'Sten, Ha'Rok, Ru'Dak, Sha'Toth, Ta'Lorn, Ta'Karn, Tu'Pari

Female Names: Ha'Ten, Ja'Dar, Ko'Dath, Li'Dak, Na'Toth, Pik'Nar

Starfarers: Narns, as a race, are eager to leave their home planet and start travelling between the stars. There is a youth and vigour within this race that strains to leave its mark on the galaxy, though their often brutish behaviour means they are not welcomed everywhere. Narns can be found on almost any system where other races are permitted, performing a wide range of roles in an effort to make an honest living.

Narn Racial Traits

- Ⓞ Notable Endurance (+2 End), Weakened Education (-2 Edu): Narns are an extremely hardy race but are often seen as brute savages by others.
- Ⓞ Low-Light Vision: Narns have excellent night vision. Narns can see twice as far as a Human in starlight, moonlight and similar conditions of poor illumination. They retain the ability to distinguish shade and colour while under these conditions and can even read by such light. They receive no penalties for undertaking skills or combat in low-light conditions.
- Ⓞ Narns are precluded from ever using psionic abilities, as their race simply does not have the gene responsible for awakening psychic talent.
- Ⓞ All Narn gain the following skills at Level 0: Athletics, Melee (unarmed), Survival.

Languages

Just strolling through the Zocalo on Babylon 5, a visitor will hear many strange languages as Drazi traders haggle with each other over the price of new imports, Narn agents plot and scheme and Centauri nobles toast each other to their house's success. The language most often heard on Babylon 5 is English, the Human language of commerce and the vast majority of aliens will struggle hard to learn at least the rudimentary aspects of it before they arrive.

All Player Characters created in this game can speak English. Races other than Human also speak their own languages fluently, but also tend to have reasonable English as it is the designated diplomatic language, certainly aboard Babylon 5. Characters can become fluent in other languages if they gain the Language skill during character creation.

In a diplomatic space station in which new aliens constantly arrive, speaking languages other than one's own is an important survival trait, though players should be aware that some languages are so complex that it is virtually impossible for another race to even attempt them. The Pak'mara, for instance, can only speak their native languages and are forced to use electronic translators whenever communicating with another race, though they can understand other languages. Non-Pak'mara cannot speak their language – though they may learn how to understand it.

Racial Traits for Additional Universe of Babylon 5 Races

The table below summarises the racial traits for the species of the League of Non-Aligned Worlds.

Race	Characteristic Modifiers	Other Notes
Abbai	Weakened Strength (-2), Notable Education (+2)	<p>Abbai are water-breathers and can remain submerged for a number of hours equal to their Endurance DM (to a minimum of 1).</p> <p>Abbai are excellent at self-defence and gain a +1 DM to Melee (Unarmed) when using the skill purely defensively.</p>
Brakiri	None	<p>Low-Light Vision: Brakiri have excellent night vision. Brakiri can see twice as far as Humans in starlight, moonlight and similar conditions of poor illumination. They retain the ability to distinguish shade and colour while under these conditions and can even read by such light. They receive no penalties for undertaking skills or combat in low-light conditions.</p> <p>Experts in assessing the worth and utility of a situation or item, Brakiri gain Stealth and Deception at Level 0.</p>
Drazi	Notable Strength (+2), Weakened Social (-2)	<p>Drazi are trained in Melee (Unarmed) from birth and gain this skill at Level 1.</p> <p>Naturally aggressive, they gain a +1 DM to all Initiative throws.</p> <p>Drazi aggression gives them an automatic -1 to all Advocate and Diplomacy rolls.</p> <p>Drazi skin offers 1 point of natural armour.</p>
Pak'ma'ra	Weakened Dexterity (-2), Notable Endurance (+2), Weakened Social (-2)	<p>Pak'ma'ra suffer a -1DM to all Athletics rolls.</p> <p>Ignored by many races, they gain a +1DM to all Stealth and deception rolls.</p> <p>All Pak'ma'ra have Investigate at Level 0, reflecting their ability to sift through rumours and intrigue.</p> <p>Having no vocal communication skills in any but their own language, Pak'ma'ra must always make themselves understood through interpreters.</p>

CAREERS

Every character in *Universe of Babylon 5* goes through a series of 4-year career terms in one or more careers. The careers available equate, more or less, to those found in the *Traveller core Rulebook* between pages 10 and 33. As noted in the previous chapter, there are some differences between the standard *Traveller* careers and those used in *Universe of Babylon 5*: the Naval career is known as Fleet and forms part of Earthforce, along with the army; and the Drifter career is known as the Lurker career. This chapter also introduces the Diplomat as a career in its own right – a central feature of many Babylon 5 stories and particularly appropriate to the setting. Also, naturally, the Ranger career features too.

The careers used in *Universe of Babylon 5* are:

- Ⓞ Agent
- Ⓞ Army
- Ⓞ Citizen
- Ⓞ Diplomat
- Ⓞ Fleet
- Ⓞ Lurker
- Ⓞ Marines
- Ⓞ Merchant
- Ⓞ Ranger
- Ⓞ Scholar

Diplomat and Ranger are completely new careers unique to the Babylon 5 universe and are presented in their entirety in this chapter. If, as a referee, you wish to use either Mercenary or *High Guard* to create military characters, then you are free to do so but bear in mind that you may wish to tailor the various Mishap and Events tables found in those book to include Babylon5-specifics.

Psi Corp characters are allowable if the referee agrees it; details on creating telepaths and their career tables, are found in the Telepathy and Psi Corp chapter.

Note that there is no Scout profession used in *Universe of Babylon 5*. Once again, referees are quite at liberty to include Scouts in their Babylon 5 universe if they so wish. If so, the Scout organisation is operated by the Earth Alliance (or a racial equivalent).

Each career has certain requisites for enlistment, survival, skills acquisition, promotion and events. As *Universe of Babylon 5* has a specific timeline that maps to the story arc of the series, the actual Mishaps and Events tables used as part of career progression have been tailored to suit these unique elements. In taking your character through one or more careers, refer to the general tables found that career in the *Traveller* rules but use the Mishap, Events, Life Events and Campaign Events tables found in this chapter.

Skills

Certain new skills are introduced in *Universe of Babylon 5*, most specifically the Knowledge skills and the unique Ranger skills. These are fully described in the Skills section at the end of this chapter.

Mustering Out Benefits

When leaving a career, characters accrue Benefits rolls that are applied to the Mustering Out Benefits table for their particular career. The tables found in the *Traveller* rules are broadly compatible with *Universe of Babylon 5* but some benefits are not applicable.

Travellers Aid Society

No such organisation exists in *Universe of Babylon 5*. If TAS membership is rolled, it can be exchanged for either the corresponding financial benefit or may be re-rolled. Of course, referees are quite at liberty to introduce a TAS equivalent for their *Universe of Babylon 5* campaigns; your universe will vary!

Specific Vehicles

Some careers offer vehicles, such as Air Raft or a particular starship, as a benefit. Substitute the named vehicle for an appropriate vehicle in the Equipment and Vehicles chapter.

Life Events

Some Career table entries call upon you to roll on the Life Events table. Here, you have the choice of using the generic Life Events from the main *Traveller* rules or one of the race-specific Life Events tables starting on page 34 of this chapter.

Campaign Events

Campaign Events are specific events linked to the happenings of the Babylon 5 story arc and vary according to the era chosen by the referee as the basis for the campaign. When called to roll on a Campaign Event table, refer to the one most appropriate for your campaign's setting.

Referee Note

One of the difficulties with setting a campaign in a background that has a specific timeframe is around the point that characters effectively cease running through their careers and start adventuring. In Babylon 5, many, if not most, characters are serving members of one service or another – be that Earthforce, Psicorps, a diplomatic corp or other career. Sheridan, Ivanova and Garibaldi, for example, are all serving Earthforce officers.

There are two issues that need to be addressed here. First is how to handle characters that are effectively still going through a career path as part of their adventuring life. The second is deciding how many terms a character, in the character generation process, can serve before his adventuring begins.

As referee, you need to decide how many previous terms an adventuring character can have served before play begins. The minimum number is one term and this will produce 'rookie' characters of 20 – 21 years of age. These will be relatively low-ranking or low-skilled characters aboard Babylon 5 but they will continue to develop through their careers and during play. However, the career term sequence ostensibly needs to be predefined, which means that each player needs to be encouraged to think about what sort of character, the age that character will be when he starts adventuring and what potential Campaign Events he may be exposed to. As referee, make time to have these discussions with your players. If a player wants to play an experienced Earthforce officer who served in the Battle of the Line, then the likelihood is he will have served for a *minimum* of 3 terms (12 years) in Fleet before his adventuring career begins. Take the character through the Fleet career for three terms referring to the Minbari War Campaign Events table when called to do so. At the end of the final 'historical' term, the character makes muster-out rolls as per the standard *Traveller* rules but he is not yet retired and can continue as a member of the chosen career for the next 4 years of game-time.

At the end of this period, he may choose to retire officially, in which case he gains one additional roll on each benefits table and then becomes an adventurer without any serving rank in his old career – a free agent, to all intents and purposes. The events he undergoes as part of playing the game count as his various Mishaps and Events experiences.

During career progression, characters gain several skills rolled for on the various tables for their chosen career. This benefit remains during adventuring play. Every game year, at a point decided by the referee, a character may roll on one of the career skill tables and gain the resulting skill or personal development as part of his overall experience. No more than 3 skills can be gained in this way in any 4-year term. However, the referee is at liberty to give a character an additional skill, at either Level 0 or Level 1, to reflect his experiences and growing expertise during play. No more than 2 such skills can be given in any 4-year term.

Career Paths

Agent

Across the galaxy, there are always men and organisations of great power that require the services of agents, highly talented individuals whose skills allow them to represent their employers at the highest levels and be capable of resolving any problem that arises. In this capacity, agents may work as negotiators, representatives, spies, thieves or assassins, as required by their employer. The diplomat may be the public face of an organisation or government but it is the agent who is known to actually get things done, usually deep in the shadows where their conduct will not come under too much scrutiny. Some work for military or governmental institutions, though large corporations are also likely to have a number of agents in their service. The majority, however, are freelancers, willing to work for whoever pays the most credits and whose tasks represent the least chance of getting killed.

Starfarers: Agents may be found throughout the galaxy, carrying out their assignments with absolute dedication. They work within the darker side of society and so most will rarely reveal their purpose unless it is absolutely necessary to achieve their goals. Many thrive on danger and freelancers in particular may be ready to take great risks in the hopes of finding the one big payoff that will allow them to change their lives forever. Wherever trouble, strife and aggression may be found in the galaxy, there is often an agent somewhere in the shadows, manipulating the antagonists for his own ends.

Characteristics: Agents are noted for being calm under pressure and utterly confident of their own abilities. Many mistake them

for being utterly cold and unfeeling in their work but agents are just as varied as those in other professions and the uncaring assassin or spy is just one archetype to be found in the galaxy. Some agents work hard trying to help others less fortunate than themselves out of a feeling of duty or honour, while others may perform actions that are less than tasteful or decent but be utterly convinced that their work is for the greater good.

Assignments: The three assignments found on page 10 of the *Traveller Core Rulebook* apply to Agents in the Babylon 5 universe. For each term of service, select one of these assignments.



Mishaps

2D6 Mishap

- | | |
|----|--|
| 2 | Severely injured in action (as for result 2 on the Injury Table, page 37 of the Traveller Core Rulebook) |
| 3 | A criminal or other underworld figure offers you a deal. If you accept, you must leave this career without further penalty, gaining the benefits as normal. If you refuse, you must roll twice on the Injury Table and take the lower of the results. You gain an Enemy and one level in any skill you choose. |
| 4 | Your work takes you into the League of Non-Aligned Worlds. Choose a civilisation (Abbai, Brakiri, Drahzi, for example). Whilst working there, you are betrayed and captured. Roll once on the Injury Table and gain an Enemy of the race you have selected. |
| 5 | An investigation goes wrong or leads to the top, ruining your career. Roll Advocate 8+; if you succeed you may keep the Benefit roll for this term. |
| 6 | You uncover a conspiracy relating directly to Earthforce that, if exposed, will lead to many deaths – including your own. You must keep this secret to yourself and must leave this career in order to cover your tracks. Gain Benefit rolls as normal but assume a new identity on leaving this career – and keep it secret! |
| 7 | You learn something that you should not and now people want to kill you for it. Gain an Enemy and Deception 1. |
| 8 | A colleague dies as a result of your incompetence. One Contact or Ally becomes an Enemy. Lose 1 Benefit roll when mustering out. |
| 9 | Your work follows you home. A loved one gets hurt. Choose from one of your Contacts, Allies or a family member. Roll twice on the Injury table for them, taking the lower result. |
| 10 | Your work takes you into either the Centauri or Minbari empires and you are arrested. Your employers negotiate your release but you spend the next full term as a captive. On release, gain an Enemy of either the Centauri or the Minbari. |
| 11 | Injured. Roll once on the Injury Table. |
| 12 | You are approached by Mr Morden who attempts to turn you to the side of the Shadows. Roll End 9+. If successful, you manage to evade Morden's entreaties but consider him an Enemy. If you fail, you are seduced. Gain 2 additional skills at Level 1 of your choosing but become an agent of the Shadows working to Mr Morden's agenda. |

Events

D66	Event												
11	Disaster! Roll on the Mishap table but you are not ejected from this career.												
12	An investigation takes on a dangerous turn. Roll Investigate 10+ or Streetwise 10+. If you fail, roll on the mishap table. If you succeed, gain one of these skills: Deception, Jack of All Trades, Persuade or Tactics.												
13	Life Event. Roll on the Life Events table (page 34 of the Traveller rules)												
14	You complete a mission for your superiors, and are suitably rewarded. Gain a +1DM to any one Benefit roll from this career.												
15	Campaign Event. Roll on an appropriate Campaign Events table												
16	You establish a network of contacts. Gain 1-3 Contacts.												
21	You are given advanced training in a specialist field. Throw Education 10+ to gain any one skill.												
22	You go undercover to investigate an enemy. Roll 1D6 for the enemy's identity and then a further 1D6 for their crime: <table border="0"> <tr> <td>1. Centauri</td> <td>Criminal/Underworld Kingpin</td> </tr> <tr> <td>2. Narn</td> <td>Pirate/Privateer</td> </tr> <tr> <td>3. Minbari</td> <td>War Criminal</td> </tr> <tr> <td>4. Brakiri</td> <td>Mercenary/Terrorist</td> </tr> <tr> <td>5. Drazi</td> <td>Corporate Fraudster/Embezzler</td> </tr> <tr> <td>6. Human</td> <td>Traitor/Murderer</td> </tr> </table> Roll Deception 10+. If you succeed, roll immediately on the Criminal or Citizen (Corporate) events table and make one roll on the Specialist skill table for that career. If you fail, roll immediately on the Criminal or Citizen (Corporate) mishap table.	1. Centauri	Criminal/Underworld Kingpin	2. Narn	Pirate/Privateer	3. Minbari	War Criminal	4. Brakiri	Mercenary/Terrorist	5. Drazi	Corporate Fraudster/Embezzler	6. Human	Traitor/Murderer
1. Centauri	Criminal/Underworld Kingpin												
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3. Minbari	War Criminal												
4. Brakiri	Mercenary/Terrorist												
5. Drazi	Corporate Fraudster/Embezzler												
6. Human	Traitor/Murderer												
23	You go above and beyond the call of duty. Gain a +2 DM to your next Advancement check.												
24	You are given specialist training in vehicles. Gain Drive (any) 1, Flyer (any) 1, Pilot (any) 1 or Gunnery (any) 1.												
25	You are befriended by a senior agent. Either gain Investigate, or take a +4DM to an Advancement roll (in any career) thanks to his aid.												
26	Fall in love with a colleague. This results in you gaining a Rival as your lover spurns the existing companion for you. Roll 2D6 for the number of years your love affair lasts. If this takes you into your adventuring career properly, then you are still with your lover when play begins and the relationship may continue indefinitely. Your lover is also an Ally.												
31	You are blackmailed by a contact. Gain Deception 1 but also forfeit your highest financial benefits roll. Roll Int 9+, with DMs for Deception and Investigate. If successful, you manage to silence the blackmailer. If you fail, then the blackmailer becomes an Enemy and you must pay the equivalent of half your highest financial benefits roll each year to keep the blackmailer quiet (unless they can be silenced in some other way).												
32	You are given specialist training in firearms. Gain Gun (any) 1												
33	Life Event. Roll on the Life Events table (page 34 of the Traveller Core Rulebook)												
34	Corruption in high places leads to one of your colleagues gaining a promotion promised to you. Lose your next advancement roll but gain 1 level of Investigate.												
35	Uncover a major criminal conspiracy. Gain a +2 DM to any benefit roll for this term.												
36	A friend or lover dies. Roll Investigate 8+. If successful, you discover the death was murder. Gain the murderer as an Enemy and dedicate your life to bringing him to justice. If you fail, you have your suspicions of murder but not enough evidence to prove guilt.												

Careers

- 41 You are befriended by a senior agent.
Either gain Investigate, or take a +2DM to an Advancement roll (in any career) thanks to his aid. Gain the agent as a Contact.
- 42 A successful operation leads to media interest in your career. For a while you are famous and lucrative sponsorship and media deals come your way. Gain an additional financial benefit roll.
- 43 The pressures of your lifestyle threaten to consume you. Roll End 8+. If you fail, you become reliant on either drugs or alcohol. If you succeed, you beat your demons. Gain either +1 Strength, Dexterity or Endurance as you embrace a healthy lifestyle.
- 44 You are given specialist training in vehicles.
Gain Drive (any) 1, Flyer (any) 1, Pilot (any) 1 or Gunnery (any) 1.
- 45 You are assigned to desk duties. Gain 1 level of Admin.
- 46 Life Event. Roll on the Life Events table (page 34 of the Traveller Core Rulebook)
- 51 A political conspiracy results in job cuts. You must enlist in another career next term but gain an additional benefit roll as compensation.
- 52 Campaign Event. Roll on the Campaign Events table.
- 53 You are given advanced training in a specialist field.
Throw Education 8+ to gain any one skill.
- 54 A political investigation uncovers widespread corruption in your department and you are required to testify against your colleagues. You must choose what to do. If you choose to give evidence against them, gain 1 level of Advocate but also gain 1D3 Enemies. If you choose not to give evidence against them, roll Edu 9+ to avoid being indicted yourself. If indicted, you must leave this career and spend the next term in prison. All further Qualification Checks for another career are at a -4DM. Whilst in prison, you gain one level in one of the following skills: Athletics (any), Deception, Melee (any), Stealth
- 55 You are awarded a citation for meritorious conduct. Gain +2 to your next advancement roll and a +2 DM on the benefits table for this term.
- 56 An Enemy makes an attempt on your life. Make a further Survival roll for this term. If you fail, roll twice on the Injury table and apply both results. If you succeed, make a roll against any one combat skill. If you succeed, roll 1D6:
- 1 Your enemy escapes uninjured
 - 2 Your enemy is lightly wounded but escapes
 - 3 Your enemy is seriously wounded but escapes
 - 4 Your enemy is lightly wounded and captured
 - 5 Your enemy is seriously wounded but captured
 - 6 Your enemy is killed.
- 61 Campaign Event. Roll on the Campaign Events table.
- 62 You are automatically promoted.
- 63 You make a shattering discovery about someone close to you. What is it?
- 1 The person was a traitor during the Earth Minbari War
 - 2 The person is a renegade Telepath
 - 3 The person is addicted to alcohol or drugs
 - 4 The person is a fraudster and imposter, intent on fleecing you of your savings
 - 5 A lover is being unfaithful
 - 6 Someone you thought of as a friend is actually an Enemy
- The repercussions of your discovery will come back to haunt you in later years.
- 64 You are selected to act in a consultancy capacity to the Babylon Project. Gain 1 level of Knowledge (Babylon Project).
- 65 Gain an additional roll on any of the skill tables for this career.
- 66 Your talents are recognised by another agency. Next term, you are automatically drafted to either the Army or Fleet. When you return to the Agent career you are automatically promoted one rank.

Army

Every *Universe of Babylon 5* race maintains a standing army – even the peaceful Abbai – and all armies share certain traits: discipline, pride, loyalty to the ruling regime and excellence in combat operations (to a greater or lesser degree). The Army career therefore encompasses all of the races found in the Babylon 5 universe.

Though the glamour of military life is often associated with the ships of mighty fleets or the pilots of the fighters protecting them, there is still a role for the soldier or ground-pounder (GROPOS, as they are known in *Earthforce*). A ship may bombard a target from high orbit but it takes infantry to actually secure a position or take prisoners. Even during combat in deep space, there is a role for soldiers, normally when boarding enemy craft. Security guards within military or diplomatic stations, such as Babylon 5, are also trained much like soldiers until they reach the higher ranks. While they may avoid huge battles in their term of service, security guards tend to be far more self-reliant, being forced to face difficult situations on an almost daily basis.

Travellers: Both soldiers and security guards may travel across the galaxy during their terms of service but the most common



travellers are those who have left the military. Ex-soldiers make for superb mercenaries and most organisations make use of them from time to time, whether as ad hoc security, bodyguards, assassins or finding the location of people and items. In this way, they can operate in much the same way as agents, though with a very different set of skills and abilities.

Characteristics: Soldiers are often viewed as hot headed and may well be likely to act without thinking the situation through properly first. They are trained to be team players but also to rely on their own mettle when forced to do so. Used to taking orders as part of normal daily life, soldiers can make for very loyal employees though some organisations may treat them as nothing more than hired muscle, suitable for combat but not thinking. In truth, however, there are many different kinds of people who become involved in military service and such rash judgements may not always turn out to be true.

Background: There is a common view that soldiers come from the least educated parts of society but each individual will have very different reasons for signing up to military service. It is true that some will become enamoured with the lifestyle but others may be forced into the army or security force due to being drafted or facing the extermination of their homeworld. Those soldiers who sign up during times of war tend to be the most fanatical of all, fiercely dedicated to the preservation of their race against a great and identifiable foe – the Narn nurse an especially great hatred for the Centauri and there is never any shortage of recruits for military service.

Races: Even the most pacifist races will maintain a security force for their leaders and officers, knowing all too well how others may take advantage of unprotected targets. Most races, however, maintain large standing armies, their overall size dependent on their homeworld's population and the number of colony worlds that they must protect. The majority recruit from volunteers within their populace, though in times of war drafts are not uncommon, nor is the use of mercenaries – both Earth and Narn have recently made use of both in recent years.

Mishaps

Mishap

- | | |
|---|---|
| 2 | Severely injured. Roll twice on the Injury table and take the lower result. |
| 3 | Your unit is slaughtered in a disastrous battle, for which you blame your commander. Gain him as an Enemy. |
| 4 | Having fought in the Earth Minbari war or lost close family members or friends who did, you gain a complete hatred for everything Minbari. You suffer a -1DM to any skills, except combat, when having to deal directly with the Minbari race. |
| 5 | You discover that your commanding officer is engaged in weapon smuggling and corruption. Report him and gain him as an Enemy. Help him and gain an extra Benefit roll as you leave the service. |
| 6 | You are tormented by or quarrel with an officer. Gain that officer as a Rival. |
| 7 | Finding conditions inhumane under a barely sane commander, you desert and are now a wanted man. Gain 1D3 enemies amongst the military, including your former CO, who are trying to bring you to justice. Leave this career immediately with no benefits rolls. You may only enlist in the Lurker or Citizen careers for subsequent terms. |

Careers

Careers

- 8 Your regiment merges with another and you are one of the unfortunate few who cannot be placed within the new unit. You must leave the Army career immediately but gain an extra financial benefit roll as compensation.
- 9 You discover your CO is involved in some form of illegal activity. You can join with him and gain him as an Ally before the inevitable investigation gains you a dishonourable discharge. Or you can co-operate with Earthforce investigators (including Psicorps, which is drafted-in to learn The Truth) and be honourably discharged with all Benefits rolls.
- 10 You are tormented by a quarrel with a superior officer. Gain him as an Enemy and roll Int 8+ to remain in this career. If you are forced to muster-out, lose 1 Benefit roll through your enemy's duplicity.
- 11 You are approached by Mr Morden who attempts to turn you to the side of the Shadows. Roll End 9+. If successful, you manage to evade Morden's entreaties but consider him an Enemy. If you fail, you are seduced. Gain 1 additional skill at Level 1 of your choosing but become an agent of the Shadows working to Mr Morden's agenda.
- 12 Injured.
Roll on the Injury table

Events

- | D66 | Event |
|-----|---|
| 11 | Disaster!
Roll on the mishap table but you are not ejected from this career. |
| 12 | You are assigned to a planet with a hostile or wild environment.
Gain Vacc Suit 1, Engineering (life support) 1, Animals (any) 1 or Recon 1. |
| 13 | Life Event. Roll on the Life Events table, page 34 of the Traveller Core Rulebook. |
| 14 | You are given a special assignment or duty in your unit.
Gain a +1DM to any one Benefit roll. |
| 15 | Campaign Event. Roll on the appropriate Campaign Events table. |
| 16 | A mission gains you an Ally from one of the following races:
1. Abbai
2. Brakiri
3. Drazi
4. Pak'ma'ra
5. Centauri
6. Narn

Also gain Knowledge (Race) at level 0 for the race you have gained an Ally from. |
| 21 | You are given advanced training in a specialist field.
Throw Education 10+ to gain any one skill. |
| 22 | Surrounded and outnumbered by the enemy, you hold out until relief arrives.
Gain a +2 DM to your next Advancement check. |
| 23 | You are assigned to a peacekeeping role.
Gain Admin 1, Investigate 1, Deception 1 or Recon 1. |
| 24 | Your commanding officer takes an interest in your career.
Either gain Tactics or take a +4DM to your next Advancement roll (in any career) thanks to his aid. |
| 25 | You display heroism in battle.
You are automatically promoted. |
| 26 | You are asked to act as an instructor to a group of aliens.
Gain Diplomat 1, Instruction 1, Language 1 or a Contact amongst an alien species. |
| 31 | Campaign Event. Roll on the Campaign Events table. |
| 32 | Your unit looks up to you like a parent and/or mentor for years to come.
Gain Social Standing +1, Broker 1, Instruction 1, Leadership 1 or Recruiting 1. |
| 33 | Life Event.
Roll on the Life Events table. |
| 34 | You are given the unique chance to train with either the Narn or Drazi. They are belligerent, stubborn and violent; few ever get through to them without casualty.
Roll Instruction 8+ or Leadership 8+. If you succeed, gain a Contact in an alien race and any one skill. If you fail, roll on the Injury table. |
| 35 | You are named as a fine example of a warrior and word spreads of your capabilities.
Either gain Recruiting, or take a +4DM to your next Advancement roll (in any military career). |

- 36 Your unit has been brought in to deal with an alien faction or threat.
Gain Interrogation 1, Language 1, Navigation 1 or Streetwise 1.
- 41 You and your unit have been through some difficult times but you always managed to pull them through with a few words or wisecracks.
Gain Carouse 1, Gambler 1 or Leadership 1.
- 42 You are assigned to provide protection and defence for an important alien visitor: choose the race of the visitor.
Gain Advocate 1, Language 1, Streetwise 1 or Tactics 1.
- 43 Your ideas led to a nearly spotless record on your unit's reputation and you are largely the reason for that.
Gain Leadership 1 and raise your Social Standing by 1.
- 44 One of your assignments required special training for its success.
Gain Battle Dress, Drive, Remote Ops, Seafarer or Vacc Suit.
- 45 You discover a traitor amongst your colleagues.
If you choose to work with the traitor, you must throw Deception 8+ or be caught. If you fail in this roll you may not choose Security as a career path again; if you succeed you earn 10,000 credits and gain the traitor as a Contact. If you choose to turn the traitor in to your employer, you may add +2 DM to your next Advancement check but also gain an Enemy.
- 46 Your unit's latest mission helped de-stabilise a corrupt government.
Gain Recruiting or raise your Social Standing by 1.
- 51 Your unit was renowned for its precision in urban conflict, causing minimal collateral damage.
Gain Combat Engineering 1, Gun Combat 1, Recon 1, or Streetwise 1.
- 52 You are take a prisoner during your mission and are told to execute him by a fellow team member.
If you refuse, you gain the respect of some of your unit and may increase your Social Standing by 1. If you go ahead and go through with it, you earn the respect of your commanders and may add +2 DM to your next Advancement check. Either way, you gain someone as an Enemy.
- 53 During a mission you are assaulted by a traitorous member of your unit.
Throw either Gun Combat (any pistol) 7+ or any Melee skill 8+. If successful, you are victorious and increase Social Standing by 1 or take a +4DM to your next Advancement roll (in any mercenary career). If you fail, your unit is forced to deal with the traitor after he incapacitates you, roll on the Injury table.
- 54 You are given the opportunity to train with either the Narn, Centauri or Minbari armed forces. Gain Knowledge for the appropriate race and a Contact of that race.
- 55 Your unit is sent into specialist training for an unspecified mission against an unspecified enemy. Gain 2 additional skill rolls on any of the tables for this profession and choose the enemy you finally go up against:
- 1 Rebels on a colony world
 - 2 The Shadows
 - 3 The Drakh
 - 4 Terrorists and seditionists within your own society
 - 5 Corporate-backed mercenaries
 - 6 Drazi or Brakiri pirates
- 56 You are forced to spend a great deal of time in war vessels because of travel-based missions.
Gain Astrogation 1, Computers 1, Engineer 1 or Gunner 1.
- 61 Roll on the Campaign Events table.
- 62 You are given extra training in combat. Choose one of the following skills – Melee (blade), Zero-G, Medic or Gun Combat.
- 63 Gain an ally from an alien race: choose any major race or from the League of Non-Aligned Worlds
- 64 You are placed in a combat situation in which you have the chance to kill a young but technically innocent, target. If you choose to let the target live, you gain the respect of some of your unit and may increase your Social Standing by 1. If you choose to kill the target, throw either Gun Combat 7+ or Melee 8+. If you succeed, you may add +2 DM to your next Advancement check. If you fail, you gain an Enemy.
- 65 Your unit is called upon to perform a particularly bloody mission, requiring a great deal of close quarters combat.
Throw either Gun Combat (any pistol) 7+ or any Melee skill 8+ to fulfil all of the needs of the mission. If successful, gain Leadership 1 or Tactics 1 or take a +4DM to your next Advancement roll (in any military career).
- 66 You and your unit performed flawlessly in a high-profile operation that earned you all a great deal of respect amongst your peers.
You are automatically promoted.

Diplomat

Diplomats are some of the most powerful individuals to be found on board Babylon 5. Typically they do not possess great technical knowledge or superlative combat skills. Instead they wield the power of persuasion, compromise and the ability to bring others round to their way of thinking. On a diplomatic station like Babylon 5, these can be the most important abilities of all and diplomats quite literally decide on the fate of entire worlds on a daily basis. There are, however, many different levels of diplomat and not all enjoy the illustrious title of ambassador. Many are mere aides, attaches or couriers, destined to never see the limelight that shines on their superiors, but always working in the background to carry out their orders and duties. Nor is every diplomat a representative of a government – many corporations also hire these talented individuals so as to gain the very best advantage in multi-billion credit negotiations and marketing deals.

Travellers: Wherever there is civilisation, diplomats are likely to be found. Some may travel hundreds of light years in order to serve their governments and many will be away for months at a time. Dangerous missions or those with a high probability of failure are often delegated to lower ranking diplomats so as to allow ambassadors to continue furthering the interests of their government without interruption. Such missions, ranging from transporting important information to negotiating with known enemies, often allows the low ranking diplomat a chance to shine and so increase his own personal power and influence among those he must deal with. It has been known for such far-travelling diplomats to become distracted from their main goals, usually when given the chance to attain great wealth or when encountering a new threat to their government.

Characteristics: A diplomat must strive to seem compromising and reasonable at all times, even as he concentrates on gaining the very best position for his government. Many view diplomats with suspicion, knowing very little of what they say can be trusted and that many diplomats use their influence to further not just the goals of their government but also their own personal wealth as well. A diplomat's power is in his knowledge of politics and the number of contacts he has at his disposal during a crisis, two traits the greatest ambassadors work hard to cultivate and maintain.

Background: Few individuals begin life with a burning desire to become a diplomat. Instead, most fall into the practice of diplomacy by accident or by necessity. A strong-willed and good-natured individual may feel compelled to don a diplomatic role in order to right the wrongs that they can see all around them, while others may quickly identify the path of

the diplomat as a quick and easy route to power and fortune without unacceptable risks.

Races: With the advent of stations such as Babylon 5, most races have begun to learn the value of diplomacy rather than brute force to achieve their objectives. Humans seem to be natural diplomats and despite their reserve, members of the Minbari religious caste quickly gain a reputation for being hard but fair in negotiations. Centauri diplomats are among the most experienced in the galaxy, though they often find others have a tendency to distrust them while the brutish Narns have few who can successfully negotiate through prolonged talks and summits without losing patience.

Qualification: Edu 8+
-1DM for each previous career.
+1DM for Int 8+

Assignments: Choose one of the following

Earth-side Diplomatic Liaison: You work on Earth acting as a liaison with alien representatives there.

League of Non-Aligned Worlds Liaison: You are part of a diplomatic team representing Earth on one of the homeworlds in the League.

Babylon Project Diplomatic Corps: You are part of the diplomatic team responsible for setting-up the diplomatic relations underpinning the Babylon project.

Basic Training: Advocate 0, Diplomat 0



	Survival	Advancement
Earth-side Diplomatic Liaison	Soc 6+	Int 6+
League of Non-Aligned Worlds Liaison	End 6+	Edu 8+
Babylon Project Diplomatic Corps	Int 7+	Edu 8+

Skills and Training

	Personal Development	Service Skills	Advanced Education (Minimum Edu 8)
1	Carouse	Admin	Admin
2	+1 Edu	Advocate	Advocate
3	Deception	Broker	Language
4	+1 Dex	Diplomat	Leader
5	+1 Int	Investigate	Diplomat
6	+1 Soc	Persuade	Computer
	Specialist: Earth-side Diplomatic Liaison	Specialist: League of Non-Aligned Worlds Liaison	Specialist: Babylon Project Diplomatic Corps
1	Admin	Advocate	Carouse
2	Advocate	Carouse	Deception
3	Broker	Comms	Knowledge (Babylon Project)
4	Diplomat	Knowledge (choose a race)	Streetwise
5	Leader	Diplomat	Gambling
6	Persuade	Deception	Jack of all Trades

Ranks and Skills

Rank	Earth-side Diplomatic Liaison	Skill or Benefit	League of Non-Aligned Worlds Liaison	Skill or Benefit	Babylon Project Diplomatic Corps	Skill or Benefit
0						
1	Attache	Admin 1	Attache	Admin 1	Special Attache	Admin 1
2						
3	Diplomatic Adviser	Diplomat 1	Diplomatic Adviser	Knowledge (Race)	Diplomatic Adviser	Knowledge (Babylon Project)
4						
5	Consular Executive	Broker 1	Consular Executive	Broker 1	Consular Executive	1 Ally
6	Ambassadorial Executive	Leader 1	Ambassadorial Executive	Persuade 1	Ambassador	Leader 1

Mishaps

Roll	Mishap
2	Severely injured. Roll twice on the Injury table and take the lower result.
3	An error of judgement leads to a severe diplomatic incident. You are discharged from this career in disgrace. Forfeit all but one Benefit roll.
4	A social faux pas results in a high-ranking official of a non-human race taking a vicious dislike to you. Gain an Enemy.
5	Your consulate or office loses its status following a deterioration in relations between your government and the host government. Gain a Rival. You must also leave this career.

Careers

- 6 Diplomatic efforts to secure a peace settlement of trade deal backfire. Forego all promotion this term.
- 7 You become embroiled in a scandal involving an influential crimelord or underworld figure. Roll Advocate 8+ to extricate yourself or lose both your promotion and Benefit roll for this term.
- 8 You are posted to a remote backwater as punishment for some minor misdemeanour. Whilst there, roll End 8+ to avoid falling ill. If fail, lose 1 Str, Dex or End.
- 9 A corrupt diplomat blames you for a situation that he has created. If you choose to take the blame, gain an Enemy and lose your next promotion roll. If you make a stand, gain Deception 1 but immediately leave this career.
- 10 Your embassy is attacked by terrorists. Roll on the Injury Table.
- 11 You are approached by Mr Morden who attempts to turn you to the side of the Shadows. Roll End 9+. If successful, you manage to evade Morden's entreaties but consider him an Enemy. If you fail, you are seduced. Gain 2 additional skills at Level 1 of your choosing but become an agent of the Shadows working to Mr Morden's agenda.
- 12 Injured. Roll on the Injury table.

Events

- | D66 | Event |
|-----|--|
| 11 | Disaster!
Roll on the mishap table but you are not ejected from this career. |
| 12 | A diplomatic posting leads to a romance. Roll 1D6

With a colleague of the same species
With a colleague of a different race
With a casual acquaintance
With the partner of a colleague
With someone who could compromise your position
Someone considered a threat or as an enemy

Gain an Ally. If you rolled 4, then also gain an Enemy. |
| 13 | Life Event. Roll on the Life Events table, page 34 of the Traveller Core Rulebook. |
| 14 | Your efforts in diplomatic negotiations are hugely influential. Gain a Contact and one skill according to your specialisation:

Earth-side Diplomatic Liaison: Broker 1
League of Non-Aligned Worlds Liaison: Diplomat 1
Babylon Project Diplomatic Corps: Knowledge (Babylon Project) 1 |
| 15 | Campaign Event. Roll on the appropriate Campaign Events table. |
| 16 | A diplomatic mission gains you an Ally from one of the following races:

1. Abbai
2. Drazi
3. Brakiri
4. Centauri
5. Narn
6. Minbari

Also gain Knowledge (Race) at level 1 for the race you have gained an Ally from. |
| 21 | You are selected for fast-track promotion. Gain +4 to your next promotion roll. |
| 22 | You are seconded to act as a special adviser to another career for the remainder of the term. You may roll 1 skill on any of the Traveller career tables and also gain 1 financial muster benefit from the same service. |
| 23 | A difficult assignment leads you to spend time with and study, an alien race. Either gain Edu +1 or Knowledge (race) 1. |
| 24 | You are assigned to Earthforce as a special diplomatic officer. Roll for one skill on either the Army or Fleet skill tables. Also roll for an Event in the same service. You must also roll for Survival in that service and roll for a Mishap if the survival roll fails. |
| 25 | Your diplomatic skills turn a dangerous situation into a comfortable outcome for everyone. Gain an automatic promotion, Diplomat 1 and gain a Contact. |
| 26 | You successfully resolve a delicate political situation. Gain either Advocate 1, +1 Social Standing, or +2 to your next advancement roll. |
| 31 | You are attacked by an assassin. Roll Dexterity+Melee (any). If you fail, roll on the Injury table. If you succeed, gain an Enemy and Persuade 1 as you extract the enemy's name from your foe. |

- 32 Your diplomatic skills make the newsfeeds and you are feted for a short time. However someone comes out of the woodwork to prove how your actions were either over-stated or were the work of some other, unsung hero and you took the credit. Roll Intelligence + Leadership. If successful, this detractor is proved to be a troublemaker and is discredited. If you fail, your reputation is tarnished. -1 to Social Standing.
- 33 An enemy from your past returns to haunt you and you find yourself in a vendetta against him or her that diverts your attention away from more pressing duties. Lose any Advancement roll this term, but gain either Advocate 1, Leadership 1 or Persuasion 1.
- 34 Following a long and arduous assignment you fall in love with a colleague of a lower rank. You must keep the relationship a secret by rolling Int + Deception. If you fail you are demoted by one rank for inappropriate behaviour. If you succeed, gain an Ally.
- 35 Extra Training: You are given extra training. Roll Education 8+ to gain any one skill.
- 36 You are singled-out for special office and spend time in the service of a powerful politician or religious leader. Gain +1 Social Standing and Knowledge (Politics) or Knowledge (Religion). If you are Minbari, also roll on the Minbari Life Events table for the Religious caste.
- 41 Gain an extraordinary insight into the motivations behind a political or racial faction. Gain Knowledge (any) relating to that faction but also gain 1D3 Rivals.
- 42 You have the opportunity to take a sabbatical term with the Scholar career next term. If you choose to take the sabbatical, you resolve the next term as though a Scholar, returning to the Diplomat career thereafter. If you remain as a Diplomat, you suffer -2 DM to your next advancement roll.
- 43 Political enemies brief against you. Throw Edu 8+ to weather the scandal. If you succeed, your enemies are discredited and you gain +1 Social Standing. If you fail, your reputation is injured; take a -2 DM to your next advancement roll.
- 44 The pressures of your position lead to a reliance on drugs, alcohol or other stimulants. Roll End 8+. If you succeed, you beat your demons. If you fail, your reliance continues. You also find yourself in debt to suppliers and must forfeit your highest financial benefit roll to pay them off.
- 45 You become an acknowledged master of political brinksmanship. Gain either Leadership 1, Diplomat 1 or Advocate 1.
- 46 You suffer a debilitating illness which leads to time spent in convalescence. During your time in recovery, you study widely. Gain 1 level of Knowledge (any).
- 51 Life Event. Roll on the Life Events Table.
- 52 A cabal of political rivals destroy your career. Roll Social + Deception or Advocate to salvage your benefits from this term.
- 53 You make a shattering discovery about someone close to you. What is it?
- 1 The person was a traitor during the Earth Minbari War
 - 2 The person is a renegade Telepath
 - 3 The person is addicted to alcohol or drugs
 - 4 The person is a fraudster and imposter, intent on fleecing you of your savings
 - 5 A lover is being unfaithful
 - 6 Someone you thought of as a friend is actually an Enemy
- The repercussions of your discovery will come back to haunt you in later years,
- 54 You are selected to act in a consultancy capacity to the Babylon Project. Gain 1 level of Knowledge (Babylon Project).
- 55 A deal you pull-off secures you the friendship of one of the following:
- 1 John Sheridan
 - 2 Michael Garibaldi
 - 3 Londo Mollari
 - 4 G'kar
 - 5 Delenn
 - 6 Susan Ivanova
- Gain this individual as a Contact.
- 56 Diplomatic messages of grave importance go missing. Roll either Int or Investigate 8+ to track them down. If you succeed, gain +2 to your next advancement roll.

Careers

- 61 You make friends with a high-ranking member of the Abbai Matriarchy, visiting Abba and its colonies. Gain Knowledge (Abbai) 1 and a Contact.
- 62 Campaign Event. Roll on the Campaign Events Table
- 63 Your dreams are filled with images of war and destruction from a terrifying enemy that is older than any of the Elder Races. You dismiss your dreams but they still continue. Seeking psychiatric or religious help is the only thing you can do to alleviate the worry that you are suffering. Roll Int 8+ or the dreams continue, coming once every 2D6 nights.
- 64 You are a miracle worker, even if you do exaggerate your own stories sometimes. Either gain Jack of all Trades or take a +4DM to your next Advancement roll.
- 65 You mentor a brilliant but troubled young diplomat. Roll Intelligence + Persuade. If you succeed, gain your protégé as an Ally. If you fail, he breaks down and leaves the service. Gain him as a Rival and take a -2 DM to your next Advancement roll.
- 66 You come into possession of a piece of alien or ancient technology. Roll Education + Science at a -1d6DM to decipher its function. If you succeed, gain either two extra Benefit rolls or a +4 DM to your next Advancement roll. If you fail, you still keep the cryptic device.

Re-Enlist:Earth-side Diplomatic Liaison: Soc 7+ League of Non-Aligned Worlds Liaison: Edu 7+ Babylon Project Diplomatic Corps: Int 7+

Fleet

The Fleet career encompasses the spacebound navies of all races found in the *Universe of Babylon 5*. Although rank structures, hierarchies, regulations and naturally, ships used, are different between the races, all Fleets share similar attention to discipline, pride and excellence in the field of space operations and combat. A Fleet career necessitates serving aboard a spacecraft of one shape and hue or another. For the most part this means the capital ships, such as the Hyperion-class or Sharlin heavy cruisers but it also includes a myriad of smaller vessels and naturally enough, the supporting mechanisms of administration, command and so forth.

The Fleet career trains a character in a wide range of areas, depending on the assignments chosen as part of a term of service. This includes capital ship service, marines, gunnery and fighter squadron disciplines. The Fleet is very much the elite of any race's defensive capabilities but despite a certain arrogance, it is a cog – albeit an important one – in a larger, defensive machine.

Travellers: Fleet characters are likely to enjoy significant travel across the galaxy, visiting many of the sectors that form the hub of the universe of Babylon 5. Ship-board service involves exposure to a variety of skills and career options that produce highly skilled, diverse characters.

Characteristics: A Fleet character is proud of his heritage as part of the greatest naval force Earth has ever fielded. He might harbour strong memories, feelings and prejudices about the Earth Minbari war but any good member of Fleet personnel has managed to tame such emotions and focus on the future. Fleet characters are dedicated, proud and rational, keeping a cool head in a crisis and a firm perspective when things turn rough.

Background: Fleet characters are found across a wide range of other professions once their career in their race's navy has ended. Their skills and capabilities equip them for a wide range of civilian and military roles, although their naval training always remains foremost. Those Fleet characters who remain in service

can expect postings commensurate with their background, so continued service aboard capital ships and bases such as Babylon 5 or colonial defence institutions are almost a given.

Races: Although the emphasis here is on Earthforce fleet, every star-faring race maintains a similar approach and outlook – especially the Minbari via the tenets of the Warrior caste. Fleet members, whatever their race, are proud, brave, have a certain swagger and a certain, non-nonsense approach to life.

Fleet characters follow the Navy career path outlined on page 24 of the *Traveller Core Rulebook*, with all assignments, enlistment and promotion rules remaining as written. For Mishaps and Events, see the tables below.



Mishaps

Roll 2d6	Mishap
2	Severely injured in action. Alternatively, roll twice on the Injury table and take the lower result.
3	An incident arises between you and a member of another race; roll 1D6: 1. Centauri 2. Narn 3. Minbari 4. Drazi 5. Brakiri 6. Abbai The incident raises old prejudices or creates new ones. Gain an Enemy of this race. Also roll Int 8+. If you fail, you are demoted one rank as a result of the incident. If you succeed, the incident is considered inconsequential by your superiors, although you will be watched in the future. Incur a -1DM on your next Advancement roll.
4	During a battle, defeat or victory depends on your actions. Roll Mechanic or Vacc Suit 9+/Sensors or Gunnery 9+/Pilot or Tactics 9+, depending on your assignment. If you fail, the ship suffers severe damage and you are blamed for the disaster. You are court-martialled and discharged.
5	You are blamed for an accident that causes the death of several crew members. If you were responsible, then you may take an extra Skills & Training roll on this career immediately as your guilt drives you to excel. If you were not, then gain the officer who blamed you as an Enemy.
6	You are tormented by or quarrel with an officer. Gain that officer as a Rival, as he forces you out of the Navy.
7	A routine ship-board exercise deteriorates into a full-scale emergency. Roll 1D6 for the outcome: You are injured. Roll on the Injury table You are blamed for the outcome; lose your Benefit roll for this term You face a court-martial. Roll Advocate 8+ to clear your name. Otherwise you are drummed-out of the Fleet, albeit on full benefits You are demoted one rank You gain 1 Rival and 1 Enemy Roll twice, applying both results (and re-rolling if you roll 6 again).
8	Earthforce posts you to a ship or installation with an appalling record for discipline. You are the Odd-Man-Out and either bullied or intimidate when you try to make a stand. Choose your option: Conform for an easy life but suffer a -2 DM on your next Advancement roll. Stand Your Ground and roll either End 8+ or Survival 8+. If you succeed, you must take a different assignment next term, to get out of your posting. If you fail, you are branded a trouble-maker and suffer a -4DM on your next Advancement roll and -2 to your Benefit roll for this term.
9	Your ship is engaged in an anti-piracy action in the League of Non-Aligned Worlds. Roll 1D6 to determine who your action is directed against: 1-3: Brakiri 4-5: Drazi 6: Independent pirates Gain an Enemy. Additionally, roll Survival 8+; if you fail, roll on the Injury table.
10	You are offered a promotion if you agree to testify against corrupt officers within the fleet. If you agree, roll Advocate 8+. If you succeed, you help ensure justice is served but must leave Fleet at the end of this term in order to avoid recriminations. If you refuse to testify, you lose the Advancement roll for this term.
11	Your ship transcends its orders following a tactical error of your making. Roll Astrogation 8+, Navigation 8+ or Survival 8+. If you succeed, you manage to salvage the situation but suffer a -4DM to your next advancement. If you fail, you are court-martialled and forced to retire at the end of this term, albeit on full Benefits.
12	Injured. Roll on the Injury table

Events

D66	Event
11	Disaster! Roll on the mishap table but you are not ejected from this career.
12	You join a gambling circle on board. Gain Gambling 1 or Deception 1.
13	Life Event. Roll on the Life Events table, page 34 of the Traveller Core Rulebook.
14	You are given advanced training in a specialist field. Throw Education 10+ to gain any one skill from the Navy skills lists.
15	Campaign Event. Roll on the appropriate Campaign Events table.
16	You are seconded to one of the following vessels/stations: Hyperion-class (or similar class for your race) Nova dreadnought (or similar class for your race) Omega destroyer (or similar class for your race) Starfighter command Victory destroyer (or similar class for your race) Babylon 5 Gain one of the following skills relating to your assignment: Astrogation 1, Gunnery 1, Knowledge (Babylon Project) 1, Pilot (starships)1, Sensors 1, or Tactics 1
21	Your vessel participates in a diplomatic mission. Roll 1D6 to see which race: 1. Abbai 2. Centauri 3. Narn 4. Pak'ma'ra 5. Minbari 6. Drazi Gain Recon 1, Diplomacy 1, Knowledge (any race), Steward 1 or a Contact.
22	You foil an attempted mutiny or crime on board your ship. Gain an Enemy but also gain a +2DM to your next Advancement roll in the Navy.
23	You have the opportunity to abuse your position for profit. Throw Deception 8+. If you succeed, gain an extra Benefits roll from this term and you get a +2DM to your next Advancement roll. If you fail, you are severely reprimanded and demoted a rank. You also lose your Advancement roll for this term.
24	Your commanding officer takes an interest in your career. Either gain Tactics, or take a +4DM to one Advancement roll (in any career) thanks to his aid.
25	You display heroism in battle, saving the whole ship. You are automatically promoted.
26	You become well known on board ship for a particular personal quirk. Roll 1d6 for your reputation: 1: Gambler (Gambling 0), 2: Poet (Art 0), Athlete (Athletics 0); Joker (Perform
31	You may report a fellow crewman for dereliction of duty. If you do, roll 1d6. On a 1-2, you gain a rival. On a 3+, gain a +2 DM to your next promotion roll.
32	Choose one of the following special duties: Shore or Patrol.
33	Life Event. Roll on the Life Events table.
34	Campaign Event. Roll on the Campaign Events table
35	You stand out from the rank and file and are groomed for advancement by a superior. Either gain Leadership, or take a +4DM to your next Advancement roll (in any naval career).
36	An alien diplomat visits your base or ship. Gain either Diplomat, Carouse, Life Science or a Contact.
41	You come across a piece of alien technology. Either sell it for another benefit roll or keep it (your Referee will determine what it is).

- 42 You are accused of a failure of discipline. If you accept the charge, you lose the benefit roll from this term. If you contest it, roll Social+Advocate. Succeed and you lose nothing; fail and you also suffer a -2DM to Advancement rolls this term.
- 43 You are given extra training in combat. Choose one of the following skills – Melee (blade), Zero-G, Medic or Gun Combat.
- 44 You are assigned to a ship on a shakedown cruise where everything goes wrong. Roll Intelligence + Mechanic; if you fail, you get a -2DM to your next Advancement roll.
- 45 A deal you pull-off secures you the friendship of one of the following:
- 1 John Sheridan
 - 2 Michael Garibaldi
 - 3 Londo Mollari
 - 4 G'kar
 - 5 Delenn
 - 6 Susan Ivanova
- Gain this individual as a Contact.
- 46 You participate in a series of wargames. Roll Intelligence + Tactics (Naval) to win. If you succeed, you get a Citation for Meritorious Conduct.
- 51 Your ship is assigned to a pirate hunting mission. To your surprise, one of your Contacts (or a new Contact if you have no existing suitable Contacts) is a member of the pirate crew. If you intercede on their behalf, roll Social +Advocate. Succeed and you may keep the contact. Fail and they are imprisoned and blame you, becoming an Enemy.
- 52 You find yourself taking command when a bridge hit incapacitates senior staff. Either gain Leadership or take a +4DM to your next Advancement roll (in any naval career).
- 53 You become an indispensable part of the bridge staff. You are automatically promoted.
- 54 You are assigned a secret mission. You may choose to roll on the Agent events table instead. If you do, gain Deception 1.
- 55 You rub shoulders with the nobility or leaders of your race. Gain any one of Carouse 1, Diplomat 1, Steward 1 or Perform (dance) 1.
- 56 War can only be won through sacrifice and a particular situation calls for sacrificing a ship or colony as a gambit. If you give the order, gain the survivors as an Enemy. If you refuse, the battle is lost and you suffer a -4 DM to your next Advancement roll.
- 61 You do things that you are not proud of and will never speak of. Either gain Stealth or take a +4DM to your next Advancement roll (in any naval career).
- 62 Life Event. Roll on the Life Events table.
- 63 Campaign Event. Roll on the Campaign Events table
- 64 You are selected for specialist training. Gain Astrogation, Gunnery, Pilot (spacecraft), Sensors or Vacc Suit.
- 65 You are groomed for higher command by a senior officer. Either gain him as an Ally or take a +4DM to your next Advancement roll (in any naval career).
- 66 You excel in your career. You are automatically promoted.

Merchant

While massive corporations and trade guilds dominate interstellar commerce, the large number of small mining colonies and other outposts has created opportunities for small, independent merchants and smugglers to make their fortune. Traders are merchants and fences, operating on the fringes of commerce, law and known space. Most start with nothing more than a stall in the Zocalo or some other galactic bazaar or with a single battered freighter but successful traders can become merchant princes of the spaceways.

Traveller: Isolated colonies and outposts are the trader's primary markets; places too small or poor to be worth a major corporation's time can still support a free trader. Other traders specialise in high-risk, high-profit,



small-volume goods like exotic foodstuffs, specialised technical equipment, alien artefacts and illegal drugs.

Characteristics: The stereotypical trader is greedy and callous, out to make a profit by any means necessary. While some traders are dishonest, others are merely trying to survive. Every merchant is well aware of the value of money, so they tend to be somewhat mercenary in their dealing with others.

Background: Traders appear wherever there is demand and opportunity. There are Centauri houses and Brakiri guilds that have been trading in space for centuries, while Humans have taken

to the new markets of space with élan. Some traders are part of an old family tradition; others became traders when they were forced to make a new career for themselves or acquired a small spaceship. A sizable number of traders have criminal pasts or connections.

Races: Centauri, Humans and Brakiri are the most common traders. The Narn Regime is too young and unstable to produce many traders, although the Narn are an extremely lucrative market for many goods such as advanced technologies and weapons. Minbari traders are very rare; they are invariably from the worker caste and can make vast profits by selling Minbari-made technological wonders.

Mishaps

Roll	Mishap
2	Severely injured. Roll twice on the Injury table and take the lower result.
3	A rival bankrupts you. Lose all benefits from this career and gain the other trader as a Rival.
4	A Brakiri trade syndicate steals your customers and trade channels. Gain all Brakiri as an enemy. You also lose the Benefit roll for this term.
5	Political or military conflict disrupts your normal trade routes and channels, forcing you to find alternatives. Lose the Benefit roll for this term but gain either Broker 1 or Advocate 1 (your choice) as part of the learning experience.
6	Goods that you have bought in good faith through either a Brakiri or Centauri supplier turn out to be both shoddy and dangerous. You cannot sell these goods and are forced to either dump them or store them in the hope that no one finds out that you are part of the supply chain. Gain an Enemy. You also have 20% of your final financial benefits tied-up in this worthless stock.
7	Your ship is destroyed by criminals or pirates. Gain an enemy.
8	Travelling to a space station for trade reasons (which may include Babylon 5) sees your goods impounded due to red-tape. It will cost you Cr5,000 to free them.
9	Earth Alliance trade restrictions force you out of business. You must leave this career and enlist as a Rogue next term without needing to roll for Qualification.
10	An Ally you trusted lets you down. He becomes a Rival.
11	You are invited to become part of a clever confidence trick to supply low-grade goods to an unsuspecting customer. Roll Broker+Int 8+ to get away with the scam. If you succeed here is no material gain. If you fail, you are discovered and must flee the authorities. Leave this career and join either the Rogue or Lurker career next term.
12	A series of bad deals and decisions force you into bankruptcy. You salvage what you can. You may take a benefit roll for this term as well as any others you are entitled to but halve the overall financial amount you gain when leaving the Merchant career.

Events

D66	Event
11	Disaster! Roll on the mishap table but you are not ejected from this career.
12	You are offered the opportunity to smuggle illegal items into the League of Non-Aligned Worlds. If you accept, roll Deception 8+ or Persuade 8+ o gain Streetwise 1 and an extra Benefit roll. If you refuse you gain an enemy of one of the following races (roll 1D6) 1-2 Abbai 3-4 Brakiri 5-6 Drazi
13	Life Event. Roll on the Life Events table, page 34 of the Traveller Core Rulebook.
14	Gain any one of these skills, reflecting your experience in dealing with alien races: Trade (any) 1, Engineer (any) 1, Animals (any) 1, Knowledge (any) 1 or Social Science (any) 1
15	Campaign Event. Roll on the appropriate Campaign Events table.
16	Your business dealings lead you into a partnership with a Centauri trading house. The Centauris encourage you to gamble some of your wealth on a potentially lucrative business opportunity with a League of Non-Aligned Worlds nation (choose one). You may wager any number of Benefits rolls and roll either Gambler 8+ or Broker 8+. If you succeed, you gain half as many benefit rolls as you risked. You also gain a Centauri Ally and Non-Aligned World Contact. If you fail, you lose all the Benefits rolls wagered and gain a Centauri Enemy and a Non-Aligned World Rival. Either way, you also gain 1 level in either Gamble or Broker.

- 21 Make an unexpected business connection outside your usual circle. Gain a Contact, and gain Social +1.
- 22 A good deal boosts your wealth. Gain +2 to any financial Benefit roll. However, the information you supply to Earthforce results in the pirates being brought to justice. Gain Investigate 1 and +1 to your next promotion roll.
- 23 You are attacked by pirates and lose your cargo. Lose one Benefit roll.
- 24 You make an excellent contact involved in the Babylon project. Gain Knowledge (Babylon Project) 1.
- 25 Your business thrives. You are automatically promoted and gain +2 to any one Benefit roll.
- 26 You are invited to join a Brakiri-run trading cartel that secures you excellent markets; gain +2 to any one Benefit roll. However, the cartel demands that you act as a front company for a money laundering operation. If you agree, roll Deception 9+ to avoid detection. If caught, you are fined the equivalent of your highest financial benefits roll. If you avoid detection, your Brakiri allies reward you with an additional Benefits roll.
- 31 A cargo you invest in transpires to be worth double its value to either the humans, Minbari, Narn and Centauri. You decide to play them off against each other in a bidding war. Choose who you favour and gain them as an Ally and a bonus of Cr10,000 as your cut of the deal. Gain the rest as Enemies.
- 32 A rival trader offers you a deal of a lifetime. If you accept it, you must make the Rival into an Ally – but he is not one you can ever fully trust. However you will gain +2 to your next Advancement roll.
- 33 You gain the opportunity to cross train with either the Agent or Scholar career. Roll on either of their skill tables instead of for the Merchant career.
- 34 A deal you pull-off secures you the friendship of one of the following:
- 1 John Sheridan
 - 2 Michael Garibaldi
 - 3 Londo Mollari
 - 4 G'kar
 - 5 Delenn
 - 6 Susan Ivanova
- Gain this individual as a Contact.
- 35 You gain valuable educational opportunities. Gain either +1 Education, or 1 level in Knowledge (any).
- 36 Campaign Event. Roll on the appropriate Campaign Events table.
- 41 You are accused of War Profiteering. Roll Advocate 8+ to clear your name or lose the benefits roll for this term. If you successfully clear your name you assist in exposing those who did, genuinely, profiteer from the Earth Minbari war; gain +1 Social but also gain 1d3 Enemies.
- 42 You have the opportunity to engage in Insider Trading on a lucrative stock market option. Roll Broker 10+. If successful, gain 3 extra financial benefits rolls. If you fail, you are caught, indicted and spend the next term in prison. On release, you must enrol in a new career but at a -4 DM to the qualification check.
- 43 You become the financial consultant to an important trading corporation or cartel. Gain 1D3 Contacts and +1 Social.
- 44 Through some clever deals you gain 1D3+1 Ship Shares.
- 45 Your reputation picks up a new Ally. Roll 1d6:
- 1 Agent
 - 2 Diplomat
 - 3 Fleet
 - 4 Ranger
 - 5 Criminal
 - 6 High-ranking political or nobility
- 46 Life Event. Roll on the Life Events table, page 34 of the Traveller Core Rulebook.
- 51 A scandal threatens to ruin your reputation. Roll Int 8+ to make it go away, gaining either Advocate 1 or Deception 1 in the process. If you fail, you keep the skill but lose 1 Social Standing.
- 52 A Rival out-manoeuvres you and becomes an Enemy. Gain Admin 1 through the experience.

- 53 Through some clever deals you gain contacts with the Babylon Project. This leads to priority boarding privileges on-board Babylon 5 and permanent offices close to the Zoccalo. You may keep these as benefits or sell them for Cr100,000.
- 54 You take over or seize the assets of a failing rival. Gain property worth MCr1.
- 55 A dying business associate entrusts a secret to you with his last breath. The referee will determine what that secret is.
- 56 A simple business deal becomes suddenly complicated by the involvement of a Centauri Mercantile House. Gain Knowledge (Centauri) but also gain a Rival.
- 61 Campaign Event. Roll on the appropriate Campaign Events table.
- 62 You perform a tour of the League of Non-Aligned Worlds. Roll Social 10+ to gain either: Animals, Knowledge (any Non-Aligned world), Survival, Recon or a Contact.
- 63 You pick up a few diplomatic skills. Roll 1d6: 1-2: Carouse; 3-4: Diplomat; 5-6: Advocate
- 64 Life Event. Roll on the Life Events table, page 34 of the Traveller Core Rulebook.
- 65 You come across a potentially valuable discovery, such as a mineral deposit or alien technology cache. You can choose to either report the discovery or just secretly mark the location and vow to return to it later.
- 66 You are automatically promoted.

Citizen

Citizens can be found on every outpost, diplomatic station and inhabited planet across the galaxy – in a very real sense, they are the people who ensure everything within their society functions as it should. It is they who make the worlds work. However, the Citizen is often overlooked by those in positions of power, the diplomats and officers who make the big decisions. However, on Babylon 5, Citizens fulfil such vital roles as maintenance crews and dock workers. On planets, they are the shop owners, accountants, bureaucrats and labourers who ensure everyone has all the necessities they rely on during everyday life.

Traveller: Citizens may be found wherever civilisation exists but as a rule, they do not travel too far unless their employment requires them to do so. Many become disenchanted with their daily life, however and seek to find a better life among the stars, exploring new worlds and civilisations to find a new way of making a living utilising their present skills or developing entirely new talents.

Characteristics: Unlike those coming from other professions, Citizens rarely look beyond their next paycheck – they have likely never imagined they could actually be somebody in the grand scheme of things and so have never tried. Those that have broken away from their previous employment to explore the stars will likely have done so because of some catalyst in their life, perhaps a great tragedy such as losing their loved ones to an accident, war or plague. Having recently had their eyes opened to a universe that is much grander than they had ever guessed, they may seem a little naive to those who have spent their lives in space but always seem to make significant contributions to any emergency situation they find themselves.

Background: The life history of any Citizen is rarely exciting – ever since leaving their educational system, they have worked tirelessly without much thought or imagination for the future. Most continue in this way for many years until they retire but a rare few will leave their daily lives behind to experience adventure and excitement among the stars and the beckoning worlds around them.

Races: It is a common trait among every intelligent race that the Citizens of their various societies are rarely held in high esteem. Individuals may still excel at what they do but will become lost among the millions of other Citizens on any given world. Even the Minbari, who have raised the role of the Citizen to almost spiritual levels, still tend to suppress the influence they have on society in favour of the dominant religious and warrior castes.



Mishaps

Roll	Mishap
2	Severely injured. Roll twice on the Injury table and take the lower result.
3	You are harassed and pursued by a criminal gang. Gain the gang as an enemy.
4	Immigrants from another race move into your area of work impacting on your ability to make a living. Roll Int 8+ to overcome their influence through innovation. If you succeed, gain Knowledge (any) 1. If you fail, you are forced to change your working practices and make a financial loss. Lose a Benefit roll for this term.
5	Hard times caused by trade disruption costs you your job. Lose one Social.
6	You have no option but to uproot and move to a new world or colony in order to continue your business owing to drastic changes on your homeworld. Suffer a -2 DM to your Benefit roll for this term but gain Knowledge (any) as you make a new life for yourself elsewhere.
7	Your business is investigated either by Earth Alliance or another authority (such as a Colonial bureaucracy). If you co-operate your business is shut down but you gain a +2DM to the qualification check for your next career as a reward for your co-operation. If you refuse, you gain an Ally from amongst those who work with you but you lose a Benefit roll for this term.
8	Hard times force you into criminal activity. Roll Deception 9+ to evade detection. If you succeed, gain an extra Benefit roll. If you fail, you are caught and serve the rest of this term in prison. Lose the Benefit roll for this term.
9	Some form of scandal or turmoil forces you to leave your homeworld and seek a new life elsewhere. Roll Streetwise 8+. If you succeed, increase any skill you choose by 1 level.
10	You are accused of a crime that you did not commit. Roll Int 8+ to prove your innocence or lose your Benefit roll for this term. Gain an Enemy – your accuser.
11	A co-worker develops a hatred for you and sabotages your work. Gain a Rival.
12	You are seriously injured. Roll twice on the Injury table and take the lower result.

Events

D66	Event
11	Disaster! Roll on the mishap table but you are not ejected from this career.
12	Political upheaval strikes where you live. Gain either Advocate 1, Persuade 1 or Streetwise 1. Throw whichever skill you choose at 8+. If you succeed, you are on the winning side and gain a +2 DM to your next advancement roll. If you fail you suffer a -2 DM to your next Survival roll.
13	Life Event. Roll on the Life Events table, page 34 of the Traveller Core Rulebook.
14	You spend time using and maintaining heavy vehicles, either as part of your job or as a hobby. Increase Mechanic, Drive (any), Flyer (any) or Engineer (any) by 1 level.
15	Campaign Event. Roll on the appropriate Campaign Events table.
16	Gain training in a specialist field. Throw Edu 11+ and gain any one skill of your choice at Level 1 if you succeed.
21	The opportunity arises to relocate to Babylon 5. You take it. Gain Knowledge (Babylon Project) 0.
22	You learn something that you should not – a corporate secret, a political scandal or some other piece of privileged information. If you choose to profit from this knowledge, roll either Int 8+ or Deception 8+. If you succeed, gain +2 to your Benefit roll for this term. If you fail, you are hounded-out of your local society and must enlist automatically in the Lurker career next term. If you choose not to profit from your knowledge, you gain nothing.
23	You begin to display a talent for Psionics. You may test for Psionics using the Psionics rules found on page 127.
24	You are rewarded for your diligence. Gain +2 to your next Advancement roll.
25	You rise to a position of power in your field. You are automatically promoted this term.
26	A scandal threatens to ruin your reputation. Roll Int 8+ to make it go away, gaining either Advocate 1 or Deception 1 in the process. If you fail, you keep the skill but lose 1 Social Standing.
31	A Rival out-manoeuvres you and becomes an Enemy. Gain Admin 1 through the experience.
32	Through some clever deals you gain contacts with the Babylon Project. This leads to priority boarding privileges on-board Babylon 5 and permanent offices close to the Zoccalo. You may keep these as benefits or sell them for Cr100,000.
33	You rub shoulders with the nobility or leaders of your race. Gain any one of Carouse 1, Diplomat 1, Steward 1 or Perform (dance) 1.

Careers

- 34 Your reputation picks up a new Ally. Roll 1d6:
- 1 Agent
 - 2 Diplomat
 - 3 Fleet
 - 4 Ranger
 - 5 Criminal
 - 6 High-ranking political or nobility
- 35 You are the beneficiary of a legacy. Roll 1D6:
- 1 Cr1,000
 - 2 Cr10,000
 - 3 Cr100,000
 - 4 1D3 Ship Shares
 - 5 Property worth MCr 1
 - 6 A shuttle
- 36 Working conditions are outrageous and you lead the action to get them improved. Roll 1D6 for the outcome:
- 1-2: Your employers see sense and things are changed. Gain +1 Social and Advocate 1
 - 3-4: Changes are promised but nothing happens. Gain Advocate 1
 - 5-6: You are branded as a troublemaker. Suffer -4 to your next advancement check.
- 41 An industrial accident traps several colleagues. Roll Dex+Survival or Engineer 8+. If you succeed, you rescue your colleagues and gain 1D3+1 Allies, and +1 to your next advancement roll. If you fail, the situation gets substantially worse although your heroism and bravery is rewarded with media attention.
- 42 Life Event. Roll on the Life Events table, page 34 of the Traveller Core Rulebook.
- 43 You make a shattering discovery about someone close to you. What is it?
- 1 The person was a traitor during the Earth Minbari War
 - 2 The person is a renegade Telepath
 - 3 The person is addicted to alcohol or drugs
 - 4 The person is a fraudster and imposter, intent on fleecing you of your savings
 - 5 A lover is being unfaithful
 - 6 Someone you thought of as a friend is actually an Enemy
- The repercussions of your discovery will come back to haunt you in later years,
- 44 You are assigned to help an absent-minded researcher. Gain him as a Contact.
- 45 You have to babysit a troublesome high-ranking dignitary as part of your job. Roll Social + Steward; if you succeed, gain him as a Contact. Fail and he makes trouble for you as a Rival, although you gain Steward 1.
- 46 You are trained to behave properly in high society for your race. Gain either Diplomat 1, Steward 1, Melee (blade) 1 or +1 Social Standing.
- 51 You receive cross-training in another field. Roll Education 8+ to gain any one skill.
- 52 You write a book on a subject of interest to you that becomes a best-seller. Gain an extra benefit roll.
- 53 A large project is running over budget. Do you cut costs or keep going? If you keep going, roll Intelligence + Engineering (any) at a -4 DM. If you fail, you suffer a -4 DM to your next Advancement roll. If you succeed, you salvage the project and gain an additional Benefit roll.
- 54 You do things that you are not proud of and will never speak of. Either gain Stealth or take a +4DM to your next Advancement roll
- 55 Campaign Event. Roll on the appropriate Campaign Events table.
- 56 You have an opportunity to risk a fortune of your earnings on a few hands of cards with a fellow Citizen. You may gamble a number of Benefit Rolls and roll Gambling 8+ or Persuade 9+. If you succeed, you gain half as many Benefit rolls as you risked, rounding up. If you fail, you lose all the rolls risked. Either way, you gain Deception, Gambling or Persuade.
- 61 You are offered a chance to receive advanced training in a specialist field from one of your clients in exchange for some of your payment. You may accept, throwing Education 8+ to increase any one skill. If you refuse, gain a +1 DM to your next Benefit roll.
- 62 Career experience brings you one of the following skills: Admin, Broker, Carouse or Steward.
- 63 Your talents lead to a change in career next term. Gain +4 to the Qualification check for any other career.

- 64 You gain a reputation as a teacher or mentor:
Gain one from: Social Standing +1, Broker 1 or Leadership 1.
- 65 You are automatically promoted.
- 66 A deal you pull-off secures you the friendship of one of the following:
- 1 John Sheridan
 - 2 Michael Garibaldi
 - 3 Londo Mollari
 - 4 G'kar
 - 5 Delenn
 - 6 Susan Ivanova
- Gain this individual as a Contact.

Lurker

The term 'lurker' is usually used on board Babylon 5 to describe the underclass of inhabitants who journeyed to the station in order to find a better life, failed and then found that they no longer had the credits to afford a ticket to another world. They usually take a number of low paid jobs and when these fall through, become homeless, spending their lives eking out an existence in Downbelow, the worst area of Brown Sector. In truth, however, lurkers may be found throughout the galaxy on many different worlds – they are the dispossessed, the desperate and the unfortunate. Almost inevitably, lurkers fall into bad company and are forced into crime just to stay alive. A few thrive in this sort of existence though and manage to fight their way out of poverty either through sheer good fortune or a powerful and greedy criminal mind.

Traveller: While lurkers may be found throughout the galaxy, as individuals they rarely travel far and are often restricted to living in just one place by their non-existent finances. However, lurkers are also opportunistic by nature and will seize any chance to stow away on a departing spaceship or befriend those they believe will take them out of poverty.

Characteristics: Lurkers are usually regarded as the worst of scum by 'decent' citizens but their criminal activities are often driven by the desire for survival rather than sheer greed or malice. A lurker soon learns that any number of distasteful actions may be appropriate just to ensure there is enough food to eat and their problems multiply exponentially if they have a family to support as well. It is unfortunate that when a lurker finally begins to earn credits, old habits die hard and he may continue his criminal activities without a second thought. Placed in the right environment, however, lurkers begin to demonstrate a bewildering array of skills as well as a useful lack of morals that many may be eager to take advantage of.

The lurker career is analogous to the Drifter career found in the *Traveller Core Rulebook*: refer to page 16 for the qualification

tables, survival and advancement throws and skills available. Use the Mishap and Events tables found below.

Background: No one chooses to be a lurker, for it is a grinding and soul-destroying existence. Most are victims of circumstance, be it war, economic ruin or sheer bad luck. Most will have tried many times to rise above their present position through hard work and crime, only to be beaten back time and again. This can create a deep resentment towards those who have been far luckier in their lives and serves to further separate lurkers from the rest of their race.

Races: Most races have an underclass of some sort for many governments favour expediency over high moral values. The one exception to this is the Minbari, who provide help and support to any one of their number who finds themselves in trouble – indeed, in serving others in any way, individuals gain a great deal of personal honour. However, when Minbari leave their homeworld and set out among the stars, they can become victims just as much as any other race and so while it is extremely rare, it is possible to find an unlucky Minbari among a community of lurkers.



Mishaps

Roll	Mishap
2	Severely injured. Roll twice on the Injury table and take the lower result.
3	Injured. Roll on the Injury table
4	Life Downbelow is hard. Lose 1 from either Str, End or Dex, but gain Streetwise 1.
5	You run afoul of a criminal gang, corrupt bureaucrat or other foe. Gain an Enemy.
6	You become dependent on drugs or alcohol. Reduce End and Int by 1. You will need medical help, which you cannot afford, to overcome your addiction.
7	You suffer from a life-threatening illness. Reduce your Endurance by 1
8	You owe money to a loan-shark or criminal figure. Reduce your final financial benefits by half when you come to realise them in order to pay-off your creditor. You must also roll Broker 8+. If you succeed, your creditor releases you from the debt. If you fail, he insists on a further payment equal to half what you have left. You may choose to pay this and be released of the debt or remain in debt to the creditor. Gain him as an Enemy.
9	You are betrayed by a friend or colleague, who becomes an Enemy. Lose any Benefit roll for this term.
10	You do not know what happened to you: there is a gap in your memory. You do not know how you came to be where you are and can only remember your name; all else is a blank.
11	You are arrested for a crime someone else committed and spend the next two years in prison. Lose your benefit and advancement rolls for this term.
12	You are seriously injured. Roll twice on the Injury table and take the lower result.

Events

D66	Event
11	Disaster! Roll on the mishap table but you are not ejected from this career.
12	A patron offers you a chance at a job. If you accept you gain a +4 DM to your next qualification roll but you owe that patron a favour.
13	Life Event. Roll on the Life Events table, page 34 of the Traveller Core Rulebook.
14	You have no option to be become an informer for the local security authorities. Gain Deception 1 or Streetwise 1. However, you must throw 8+ on whichever skill you chose to avoid being unmasked as a snitch. If you succeed, gain +2 to your Benefit roll for this term. If you fail, roll on the Injury table. Either way, gain both a Contact and an Enemy.
15	Campaign Event. Roll on the appropriate Campaign Events table.
16	You pick up some useful skills here and there. Gain one level in one of the following: Jack of All Trades, Survival, Streetwise or Melee (any)
21	An accident in Downbelow (or wherever you happen to be eking out an existence) seriously injures someone you know. Roll Survival 8+ to avoid being injured yourself (roll on the Injury table); and roll End 9+ to save your colleague's life. If you succeed, gain an Ally. If you fail, gain an Enemy from amongst those who thought you could have done more.
22	You are offered the chance to take part in a risky but rewarding enterprise. Roll 1D6. 1-2: Roll on the Injury table 3-4: You survive but gain nothing 5-6: You succeed. Gain +4 to one Benefit roll
23	Earthforce comes looking for someone with your particular talents. If you succeed in the qualification roll for Army, then you automatically transfer to that career in your next term. If you fail, gain Broker 1.
24	Life on the edge hones your abilities. Increase an existing skill by one level.
25	You thrive on adversity and are automatically promoted.
26	Fall in love with another lurker. This results in you gaining a Rival as your lover spurns the existing companion for you. Roll 2D6 for the number of years your love affair lasts. If this takes you into your adventuring career properly, then you are still with your lover when play begins and the relationship may continue indefinitely. Your lover is also an Ally.
31	You are blackmailed by a contact. Gain Deception 1 but also forfeit your highest financial benefits roll. Roll Int 9+, with DMs for Deception and Investigate. If successful, you manage to silence the blackmailer. If you fail, then the blackmailer becomes an Enemy and you must pay the equivalent of half your highest financial benefits roll each year to keep the blackmailer quiet (unless they can be silenced in some other way).
32	You are given specialist training in firearms. Gain Gun (any) 1
33	Valuables fall into your possession. Either sell these now for Cr5,000 or take an additional Benefits roll.

- 34 You have an opportunity to risk a fortune of your earnings on a few hands of cards with a fellow lurker. You may gamble a number of Benefit Rolls and roll Gambling 8+ or Persuade 9+. If you succeed, you gain half as many Benefit rolls as you risked, rounding up. If you fail, you lose all the rolls risked. Either way, you gain Deception, Gambling or Persuade.
- 35 Lurkers are found in all starfaring cultures. Gain an Ally from a different race.
- 36 Roll Int 8+. If you succeed, select any skill to improve by 1 level. If you fail, lose your benefit roll for this term.
- 41 Life Event. Roll on the Life Events table, page 34 of the Traveller Core Rulebook.
- 42 Become an informant for the security services. Gain an Agent Contact and Deception 1. However, roll Survival 8+. If you fail, those you inform against come after you; roll on the Injury table.
- 43 You are labelled in the 10 most wanted people of a powerful government. Increase Social Standing by 1 but gain an Enemy.
- 44 You are forced to vacate your current location of lurking and move elsewhere. Lose your next benefits roll but gain Survival 1 instead.
- 45 You have the opportunity to help a wealthy person who is being mugged by lurkers you know. If you help the person, gain him as a Contact but gain 1D3 lurkers as Enemies. If you leave the lurkers to it, you get to share in their spoils of 1D6 x Cr1000 but gain the wealthy person as an Enemy.
- 46 You are forced to stowaway aboard a spacecraft bound for an unknown destination. Roll 1D6 for where you end up:
- 1 Earth space
 - 2 Minbari space
 - 3 Centauri space
 - 4 Narn space
 - 5 League of Non-Aligned Worlds
 - 6 Referee's choice
- Once you have determined where, consult the appropriate section from the 'Voices in the Wilderness' chapter and choose a world where you spend the next 1D3 years before managing to return home. Gain Knowledge for the race controlling that world and Knowledge for that world.
- 51 An Enemy makes an attempt on your life. Make a further Survival roll for this term. If you fail, roll twice on the Injury table and apply both results. If you succeed, make a roll against any one combat skill. If you succeed, roll 1D6:
- 1 Your enemy escapes uninjured
 - 2 Your enemy is lightly wounded but escapes
 - 3 Your enemy is seriously wounded but escapes
 - 4 Your enemy is lightly wounded and captured
 - 5 Your enemy is seriously wounded but captured
 - 6 Your enemy is killed.
- 52 A case of mistaken identity puts you in the frame for a crime that you did not commit. You are now hunted by one of the following groups or individuals:
- 1 Earth Alliance security
 - 2 A Ranger
 - 3 Bounty Hunters
 - 4 Minbari Warrior Caste
 - 5 Centauri Noble House
 - 6 Referee's Choice
- Either way, gain that individual or group as an Enemy but also gain Survival and Deception.
- 53 You spend months in the dangerous criminal underworld. Gain one of Streetwise 1, Stealth 1, Melee (any) 1 or Gun Combat (any) 1.
- 54 Campaign Event. Roll on the appropriate Campaign Events table.
- 55 You become involved in a feud with a rival group of Lurkers. Roll Stealth or Gun Combat (any) 8+. If you fail, roll on the Injury table. If you succeed, gain an extra Benefit roll.
- 56 You are involved in a gambling ring. Gain Gambler 1. You may wager any number of Benefit rolls. Roll Gambler 8+; if you fail, lose all the wagered Benefit rolls. If you succeed, gain half as many Benefit rolls as you wagered (round up).

Careers

- 61 A crime head considers you his protégé. Either gain Tactics (military) 1 or take a +4 DM to your next Advancement roll thanks to his aid.
- 62 You are chosen to serve as the courier for an important message from the Rangers or Psicorps. Either gain one level of Comms, Diplomat or Survival or take a +4 DM to your next Advancement roll.
- 63 Your time as a lurker gives you a wide range of experiences. Gain one of Animals (any) 1, Athletics (any) 1, Carouse 1 or Streetwise 1
- 64 You are offered the opportunity to smuggle illegal items onto a planet. If you accept, roll Deception 8+ or Persuade 8+ to gain Streetwise 1 and an extra Benefit roll. If you refuse, you gain an Enemy in the criminal sphere.
- 65 As a lurker, you lead a strange and charmed life. Go to the Life Events table (page 34 of the Traveller Core Rulebook) and have an Unusual Event.
- 66 You commit a legendary crime. You are automatically promoted.

Ranger

The Rangers, also known as the Anla'Shok, are an ancient Minbari order of spies, warriors and agents created by Valen himself 1,000 years ago. The duty of the Rangers is to go into the dark places and bring word of the movements of old and terrible dangers to the leaders of the light. They were seen as hopeless anachronisms until recently, when the growing darkness called for a rebirth of the Anla'Shok. For the first time in their long history, they have begun to recruit non-Minbari to the cause. Most of these new Rangers are Human but a small number are from other races.

The ISA Ranger

After 2161, the Rangers transform again, becoming an elite force serving the Interstellar Alliance directly. While many of their traditions endure, their purpose becomes the preservation of the light of the ISA instead of watching the darkness.

Traveller: The Rangers have always lived among the stars. For most of their history, the Rangers were a shadowy presence in space, taking passage on tramp traders or scoutships to bring them into the dark places where they must walk. The Anla'Shok had a few ships of unexceptional design, mostly covert scouts and spies. When the Shadow war looms in 2160, however, the Rangers gain access to a new fleet of ships combining Minbari and Vorlon technology – the White Star fleet.

Characteristics: The Rangers are essentially fanatics. They live and die for the ideal of the One, the perfected moral being first exemplified by Valen. They are fanatics but not foolish ones. The Ranger is willing to die in the line of duty, laying down his life in a moment without fear or regret but he is taught to live for the one as well, living as a hero and paragon. They are taught to speak and to keep silent, to laugh and to cry, to fight and to heal.

Background: All Rangers are trained in Tuzanor on Minbar, in the famed City of Sorrows. The training cycle normally takes

years but an accelerated program is in place to train new recruits when they are desperately needed. All Rangers are trained in the techniques of Tunalla (investigation), Tuvor (invisibility) and Veshii (intervention) – the three primary skills of the Anla'Shok – in addition to Minbari language and philosophy, combat (including the use of the feared denn'bok fighting pike) and other studies.

Races: Most Rangers are Minbari, with Humans making up an increasingly important minority within the order. Of the other races, only a handful have even a single Ranger among their number.

Other Classes: It is rare for a Ranger to abandon his training and follow another path. Conversely, it is common for those trained as pilots, officers, agents or even workers to give up their former lives and swear the oath of the Anla'Shok.

The very existence of the Rangers is unknown to most people up until the formation of the ISA; even after 'going public', few understand what it is to be a Ranger. Most people see them as the agents of the ISA or Minbari. Only the Minbari truly know the Rangers and even there many Minbari feel that the ancient order of the Anla'Shok has been debased by allowing offworlders to join.

Enlistment: End 10+

If you are Minbari: +1

If you are Human or another of the Younger Races: -1

Per previous career: -1



Assignments: Rangers are Rangers. There are no distinguishing assignments. However, all Rangers undergo a full term of rigorous basic training before moving out into the field. The first term is therefore spent accruing the Basic Training skills noted below. Survival throws are still made in this basic training period but Events do not commence until term 2. Mishaps are rolled during Basic Training if the Survival roll is failed.

Survival: End 8+
Advancement: Edu 8+

Basic Training: Each of the following skills is gained at Level 0: Melee (denn'bok), Tunalla (Investigation), Tuvor (invisibility) and Veshii (intervention). These skills are described fully in the Skills section of this chapter.

Skills and Training

Ranger training differs from the normal *Traveller* format. Instead of rolling 1D6 to determine skills accrued in a term, roll 2D6 instead. Minbari characters may add a +1 DM if they so wish. Non-Minbari characters gain +1 if their Int is 10+.

	Personal Development	Ranger Skills	Advanced Education (Minimum Edu 8)
2	+1 Str	Melee (denn'bok)	Advocate
3	+1 Dex	Comms	Astrogation
4	+1 End	Deception	Computer
5	+1 Int	Sensors	Tunalla (investigation),
6	+1 Edu	Knowledge (any)	Tuvor (invisibility)
7	+1 Social	Survival	Veshii (intervention)
8	Melee (denn'bok)	Stealth	Pilot (spacecraft)
9	Diplomat	Pilot (any)	Language (Minbari)
10	Gun Combat (any)	Tunalla (investigation),	Science (any)
11	Survival	Tuvor (invisibility)	Stealth
12	Tactics	Veshii (intervention)	Investigate

Ranks and Benefits

Rank	Title	Skill or Benefit
0		
1	Anla'Shok	Choose from Melee (denn'bok), Tunalla (investigation), Tuvor (invisibility), or Veshii (intervention)
2		
3	Anla'Shock Alyt	Choose from Diplomat, Language (Minbari) or Leadership,
4		
5		
6	Anla'Shok Na	Choose from Diplomat, Language (Minbari), Leadership, Melee (denn'bok), Tunalla (investigation), Tuvor (invisibility), or Veshii (intervention)

Mishaps

Roll 2D6	Mishap
2	Killed in training or action, Create a new character.
3	Severely injured in action. Alternatively, roll twice on the Injury table and take the lower result.
4	Your mission takes you deep in to the Non-Aligned Worlds, where agents of the Shadows are building a power-base in readiness for later events. Roll 1D6 You are forced to defend yourself from adversaries: roll on the Injury Table You are forced to flee to preserve yourself and others. Gain an Enemy You are powerless against the Shadows' agents when you should have been better prepared. Forgo your next Advancement roll You learn certain secrets that shake even the sanity of a Ranger. Roll End 9+ or lose 1 Int The Shadows have you as a marked-man. Gain an Enemy. Also, suffer a -1DM on your next Survival roll. Roll twice on this table and apply both results. Reroll if you throw 6 at any point.

Careers

- 5 Agents of the Shadows target your friends and family. Gain an Enemy and roll on the Injury table for what befalls those that the Shadows target.
- 6 You transgress the Code of the Rangers inadvertently. Suffer a -4 DM to your next Advancement roll.
- 7 Somehow the Minbari are suspicious of your methods and motives, even if you are a Minbari yourself. Gain a Rival. This suspicion remains with you, no matter what you do prove yourself.
- 8 A mission takes you into the boundaries of one of the following races:
1. Abbai
 2. Centauri
 3. Narn
 4. Drazi
 5. Pak'mara
 6. Earth Alliance
- In the course of your mission you make an Enemy of the race you have rolled. Also roll Veshii (intervention) 8+. If you succeed, there is no further effect. If you fail, either roll once on the Injury table or lose 1 Social.
- 9 The Shadows attempt to seduce you to the Darkness. Roll either End 9+ or Survival 9+. If you fail, the seeds of doubt about the Crusade of Light are planted in your mind and you suffer nagging doubts about your capabilities. If you succeed, you become incredibly fanatical in your fight against the Darkness, which will lead you to become obsessive and reckless.
- 10 You form an inappropriate relationship whilst on a mission that leads to a broken heart and considerable guilt. Forgo your next Advancement roll as you come to terms with the pain it has caused.
- 11 Others brief against you. Roll either Tunalla (investigation) 8+ or Stealth 8+ to discover who is behind the rumours. Gain an Enemy and a Rival. If either roll fails, then the rumours are true and you cannot prove otherwise, leading to suspicion within the Rangers. Suffer -4 to your next Advancement roll.
- 12 Injured. Roll on the Injury table.

Events

- | D66 | Event |
|-----|---|
| 11 | Disaster!
Roll on the mishap table but you are not ejected from this career. |
| 12 | A mission into hostile territory gleans new information regarding the motives of the Shadows. Gain Knowledge (Shadows) 1. |
| 13 | You are selected by the Minbari to spend time with their Religious caste. Gain any skill at level 1 from the following: Knowledge (Minbari), Life Science (any), Social Science (any), Leadership |
| 14 | You are selected for an extended mission deep in the Non-Aligned Worlds. Roll 1D6 for the region:

1-2 Abbai Matriarchy
3-4 Drazi
5-6 Brakiri

Roll Survival 8+. If you fail, roll on the Injury table. However, your efforts are successful and you are rewarded with a +2DM to your next advancement roll, and gain +1 Social |
| 15 | Life Event. Roll on the Life Events table (page 34 of the Traveller Core Rulebook) |
| 16 | You are selected for advanced training in the Ranger disciplines. Gain a level in one of the following skills or roll once on the Advanced Education table: Language (Minbari), Leadership, Melee (denn'bok), Tunalla (investigation), Tuvor (invisibility) or Veshii (intervention). |
| 21 | Campaign Event. Roll on the Campaign Events table. |
| 22 | For some reason the Vorlons request your presence aboard one of their ships. They are typically enigmatic and never reveal why they wanted to meet you; perhaps it was simply out of curiosity. However, if you roll Edu 8+, gain Knowledge (Vorlon) at level 0. |
| 23 | You uncover and kill a dangerous Shadow agent operating in the Centauri region of space. Roll on the Injury table. However you also save the life of a ranking Centauri nobleman; gain an Ally and +1 Soc. |
| 24 | You get the opportunity to spend time with the Fleet. For your next term, resolve all Survival, Skills, Mishaps and Events using the Fleet tables. However you must forgo your advancement roll for that term. |
| 25 | The current Anla'Shok Na is delighted with your progress. Gain either 1 Social or 1 level in any of the following skills: Leadership, Melee (denn'bok), Tunalla (investigation), Tuvor (invisibility) or Veshii (intervention). |

- 26 You are given a test chance to lead a significant mission against a tyrannical government or regime suspected of being in-league with the Shadows. They will call you a freedom fighting hero if you are victorious or persecute you as a terrorist if you fail.
- Roll either Leadership or Tactics 8+. If you succeed, increase your Social Standing by 1 and a +2 DM to your next Advancement check. If you fail, decrease your Social Standing by 2.
- 31 You are placed in a combat situation in which you have the chance to kill a young but technically innocent, target. If you choose to let the target live, you increase your Social Standing by 1. If you choose to kill the target, throw either Gun Combat 7+ or Melee 8+. If you succeed, you may add +2 DM to your next Advancement check. If you fail, you gain an Enemy.
- 32 You receive extensive training on how to deal with a particular alien threat. Gain Deception 1, Language 1, Recon 1 or Tactics 1.
- 33 You rub shoulders with the nobility. Gain any one of Carouse 1, Diplomat 1, Steward 1 or Perform (dance) 1.
- 34 Life Event
- 35 You are asked to volunteer for a hazardous mission. If you accept, roll Dexterity + Piloting. Fail and the mission fails and you must roll on the Injury table. Succeed and you gain +2 to your next advancement roll.
- 36 You are accused of a failure of discipline. If you accept the charge, you lose the reward roll from this term. If you contest it, roll Social+Advocate. Succeed and you lose nothing; fail and you also suffer a -2DM to Advancement roll this term.
- 41 Selected to receive special Anla'Shok training. Select any skill from any of the available skill tables.
- 42 Ranger life is lonely and relationships difficult to forge. However you succeed in forging a relationship along one of the following lines:
- 1 Life-long friend – gain a Contact
 - 2 Lover – gain an Ally
 - 3 Mentor/Father-Figure – gain an Ally
 - 4 Pupil/Student – gain an Ally
 - 5 Roguish Contact – gain a Contact
 - 6 Nemesis – gain an Enemy; however this Enemy is also a Rival and a Contact – he or she acts for or against you depending on circumstances.
- 43 Campaign Event
- 44 Act in a diplomatic capacity to a Minbari or Centauri noble house. Gain Diplomat 1 and a Contact. However, gain an Earthforce or Narn Rival.
- 45 Act in an espionage capacity for Earthforce or a Narn resistance movement. However gain a Minbari or Centauri Rival.
- 46 On a long survey mission, you pick up some useful skills. Gain Survival 1, Sensors 1, Navigation 1 or Recon 1.
- 51 You go above and beyond the call of duty. Gain a +2 DM to your next Advancement check.
- 52 Life Event
- 53 A long mission puts a strain on a friendship. Downgrade one Ally to a Contact or lose one Contact.
- 54 You acquit yourself well in battle. Roll Discipline 8+. If you succeed you gain a +4DM to your next Advancement check. If you fail roll on the Injury table.
- 55 You come across a piece of alien technology. Either sell it for another benefit roll or keep it (your Referee will determine what it is).
- 56 Your ship is boarded by Narn pirates and you find yourself fighting blade to blade with the enemy. Gain Melee (blades) 1 and a duelling scar.
- 61 You are engaged in a prolonged campaign of cat and mouse against pirates. Roll Pilot or Astrogation 8+. If you succeed you gain one of Pilot, Astrogation, Leadership or Tactics, if you fail roll on the Injury table.
- 62 Campaign Event
- 63 You are forced to crash land after suffering a systems failure. Roll Pilot 8+ fail and you roll on the Injury table, if you succeed you spend some time before rescuers find you, gain one of Survival or Recon.
- 64 You excel in using misdirection and trickery both on the battlefield and in your private life. This gains you 1D3 Rivals who abhor your perceived lack of honour. You gain one of Tactics, Deception or Persuade.
- 65 Your ship misjumps or falls victim to an ambush or accident. Roll on the Injury table.
- 66 You are automatically promoted

Re-Enlistment: Rangers never retire and always remain within active service. Once accepted into the Order, it can only be left if one is expelled for some reason. Therefore, there is no mustering out benefits per se, although Rangers are rewarded for their actions. Use the Rangers Reward Table below in exactly the same way you would use the muster out benefits table, with rolls accrued for active service. You may also roll once every four years on this table or agree a suitable reward with the referee.

Mustering-Out Benefits:

Roll	Cash	Benefits
1	1,000	One Ship Share
2	5,000	+1 Int
3	5,000	+1 Edu or two Ship Shares
4	10,000	Weapon
5	20,000	+1 Soc
6	50,000	Shuttle or two Ship Shares
7	50,000	+2 Soc

Scholar

The pursuit of knowledge and advancing science and technology are central drives for most races and at the forefront of this pursuit are the scholars and scientists. Whatever his field of endeavour it is the scholar who can propel his race to the forefront of the galaxy. Within many cultures, the role of the scholar is a highly competitive one, with each individual or organisation forced to compete with their peers in order to gain valuable funding and the ability to make new discoveries. In the field of science, many are tempted to cut corners in their research, pinning their hopes on newly discovered alien technology or practices forbidden by most governments. This has led to scientists gaining a bad name on some planets but they are still vital to the progression and safety of each race.

Traveller: Many scholars are content to pursue purely theoretical research and will rarely leave their studies, laboratories or research centres throughout their careers. Others are far more daring, however, knowing that only by gaining experience of the

wider galaxy can true discoveries be made or realising that the only way to locate genuinely new alien technologies is to head for the stars and find it for themselves.

Characteristics: Scholars tend to be extremely focussed on their work and research, often to the exclusion of all else. Prizing knowledge, scholars sometimes find themselves blurring the line between the loyalties of science, race and politics, which can be infuriating to their superiors. A tiny fraction are pure idealists, believing knowledge and discovery are the prime motivators for any reasoning sentient and that political strife has no place in their pursuit.

Background: Scholars are generally extremely well educated and will likely have attended the major educational centres of their homeworld during their youth. It is common among most races for scholars to have come from the wealthier portion of the population which can further serve to curtail their empathy with others, though they remain valuable members of society.

Races: Most races nurture a strong number of scholars, as the advancement, safety and security of their own worlds often depends on these individuals making discoveries that allow them to keep pace with the development of other races. It is in the actual application of scholars and the methods that they work by that varies by race – Minbari, for example, value their worker and religious caste scholars as a special kind of truthseeker while those of the Narns tend to concentrate heavily on military sciences.



Mishaps

Roll 2D6	Mishap
2	Injured. Roll on the Injury table
3	A disaster leaves several injured and others blame you. Roll on the Injury table twice, taking the higher result and gain a Rival.
4	A paper you publish proves to be offensive to one of the following races: 1. Abbai 2. Centauri 3. Narn 4. Minbari 5. Vorlons 6. Earth Alliance Lose your benefit roll for this term. Also roll Edu 8+ or lose 1 Social. You are also forced by your superiors into making a grovelling series of apologies.
5	An expedition or voyage goes wrong, leaving you stranded in the wilderness. Gain Survival 1 or Athletics 1.
6	You are accused of stealing the research of an eminent colleague. Roll either Int 8+ or Deception 8+ to cover your tracks and prove your innocence. Otherwise you are discovered and forced into a new career at the end of this term.
7	A rival researcher blackens your name or steals your research. Gain a Rival.

Events

D66	Event
11	Disaster! Roll on the mishap table but you are not ejected from this career.
12	You are assigned to work on a secret project for a patron or organisation. Medic 1, Science (any) 1, Engineering (any) 1, Computers 1, Knowledge (any) or Investigate 1.
13	Campaign Event. Roll on the Campaign Events table.
14	You win a prestigious prize for your work, garnering both the praise and envy of your peers. Gain a +1DM to any one Benefit roll.
15	You are given advanced training in a specialist field. Throw Education 10+ to gain any one skill.
16	Life Event. Roll on the Life Events table.
21	You have the opportunity to cheat in some fashion, advancing your career and research by stealing another's work, using an alien device, taking a shortcut and so forth. If you refuse, you gain nothing. If you accept, roll Deception 10+ or Admin 10+. If you succeed, you gain a +2 DM to any one Benefits roll and any one skill but you also gain an Enemy.
22	You make a breakthrough in your field. Gain a +2 DM to your next Advancement check.
23	You become entangled in a bureaucratic or legal morass that distracts you from your work. Gain Admin 1, Advocate 1, Persuade 1 or Diplomat 1.
24	You work for an eccentric but brilliant mentor, who becomes an Ally. Either gain Science (any) or take a +4DM to your next Advancement roll (in any career) thanks to his aid.
25	Your work leads to a considerable breakthrough. You are automatically promoted.
26	Some information regarding some secret of the nobility or high society leads you to gaining a Rival and a Contact.

Careers

- 31 You get into a political debate with a high-ranking member of staff. Throw Social Standing 8+. Fail and you say something you will always regret and you cannot pass your Advancement roll this term. Succeed and you are looked at more favourably, gaining a +2 DM to your next Advancement roll.
- 32 Your work is published in a prestigious academic journal. Throw Int 8+; if you succeed, you are shortlisted for a prize. Gain an additional financial benefit roll.
- 33 Academics from either the Minbari Religouse Caste or one of the Centauri noble houses approach you to collaborate on an academic paper. Gain Knowledge (Minbari) 1 or Knowledge (Centauri) 1, and a Contact.
- 34 You become embroiled in a scandal that is not of your doing. Roll Social 8+ to extricate yourself from the mess with your reputation untarnished. If successful you gain Advocate 1. If not, you must forgo your advancement roll this term.
- 35 You come into possession of a piece of alien or ancient technology. Roll Science 8+ at a -4DM to decipher its function. If you succeed, gain either two extra Benefit rolls or a +4 DM to your next Advancement roll. If you fail, you still keep the cryptic device.
- 36 You mentor a brilliant but troubled young student. Roll Persuade 8+. If you succeed, gain your protégé as an Ally. If you fail, he breaks down and leaves the service, becoming a criminal. Gain him as a Rival and take a -2 DM to your next Advancement roll.
- 41 A large project is running over budget. Do you cut costs or keep going? If you keep going, roll Education 8+ at a -4 DM. If you fail, you suffer a -4 DM to your next Advancement roll. If you succeed, you salvage the project and gain an additional Benefit throw.
- 42 A difficult project puts a strain on a friendship. Downgrade one Ally to a Contact or lose one Contact.
- 43 You become deeply involved in politics, becoming a player in the political intrigues of government. Gain one level in Advocate, Admin, Diplomacy or Persuade but also gain a Rival.
- 44 Campaign Event. Roll on the Campaign Events Table
- 45 Your expenses grow proportionally with your role. Lose one Benefit roll.
- 46 You are approached to act as a consultant to Earthforce, Psicorps, a Minbari Caste (different to your own, if you are Minbari) or a Centauri noble house. You do not need to accept but if you do not, you suffer a -4 DM to your next advancement check. If you do accept, you gain Broker 1 but also a Rival.
- 51 A group of businessmen from a supplies company offer you a job as a consultant. If you accept you must leave the service but gain +1 DM to one Benefits roll and a Contact. You can automatically enter a career in the Civilian Corporate profession next term.
- 52 Your cautious approach during an important debate gains you both admirers and critics within your field. Gain 1D3 Contacts and 1D3 Rivals.
- 53 A boring assignment leads to temptation. If you develop a drinking problem or addiction, gain Streetwise and a reliance on a semi-legal drug or alcohol.
- 54 You join a gambling circle. Gain Gambler 1 or Deception 1. If you wish, throw Gambler 8+. If you succeed, gain an extra Benefit roll from this career; if you fail, you lose one Benefit roll from this career.
- 55 Life Event. Roll on the Life Events Table.
- 56 You are assigned to various non-combat support vessels in the Fleet. Forced to work alongside reservists and civilian crews, you appreciate the Fleet way of doing things even more. Gain one of Discipline, Carouse or Persuade.
- 61 You are given advanced training in a specialist field. Throw Education 8+ to gain one level in any skill you already have.
- 62 Gain any one of these skills, reflecting your time spent dealing with suppliers. Trade (any) 1, Animals (any) 1 or Social Science (any) 1
- 63 You are called in to help in the aftermath of a natural disaster. Roll Medic, Admin or Instruction 8+, if you succeed gain 1D3 Contacts, if you fail gain an Enemy as your incompetence adds to the misery.
- 64 You are based on planet long enough to see many of the local sights. Gain one of Carouse 1, Gambling 1, Language 1 or Streetwise 1. Consult the Voices in the Wilderness chapter and decide which planet you spent time on.
- 65 Your seat of learning is visited by dignitaries. Gain Diplomat, Steward or a high-ranking Contact. While they are present, you overhear something that you should not.
- 66 Your brilliant and innovative ideas get you noticed by your superiors. You are automatically promoted.

8 Research uncovers unpleasant secrets about one of the following:

1. Abbai
2. Centauri
3. Narn
4. Minbari
5. Vorlons
6. Earth Alliance

You may choose to keep your findings secret; if you do, you must lose your Advancement roll for this term. However, if you choose to go public you gain that race as an Enemy and lose 1 Social.

9 The planetary government interferes with your research for political or religious reasons. If you continue with your work openly, gain any Science skill and an Enemy. If you continue with your work secretly, gain any Science skill and reduce your Social Standing by 2. If you do neither, you simply leave this career.

10 You lose friends or colleagues in the failed, earlier Babylon projects. The despair causes you to become reliant on either alcohol or drugs and you become obsessed with discovering the truth of what happened. Muster out of this career at the end of this term and instead enlist automatically as an Agent, Citizen or Lurker.

11 Your work is sabotaged by unknown parties. Forgo your advancement roll for this term.

12 Your work is disproved by new research or discoveries. You are demoted one rank and lose your benefit roll for this term as you fight a costly action that is, ultimately, futile.

Marines

Although Marines are ostensibly attached to the Fleet, they form a separate career path owing to their own specialised skills and remit. Marines are ship-based troops, deployed under Fleet orders and in a variety of actions. During wartime they serve side by side with infantry forces, such as GROPOS but are also responsible for ship defence, boarding actions and planetary deployment.

Most marines consider themselves superior to standard infantry soldiers – something that causes resentment between the two services. Certainly marines are highly specialised but both services contribute greatly to the military capabilities of their homeworld.

Traveller: Based aboard capital ships, marines are, by their very nature, starfarers. When they leave the service that wanderlust that drove them to join the marines is usually still strong and so ex-marines tend to travel, seeking careers that offer that opportunity. Some marines successfully transfer to Fleet but many become security personnel aboard starships or become agents for their government, putting their specialised skills to continued good use.

Characteristics: Marines are proud, not a little arrogant, and courageous to a fault. Great pride is taken in company and regimental traditions, and many marines consider it a way of life rather than an occupation. Although not all marines are contemptuous of the army, some are, believing themselves to be a substantial 'cut-above' the average fighting man. It is this minority that leads to tensions between the two services.

Background: Marines are driven by a desire to live and serve amongst the stars but lack either the specific will or the pre-requisites to become part of the Fleet. Some are foot soldiers who have chosen to join the marines because they see it as a logical career progression. However all marines are driven by that desire to get out amongst the stars.

Races: Most races operate a marines section in their armed forces. Drazi marines are notoriously ruthless, whilst the Narn marine corp is considered one of the bravest and most deadly of foes. The Minbari do not distinguish between marines, Fleet or infantry: warriors are warriors; there is no distinction.



Mishaps

- 2 Severly injured in action.
Alternatively, roll twice on the Injury table and take the lower result.
- 3 A ship-board action goes disastrously wrong. Roll 1D6 to find out how:
 Civilians are killed
 Your unit sustains very heavy casualties
 You are ambushed – there's clearly a traitor in your midst
 Your orders are flawed and the wrong target is selected
 The ship you board is set to self-destruct; in the scramble to get out, men are unnecessarily injured
 You are Injured. Roll on the Injury table.
 Irrespective of the reasons or outcome, you find yourself taking some of the blame. Suffer a –4DM on your next Advancement roll and gain an Enemy.
- 4 A mission goes wrong, and you are stranded behind enemy lines.
Gain Stealth or Survival.
- 5 You are ordered to take part in a black ops mission that goes against your conscience. Refuse and lose one benefit roll.
Accept and gain the one survivor as an Enemy.
- 6 You are tormented by or quarrel with an officer.
Gain that officer as a Rival.
- 7 You and your unit are dropped into an unpleasant and potentially hostile environment to battle against the local populace.
Gain Recon, Survival or Vacc Suit but also gain that populace as an Enemy.
- 8 Your unit is sent against a superior force and you are horribly defeated. You openly blame one of your fellow strikers for the lack of sufficient Intel. Gain him as a Rival
- 9 A bar-room brawl with Army rivals turns nasty. Roll Survival 8+. If you succeed, roll on the Injury table. If you fail, you accidentally kill the opponent you were fighting. You are court-martialled. Lose all benefits and leave the marines immediately.
- 10 You make an Enemy of one of the following races:
 1.Brakiri
 2.Centauri
 3.Drazi
 4.Narn
 5.Minbari
 6.Pak'mar'a
- 11 A jumpgate malfunction strands your unit in an unknown part of the galaxy. It takes months to return to a known jump route before you are rescued. Lose 1 Endurance.
- 12 Injured.
Roll on the Injury table

Events

D66	Event
11	Disaster! Roll on the mishap table but you are not ejected from this career.
12	Campaign Event. Roll on the Campaign Events table .
13	You are assigned to the security staff of a space station. Gain Vacc Suit or Zero-G.
14	You are given advanced training in a specialist field. Throw Education 10+ to gain any one skill.
15	You are assigned to an assault on any enemy stronghold or warship. Throw Melee or Gun 10+ to avoid injury; gain Tactics or Leadership if you succeed.
16	Life Event. Roll on the Life Events table.
21	You are on the front lines of a planetary assault. Gain Recon 1, Gun (any) 1, Leadership 1 or Comms 1
22	A mission goes disastrously wrong but you survive. If you report your commanding officer for his failing, then you gain a +2DM to your next Advancement roll. If you shield him, gain him as an Ally.
23	You are assigned to a black ops mission. Gain a +2 DM to your next Advancement roll.
24	Your commanding officer takes an interest in your career. Either gain Tactics or take a +4DM to one Advancement roll (in any career) thanks to his aid.
25	You display heroism in battle. You are automatically promoted.
26	You are given the unique chance to train with either the Narn, the Drazi or the Minbari Warrior Caste. Roll Instruction 8+ or Leadership 8+. If you succeed, gain a Contact in an alien race and any one skill. If you fail, roll on the Injury table.
31	Your unit received extensive training on how to deal with a particular alien threat. Gain Deception 1, Language 1, Recon 1 or Tactics 1.
32	You lead your unit personally to victory in their ticket and your name is being spoken in many mercenary circles. Gain Leadership1 or raise your Social Standing by 1.
33	Your unit was particularly efficient, getting additional training in between numerous short tickets. Gain Athletics 1, Gun Combat 1, Leadership 1, Survival 1 or Zero-G 1.
34	Campaign Event. Roll on the Campaign Events Table.
35	You and your unit have been through some difficult times but you always managed to pull them through with a few words or wisecracks. Gain Carouse1, Gambler 1 or Leadership 1.
36	Your last raid was a huge success against an armoury and you kept something from the spoils. You may choose Armour, Blade, Gun or Weapon (as per the Benefit).
41	You are assigned to provide protection and defence for an alien diplomatic mission. Roll 1D6:

- 1 Minbari
- 2 Narn
- 3 Centauri
- 4 Earth Alliance
- 5 Pak Ma'ra
- 6 Drazi

Gain Knowledge (race) for the race rolled, plus one of Advocate 1, Language 1, Streetwise 1 or Tactics 1.

Careers

- 42 Your ideas led to a nearly spotless record on your tickets and you are largely the reason for that. Gain Leadership1 and raise your Social Standing by 1.
- 43 One of your assignments required special training for its success. Gain Battle Dress, Drive, Remote Ops, Seafarer or Vacc Suit.
- 44 During a ticket you are assaulted by a traitorous member of your unit. Throw either Gun Combat (any pistol) 7+ or any Melee skill 8+. If successful, you are victorious and increase Social Standing by 1 or take a +4DM to your next Advancement roll (in any mercenary career). If you fail, your unit is forced to deal with the traitor after he incapacitates you, roll on the Injury table.
- 45 Life Event. Roll on the Life Events Table.
- 46 Your unit's drop was WAY off mark and you ended up in a non-hostile area in which you were able to enjoy a few days of rest before being picked up. Gain Carouse 1, Gambler 1, Language 1 or Trade 1.
- 51 Your unit's latest ticket helped de-stabilise a corrupt government. Gain Recruiting or raise your Social Standing by 1.
- 52 Your unit was renowned for its precision in urban conflict, causing minimal collateral damage. Gain Combat Engineering 1, Gun Combat 1, Recon 1 or Streetwise 1.
- 53 You are offered a chance to receive advanced training in a specialist field. You may accept, throwing Education 8+ to increase any one skill. If you refuse, gain a +1 DM to your next Benefit roll.
- 54 Campaign Event. Roll on the Campaign Events Table.
- 55 Your last mission brought you into contact with the Rangers. Next term you may attempt to enlist as a Ranger with a +1 DM to your Qualification Check.
- 56 You are given a test chance to lead a significant mission against a tyrannical government. They will call you a freedom fighting hero if you are victorious or persecute you as a terrorist if you fail. Roll either Leadership or Tactics 8+. If you succeed, increase your Social Standing by 1 and a +2 DM to your next Advancement check. If you fail, decrease your Social Standing by 2.
- 61 Your unit is called to help a vicious task force in a civil war against their own people on a colony world of your own race. You must try to keep them in line long enough to be victorious, otherwise it will turn into a savage free-for-all. Roll Instruction 8+ or Leadership 8+. If you succeed, gain a 1d3 Contacts in an alien race and any one combat skill. If you fail, roll twice on the Injury table and take the higher result.
- 62 You make a shattering discovery about someone close to you. What is it?
- 1 The person was a traitor during the Earth Minbari War
 - 2 The person is a renegade Telepath
 - 3 The person is addicted to alcohol or drugs
 - 4 The person is a fraudster and imposter, intent on fleecing you of your savings
 - 5 A lover is being unfaithful
 - 6 Someone you thought of as a friend is actually an Enemy
- The repercussions of your discovery will come back to haunt you in later years,
- 63 You are selected to act in a consultancy capacity to the Babylon Project. Gain 1 level of Knowledge (Babylon Project).
- 64 Gain a Contact from a separate alien race.
- 65 Life Event. Roll on the Life Events Table.
- 66 You display heroism in battle. You are automatically promoted.

Life Events

When presented with the instruction to roll on the Life Events table, you may choose to either use the table provided on page 37 of the *Traveller Core Rulebook* or one of the race-specific Life Events tables here. Only the major races of the Babylon 5 universe are covered; future expansions to *Universe of Babylon 5* will cover the races of the Non-Aligned Worlds.

Note that some Life Events results instruct you to roll on a specific sub-table – Warrior Caste for Minbari, for example. Refer to the appropriate sub-table for this instruction.

Human Life Events

Events

Roll 2d6	Events
2	Sickness or Injury: The character is injured or sick. Roll on the Injury table
3	Birth or Death: Someone close to the character dies, like a friend or family member. Alternatively, someone close to the character gives birth (or is born!). The character is involved in some fashion (father or mother, relative, godparent and so on).
4	New Contact: The character gains a new Contact. Roll on the Contacts table.
5	New Relationship: The character becomes involved in a romantic relationship. Optionally, roll on the Contacts table for the background of the other party.
6	Improved Relationship: A romantic relationship involving the character deepens, possibly leading to marriage or some other emotional commitment.
7	Ending of Relationship: A romantic relationship involving the character ends. Badly.
8	Betrayal: The character is betrayed in some fashion by a friend. If you have any Contacts or Allies, convert one into a Rival or Enemy. Otherwise, gain a rival or an enemy.
9	Crime: The character commits or is the victim (or is accused) of a crime. Lose one Benefit roll or reduce your Social Standing by 1.
10	Good Fortune: Something good happens to the character; he comes into money unexpectedly, has a lifelong dream come true, gets a book published or has some other stroke of good fortune. Gain a +2 DM to any one Benefit roll.
11	Travel: The character moves to another world. Roll 1D6 <ol style="list-style-type: none"> 1. Centauri Republic 2. Narn Regime 3. Minbari Federation 4. Drazi Freehold 5. Abbai Matriarchy 6. Brakiri Syndicracy You gain a +2 DM to your next Qualification roll.
12	Unexplained Event: Something weird. Roll 1d6 <ol style="list-style-type: none"> 1 – Psionics. Your latent telepathic powers are spotted by Psi Corp. You may choose to join with them, in which case, you muster out of your current career at the end of this term (with full benefits) and automatically qualify for the Psi Corp career. You should also determine your Psionic Strength/P-Rating (roll 2D6 and subtract the number of terms already served). 2 – Aliens. You spend time among an alien race. Gain Knowledge (specific race) and a contact among an alien race. 3 – Alien artefact. You have a strange and unusual device from an alien culture that is not normally available to humans. Roll 1D6 <ol style="list-style-type: none"> 1. Minbari crystal or AI technology 2. Centauri technology 3. Vorlon technology – exceedingly advanced 4. Shadows technology –exceedingly advanced. You are also brought to the attention of a Shadow agent such as Mr Morden. Gain him as a Contact. 5. Technology from the far future – plainly Earth design but how did it get here? 6. Unknown race – certainly not from the known Younger or Elder races. 4 – Amnesia. Something happened to you but you do not know what it was. Ask the referee to roll 1D6 to determine the cause. He will most likely keep this a secret from you but it may well be revealed during play: <ol style="list-style-type: none"> 1. You are an agent of the Shadows. You do not know it but in time you will come to work for them. 2. The Rangers – Anla Shok – have used you to assist with a mission and have wiped your mind following the experience. However they may use you again. 3. Psi Corp – for reasons known only to Psi Corp you have had your memories wiped: what are you hiding? What do you know? 4. Earthforce. You have been involved in a highly secret Earthforce operation and it has been necessary to use chemically induced amnesia to make you forget 5. A genuine accident or trauma. You did something bad but can no longer recall what it was 6. Elder Race. You hold some important knowledge that a race such as the Vorlons want to suppress: what could it be? 5 – Contact with government. You briefly came into contact with the highest echelons of the Earth Alliance. Gain a Contact and also a Rival. 6 – Ancient technology. You have something older than humanity.

Centauri Life Events

Events

Roll 2d6	Events
2	Sickness or Injury: The character is injured or sick. Roll on the Injury table
3	Birth or Death: Someone close to the character dies, like a friend or family member. Alternatively, someone close to the character gives birth (or is born!). The character is involved in some fashion (father or mother, relative, godparent and so on).
4	New Contact: The character gains a new Contact. Roll on the Contacts table.
5	New Relationship: You are married to a member of another House to seal a political alliance. Gain +1 Soc, but roll 1D6 <ol style="list-style-type: none"> 1. You hate your spouse and his/her extended family. Gain your spouse as a Rival 2. You grow to love your spouse but his or her family resents you. Gain an Enemy 3. The union backfires and your two Houses are driven apart, not closer. Gain your spouse's House as an Enemy. 4. Someone within your own House resents the alliance. Gain a member of your own House as a Rival or Enemy 5. A third House, also vying for a similar political alliance, resents the marriage. Gain them as a Rival 6. The union is politically advantageous. Gain an additional +1 Soc.
6	Improved Relationship: A romantic relationship involving the character deepens, possibly leading to marriage or some other emotional commitment.
7	Ending of Relationship: A romantic relationship involving the character ends. Badly.
8	Assassination Attempt: Someone in your House is the subject of an assassination attempt. Roll 1D6 to discover who, then 1D6 to discover the outcome and a final 1D6 to see who is behind the plot: <ol style="list-style-type: none"> 1. You 2. Your father or mother 3. Your elder brother or sister 4. Your younger brother or sister 5. Your grandfather or grandmother 6. A cousin, aunt or uncle <ol style="list-style-type: none"> 1. The target is severely injured. Roll twice on the Injury Table and take the lowest result 2. Roll on the Injury table 3. The attack is foiled but the assassin escapes 4. The attack is foiled but the assassin is captured 5. The attack is foiled but the assassin takes his own life 6. The attack succeeds but strikes someone else; roll again on the first table <ol style="list-style-type: none"> 1. A Narn terrorist/rebel 2. Someone from within your own House – a Rival or Enemy 3. A rival House that you own has feuded with in the past 4. A House that had previously been an Ally 5. An unknown, external assassin with no apparent links to your House 6. An Agent working for either the Republic or the Shadows
9	House Benefit. Your House is honoured by the Emperor. Gain +2 Social and roll 1D6 <ol style="list-style-type: none"> 1. You gain an automatic promotion in your career 2. You are seconded to the Emperor's staff. Gain Admin 1 or Knowledge (Centauri Imperial Court) 1 3. Financial Wealth. Roll once on the financial benefits table for your profession and double the result 4. Gain a Contact 5. A gift that considerably extends your estates and prestige. Gain a Title and a regular income of Cr50,000 each year 6. Roll twice and apply both results, ignoring any result of a 6.

10 Travel: The character moves to another world. Roll 1D6

1. Earth
2. Narn Regime
3. Minbari Federation
4. Drazi Freehold
5. Abbai Matriarchy
6. Brakiri Syndicracy

You gain a +2 DM to your next Qualfication roll.

11 **Crime:** The character commits or is the victim (or is accused) of a crime. Lose one Benefit roll or reduce your Social Standing by 1.

12 **Unexplained Event:** Something weird. Roll 1d6

1 – Psionics. Your latent telepathic powers are spotted by the Imperial Psionics Division. You remain in your current career but receive a Psionic Strength rating of 2D6 minus the numbers of terms served so far.

2 – Aliens. You spend time among an alien race. Gain Knowledge (specific race) and a contact among an alien race.

3 – Alien artefact. You have a strange and unusual device from an alien culture that is not normally available to humans. Roll 1D6

1. Minbari crystal or AI technology
2. Human technology
3. Vorlon technology – exceedingly advanced
4. Shadows technology –exceedingly advanced. You are also brought to the attention of a Shadow agent such as Mr Morden. Gain him as a Contact.
5. Technology from the far future – plainly Earth design but how did it get here?
6. Unknown race – certainly not from the known Younger or Elder races.

4 – Amnesia. Something happened to you but you do not know what it was. Ask the referee to roll 1D6 to determine the cause. He will most likely keep this a secret from you but it may well be revealed during play:

1. You are an agent of the Shadows. You do not know it but in time you will come to work for them.
2. The Rangers – Anla Shok – have used you to assist with a mission and have wiped your mind following the experience. However they may use you again.
3. Imperial Telepaths – for reasons known only to the Emperor's telepaths you have had your memories wiped: what are you hiding? What do you know?
4. Imperial Decree. You have been involved in a highly secret Imperially sanctioned operation and it has been necessary to use chemically induced amnesia to make you forget
5. A genuine accident or trauma. You did something bad but can no longer recall what it was
6. Elder Race. You hold some important knowledge that a race such as the Vorlons want to suppress: what could it be?

5 – Contact with government. You briefly came into contact with the highest echelons of the Imperial Court. Gain a Contact and also a Rival.

6 – Ancient technology. You have something older than the Centauri Empire – something older than even the Elder Races.

Minbari Life Events

Events

Roll 2d6	Events
2	Sickness or Injury: The character is injured or sick. Roll on the Injury table
3	Birth or Death: Someone close to the character dies, like a friend or family member. Alternatively, someone close to the character gives birth (or is born!). The character is involved in some fashion (father or mother, relative, godparent and so on).
4	New Contact: The character gains a new Contact. Roll on the Contacts table.
5	Improved Relationship: A romantic relationship involving the character deepens, possibly leading to marriage or some other emotional commitment.
6	Ending of Relationship: A romantic relationship involving the character ends. Badly.
7	You gain the opportunity to change your caste. Roll once on the Caste event table different to your current caste. Also enrol in a new career relevant to your caste at the end of this term.
8	Caste Event – roll on your Caste Event Table
9	Betrayal: The character is betrayed in some fashion by a friend. If you have any Contacts or Allies, convert one into a Rival or Enemy. Otherwise, gain a rival or an enemy.
10	Crime: The character commits or is the victim (or is accused) of a crime. Lose one Benefit roll or reduce your Social Standing by 1.
11	Good Fortune: Something good happens to the character; he comes into money unexpectedly, has a lifelong dream come true, gets a book published or has some other stroke of good fortune. Gain a +2 DM to any one Benefit roll.
12	<p>Unexplained Event: Something weird. Roll 1d6</p> <p>1 – Psionics. Your latent telepathic powers are spotted by the Warrior Caste. You remain in your current career but receive a Psionic Strength rating of 2D6 minus the numbers of terms served so far.</p> <p>2 – Aliens. You spend time among an alien race. Gain Knowledge (specific race) and a contact among an alien race.</p> <p>3 – Alien artefact. You have a strange and unusual device from an alien culture that is not normally available to humans. Roll 1D6</p> <ol style="list-style-type: none"> 1. Centauri technology 2. Human technology 3. Vorlon technology – exceedingly advanced 4. Shadows technology –exceedingly advanced. You are also brought to the attention of a Shadow agent such as Mr Morden. Gain him as a Contact. 5. Technology from the far future – plainly Minbari design but how did it get here? 6. Unknown race – certainly not from the known Younger or Elder races. <p>4 – Amnesia. Something happened to you but you do not know what it was. Ask the referee to roll 1D6 to determine the cause. He will most likely keep this a secret from you but it may well be revealed during play:</p> <ol style="list-style-type: none"> 1. You are an agent of the Shadows. You do not know it but in time you will come to work for them. 2. The Rangers – Anla Shok – have used you to assist with a mission and have wiped your mind following the experience. However they may use you again. 3. Council Telepaths – for reasons known only to the Council's telepaths you have had your memories wiped: what are you hiding? What do you know? 4. Council Decree. You have been involved in a highly secret Imperially sanctioned operation and it has been necessary to use chemically induced amnesia to make you forget 5. A genuine accident or trauma. You did something bad but can no longer recall what it was 6. Elder Race. You hold some important knowledge that a race such as the Vorlons want to suppress: what could it be? <p>5 – Contact with government. You briefly came into contact with the highest echelons of the government. Gain a Contact and also a Rival.</p> <p>6 – Ancient technology. You have something older than the Centauri Empire – something older than even the Elder Races.</p>

Warrior Caste Events

1D6	Event
1	You are severely injured in the line of duty. Roll twice on the Injury Table and take the lowest result.
2	You are injured. Roll on the Injury Table.
3	You are selected for specialised training. Gain either +1 Edu or roll on the Advanced Education Table for your profession.
4	You are honoured by your peers. Gain +1 Social.
5	Your efforts earn you an Ally and a Contact.
6	One of your contacts joins the resurgent Anla-Shok, who claim a great darkness is coming. If you wish, you may join him and automatically qualify for the Ranger career next term.

Worker Caste Events

1D6	Event
1	You are severely injured in the line of duty. Roll twice on the Injury Table and take the lowest result.
2	You are injured. Roll on the Injury Table.
3	You are selected for specialised training. Gain either +1 Edu or roll on the Advanced Education Table for your profession.
4	You gain a friend in either the Warrior or Religious castes. Gain an appropriate Contact and Ally. You also gain Knowledge (Warrior Caste) or Knowledge (Religious Caste) at level 0.
5	You gain the patronage of a member of the Grey Council. Gain +1 Social and a Contact.
6	You know you are destined for higher things. Roll Edu 9+. If you succeed, you may change your Caste and Profession next term. If you fail, gain a roll on the Advanced Education table of your profession.

Religious Caste Events

1D6	Event
1	You experience prejudice at the hands of the Warrior Caste. Gain an Enemy from that Caste.
2	Something calls your faith and beliefs into question. Roll Int 9+. If you succeed, you find your faith with renewed vigour. If you fail, you must leave the safety and security of the Minbari Federation and become a Drifter, seeking something that will fulfil the yearning in your heart.
3	You experience dreams and visions that hint at a great catastrophe. Roll Social 9+. If you succeed, your voice is heard and you gain the backing of your caste and the ear of the Grey Council. Gain +1 Social. If you fail, your visions are dismissed but you retain a nagging feeling of impending doom.
4	Undergo spiritual enlightenment. Gain Leadership 1 but from this point on, it is your calling to spread word of your awakening amongst the peoples of the galaxy.
5	Touched by Valen's wisdom. Gain Knowledge (Valen) at Level 0.
6	One of your contacts joins the resurgent Anla-Shok, who claim that a great darkness is coming. If you wish, you may join him and automatically qualify for the Ranger career next term.

Narn Life Events

Events

Roll 2d6	Events
2	Sickness or Injury: The character is injured or sick. Roll on the Injury table
3	Birth or Death: Someone close to the character dies, like a friend or family member. Alternatively, someone close to the character gives birth (or is born!). The character is involved in some fashion (father or mother, relative, godparent and so on).
4	New Contact: The character gains a new Contact. Roll on the Contacts table.
5	New Relationship: The character becomes involved in a romantic relationship. Optionally, roll on the Contacts table for the background of the other party.
6	Improved Relationship: A romantic relationship involving the character deepens, possibly leading to marriage or some other emotional commitment.
7	Ending of Relationship: A romantic relationship involving the character ends. Badly.
8	Caste Event. Roll on the appropriate Caste Table.
9	Betrayal: The character is betrayed in some fashion by a friend. If you have any Contacts or Allies, convert one into a Rival or Enemy. Otherwise, gain a rival or an enemy.
10	Crime: The character commits or is the victim (or is accused) of a crime. Lose one Benefit roll or reduce your Social Standing by 1.
11	Good Fortune: Something good happens to the character; he comes into money unexpectedly, has a lifelong dream come true, gets a book published or has some other stroke of good fortune. Gain a +2 DM to any one Benefit roll.
12	<p>Unexplained Event: Something weird. Roll 1d6</p> <p>1 – Undergo powerful visions that hint at Centauri conspiracies that are behind the ongoing oppression of your people. Gain Knowledge (Centauri) 1, or Investigate 1.</p> <p>2 – Aliens. You spend time among an alien race. Gain Knowledge (specific race) and a contact among an alien race.</p> <p>3 – Alien artefact. You have a strange and unusual device from an alien culture that is not normally available to humans. Roll 1D6</p> <ol style="list-style-type: none"> 1. Centauri technology 2. Human technology 3. Vorlon technology – exceedingly advanced 4. Shadows technology –exceedingly advanced. You are also brought to the attention of a Shadow agent such as Mr Morden. Gain him as a Contact. 5. Technology from the far future – plainly Minbari design but how did it get here? 6. Unknown race – certainly not from the known Younger or Elder races. <p>4 – Amnesia. Something happened to you but you don't know what it was. Ask the referee to roll 1D6 to determine the cause. He will most likely keep this a secret from you but it may well be revealed during play:</p> <ol style="list-style-type: none"> 1. You are an agent of the Shadows. You do not know it but in time you will come to work for them. 2. The Rangers – Anla Shok – have used you to assist with a mission and have wiped your mind following the experience. However they may use you again. 3. Centauri Telepaths – for reasons known only to the Centauri Republic telepaths you have had your memories wiped: what are you hiding? What do you know? 4. Regime Decree. You have been involved in a highly secret Regime-sanctioned operation and it has been necessary to use chemically induced amnesia to make you forget 5. A genuine accident or trauma. You did something bad but can no longer recall what it was 6. Elder Race. You hold some important knowledge that a race such as the Vorlons want to suppress: what could it be? <p>5 – Contact with government. You briefly came into contact with the highest echelons of the government. Gain a Contact and also a Rival.</p> <p>6 – Ancient technology. You have something older than the Centauri Empire – something older than even the Elder Races.</p>

Civilian Caste Events

1d6	Event
1	You are severely injured in the line of duty. Roll twice on the Injury Table and take the lowest result.
2	You are injured. Roll on the Injury Table.
3	You make an Enemy of the Centauri noble who still exerts influence over the place where you live or work.
4	You are selected for specialised training. Gain either +1 Edu or roll on the Advanced Education Table for your profession.
5	You are honoured by your peers. Gain +1 Social.
6	Your efforts earn you an Ally and a Contact.

Military Caste Events

1d6	Event
1	You are severely injured in the line of duty. Roll twice on the Injury Table and take the lowest result.
2	You are injured. Roll on the Injury Table.
3	You are selected by the Thenta Makur – the Narn assassins – to undertake a Blood Oath against a hated Centauri political figure. Roll either Survival 9+ or Deception 9+. If you succeed, you kill the target but now have all Centauri as an Enemy. If you fail you must roll Endurance 9+. If you succeed in that roll, you escape uninjured but are now hunted by the Centauri security forces. If you fail, roll twice on the Injury Table, taking the lowest roll.
4	Your military prowess brings you to the notice of your peers. Gain +1 Social.
5	Your efforts earn you an Ally and a Contact.
6	You are selected for specialised training. Gain either +1 Edu or roll on the Advanced Education Table for your profession.

Campaign Events Table

The Campaign Events tables are specific to different eras and story arcs of the Babylon 5 saga. It is up to the referee to determine when his campaign is set and to use the appropriate table for that particular time. It is perfectly permissible for more than one table to be used, as long as the tables chosen obviously precede the starting point of the campaign itself.

If a Campaign Event is rolled during a term when there is no appropriate Campaign Event table or no appropriate Campaign Event for your race or career, roll on the Life Events table for that race instead.

Dilgar War (2230-2233)

1d6	Event
1	Narn Diplomat or Military: You are assigned to ensure that the Dilgar War does not spread to Narn space. Gain either Diplomat, Persuade, Pilot or Gunnery. Human: A flood of alien refugees reaches the Earth Alliance. Gain Medic, any Science or an Alien contact. League: You escape the Dilgar. Gain Streetwise, Stealth, Pilot or a Human contact. Other: Roll on the Life Events table for your race.
2	League Any: Your world is attacked by the Dilgar. If you choose to flee, you escape to human space and are safe but lose one Ally, Contact or Benefit roll. If you choose to fight, roll Stealth or Gun Combat. If you succeed, gain any one skill during the occupation. If you fail, you are captured and tortured – roll on the Injury table and lose one Ally, Contact or Benefit roll. Other: Roll on the Life Events table for your race.
3	Human Military or League Military: You are part of the task force that destroys the Dilgar Imperium. Roll 2d6. On an 8+, gain any one of the following skills: Pilot, Gunnery, Leadership or Tactics. On a 7-, roll on the Injury table. Other: Roll on the Life Events table for your race.
4	Any: One of your Contacts or Allies vanishes during the war.
5	Any: You have the opportunity to profit from the war. Wager up to two Benefit rolls and roll 2d6. On an 8+, gain as many Benefit rolls as you wagered. Otherwise, lose all wagered Benefit rolls. Centauri have a +1 DM to this roll.
6	Any: You are captured by the Dilgar and subjected to bizarre experimentation. Roll twice on the Injury table and take the lower result. The nature of these experiments is still a mystery to you.

Earth-Minbari War (2246-2249)

1d6	Event
1	Earth Military or Minbari Military, Diplomat, Scholar: You were present at the disastrous first encounter between Humanity and the Minbari, when the Grey Council flagship approached the Earth expedition with gun ports open. Roll 2d6. On an 8+, gain any skill. On a 7-, you are injured – roll on the Injury table. Other: Roll on the Life Events table for your race.
2	Human: Your homeworld is occupied by the Minbari. If you comply with their demands, roll 2d6. On an 8+, gain Streetwise, Stealth, Persuade or a Minbari contact. On a 7-, lose any benefit rolls from this term. If you resist, roll Stealth 8+. If you succeed, gain Stealth, Streetwise, Gun Combat or Explosives and gain a Human ally. If you fail, you are imprisoned. Lose any benefit rolls from this term and one Social Standing. Minbari: You have the opportunity to protest the war. If you denounce the invasion of the Earth Alliance, lose one Social Standing but gain a Human contact. Other: Roll on the Life Events table for your race.
3	Human Any or Minbari Military: You fight at the Battle of the Line, the decisive battle for humanity's survival. If Human, you are severely injured (roll twice on the Injury table and take the lower result) but also gain +1 Social Standing. If Minbari, you are ordered to surrender at the moment of victory. Other: Roll on the Life Events table for your race.
4	Any non-Minbari: Your government asks you to learn all you can about the mysterious Minbari on your travels. Gain Sensors, Investigate or Social Science. Minbari: You are cautioned not to interact too much with the other species during the war by your elders. If you obey, nothing happens. If you refuse, lose one Social Standing but gain a Contact.
5	Any: You have the opportunity to profit from the war. Wager up to two Benefit rolls and roll 2d6. On an 8+, gain as many Benefit rolls as you wagered. Otherwise, lose all wagered Benefit rolls. Narn have a +1 DM to this roll.
6	Any non-Minbari: You have the opportunity to sell vital intelligence to the Minbari. If you do so, gain 1d3 Benefit rolls, but also gain a Human Enemy. Any Minbari: Following the war, you undergo a period of intense doubt and reflection. Gain +1 Edu as you struggle to comprehend the mysteries of light and shadow.

The Babylon Project (2250-2257)

1d6	Event
1	Human: You were present on Mars during a series of unusual events in the desert and you heard rumours that you should not have. Gain Streetwise, Deception or Comms and a Human Rival in the intelligence community. Other: Roll on the Life Events table.
2	Diplomat: You are assigned to the Babylon Project as a representative of your race. Gain a +4DM to your next Advancement roll. Other: Roll on the Life Events table.
3	Lurker or Agent: You hear rumours about plans to undermine the Babylon Project. If you attempt to bring these plans to the attention of the authorities, roll 2d6. On an 8+, your diligence is noted – gain a Contact in EarthForce. On a 7-, you attract the attention of dangerous people – gain an Enemy in Earthforce.
4	Any: A rising economic tide in the galaxy benefits you. Gain an extra Benefit roll this term.
5	Any: You visit one of the Babylon stations before it is destroyed (or vanishes, in the case of B4). Gain a Contact from another race.
6	Any: You are visiting Babylon 4 when it starts to vanish into a temporal rift. Either you escape just in time (in which case, roll on the Aging table) or else you travel forward to 2258 and are rescued by personnel by B5.

The Shadow War (2258-2261)

1d6	Event
1	<p>Human: You are pressured to support Nightwatch and the Ministry of Peace during the Clark administration. If you agree, gain a +2DM to your next Advancement roll. Refuse and lose one Social Standing.</p> <p>Centauri: Your loyalty to the Emperor is questioned. Either lose one Benefit roll or lose one Social Standing.</p> <p>Narn: You are captured and tortured during the Centauri occupation. Tell them what they want to know and lose one Social Standing and suffer a -4DM to your next advancement roll. Endure, and lose one Endurance but gain one Social Standing.</p> <p>Minbari: During the Minbari civil war, you suffer divided loyalties. Lose all Minbari contacts or lose one Social standing.</p> <p>League: The League nearly falls apart during the war. Either lose one Alien ally or contact or else lose one Social Standing.</p>
2	<p>Human: Psi Corps messed with your mind. You do not know what they did to you.</p> <p>Centauri: You have the opportunity to loot Narn. If you accept, gain two extra Benefit rolls but gain a Narn as an Enemy.</p> <p>Narn: You fought during the war against the Centauri. Gain either Melee, Pilot, Gunnery or Mechanic.</p> <p>Minbari: Your race finally engages with the rest of the galaxy. Gain a non-Minbari contact.</p> <p>League: Your race is conquered by the Centauri. Gain Gun Combat, Stealth, Streetwise or Melee.</p>
3	<p>Any: An ally or contact of yours takes sides during the Great War and asks that you join him. Roll 1d6 – on a 1-3, your friend is a servant of darkness. On a 4+, he serves the light.</p>
4	<p>Any: You saw a being of light on Babylon 5. Gain one Social Standing.</p>
5	<p>Any Military: You fought during the war. Gain Pilot, Gunnery, Tactics or Medic.</p> <p>Other: You survived a galaxy in turmoil. Gain Streetwise, Broker, Survival or Jack of all Trades.</p>
6	<p>Any: You were present at the battle at Coriana 6, when the Third Age of Mankind ended. Gain any skill.</p>

Rise of the Interstellar Alliance (2262-2265)

1d6	Event
1	<p>Human: One of your contacts or relatives was a strong supporter of President Clark and is arrested for war crimes. If you protest this, gain the Advocate skill but lose one Social Standing.</p> <p>Centauri: Your race is isolated as the rest of the galaxy joins the Interstellar Alliance. Lose one contact but gain any skill.</p> <p>Other: The ISA brings about new opportunities and benefits. Gain a Benefit roll.</p>
2	<p>Any Non-Centauri: Your race is attacked by the Centauri fleet and you are caught up in the war. Gain Pilot, Gunnery or Tactics.</p> <p>Centauri: Roll on the Life Events table.</p>
3	<p>Centauri: Centauri Prime burns. Gain Survival, Streetwise or Stealth.</p> <p>Other: Roll on the Life Events table.</p>
4	<p>Any non-Centauri: Gain an Enemy from amongst one of the ruling Centauri Houses.</p> <p>Centauri: Your House makes a fortuitous alliance; gain +1 Social but also gain a non-Centauri Enemy.</p>
5	<p>Any: You run into agents of the Shadows who want revenge. Roll 2d6. On an 8+, you escape and gain Stealth, Streetwise, Computers or Investigate. If you fail, you owe the Drakh a favour or else must roll twice on the Injury table and take the lower result.</p>
6	<p>Any non-Centauri: You have the opportunity to join the Rangers. You may automatically qualify for the Ranger career.</p>

Crusade (2266-2270)

1d6	Event
1	Any Human: One of your Allies or Contacts is trapped on Earth by the Drakh plague. Gain Medic, Comms or Streetwise as you try to reach them. Other: Roll on the Life Events table.
2	Any Centauri: Allies try to recruit you into a conspiracy against the dark powers ruling Centauri Prime. If you accept, roll Deception 8+. If you succeed, gain Deception and an Ally. If you fail, lose one Social Standing. Other: Roll on the Life Events table.
3	Any: You are part of the search for a cure to the Drakh plague. Roll 2d6. On an 8+, gain Investigate, Social Science, Sensors or Life Science. On a 7-, roll on the Injury table.
4	Any: In the chaos caused by the plague, there is opportunity for profit. Gain an extra Benefit roll this term.
5	Any: Your travels bring you into contact with strange aliens. Gain a Contact.
6	Any: Investigating the Drakh plague leads to a breakthrough in other areas. Gain either Edu +1 or an additional level in any one science field.

Skills

This section details the new skills introduced in the *Universe of Babylon 5*.

Knowledge

The Knowledge skill represents non-scientific knowledge about a particular race or culture. It represents an understanding of customs, etiquette, social nuances and history. Each race has its own Knowledge branch.

Additionally, the Knowledge (Babylon Project) and Knowledge (Babylon 5) skills relate to these highly specialised areas. Knowledge (Babylon Project) relates to an understanding of the aims, goals and history of the entire Babylon Project and therefore includes the four failed Babylon endeavours. Knowledge (Babylon 5) relates to knowledge of the eponymous space station: its layout, modus operandi, sectors, personnel and so forth. It is distinct from Knowledge (Babylon Project).

If referees are using Babylon 5 as the base for their campaigns, and characters have spent some time aboard the station before play begins, then feel free to give each character the skill Knowledge (Babylon 5) at level 0.

Ranger Skills

Rangers are trained in three unique skills: Tunalla (investigation), Tuvor (invisibility) and Veshii (intervention).

Tunalla

This investigative skill corresponds with the Investigate skill found on page 55 of the *Traveller Core Rulebook*.

Tuvor

The Rangers' ability to blend seamlessly into the shadows, the background or a crowd operates slightly differently to other skills. When the Ranger decides to use Tuvor, he rolls his Tuvor skill 8+ and notes the Effect. The Effect is then applied as a negative DM to any attempts made to any direct attempts to observe or spot him.

Veshii

The talent for intervention figures large in the Rangers' modus operandi. Using Veshii is akin to using the Diplomat skill but it may also be substituted for either Broker or Advocate; it is therefore a triple-discipline that has specific nuances depending on the nature of the intervention and what the Ranger seeks to achieve.

EQUIPMENT

Any visitor to Babylon 5 has a bewildering array of options on which to spend his credits – vehicles, gadgets, high technology devices, weapons and leisure interests. Criminals, however, regularly engage in black market dealings where they can find many goods deemed illegal on Babylon 5 and other worlds, from banned vices to weapons and high-grade explosives. This chapter details all manner of items available on Babylon 5 and beyond, as well as how to go about purchasing them.

Wealth and Credits

As in *Traveller*, whether using electronic transfers, credit chits or hard cash, every character on *Universe of Babylon 5* pays his way for the things he wants with credits. The credit is the standard currency used across the galaxy and may be used to purchase anything from a simple kitchen utensil to a giant commercial freighter, so long as the character is wealthy enough.

The Black Market

Laws and customs vary across the galaxy but most civilised worlds at least make the pretence of ensuring that the general populace does not have free and easy access to potentially dangerous equipment. Some equipment is simply incredibly difficult to find and many alien items can only be found on the black market. Weapons can be especially difficult to purchase.

When players first create their characters and determine how many credits they start with as part of their mustering out benefits, they are free to purchase anything that they can afford from the equipment lists in this chapter. It may be assumed that in the years before the game begins they have had ample opportunity to track down and purchase whatever items they wish. Once the game starts, however, characters will find it much more difficult to purchase illegal or restricted items and so will have to make use of the black market.

All items that are restricted or illegal on Babylon 5 are marked as such on the equipment tables. Restricted items can only be legally purchased if one has the relevant permit. Illegal items cannot be legally purchased at all. The referee is free to make any restricted or illegal items easier to purchase when the characters travel to far flung colonies and lawless planets or add more items to the restricted or illegal lists when they visit a particularly strict alien culture.

In order to purchase an item the Referee has deemed may only be found on the black market, a Character must first locate a contact or fence which has access to such equipment or knows someone who does. This may be accomplished through the course of a scenario, by roleplaying some hair-raising encounters with criminal elements. Alternatively, the Referee may allow Characters to accomplish this with a Knowledge (specific local) or Streetwise roll of 8+, or even higher, depending on the type of item and its local restrictions. Buying weapons in the peace-loving Abbai Matriarchy, for example, may require a roll of 10+ or higher. Similarly, some cultures make it easier to obtain illegal items; the same weapons in a Drazi culture might be available on 6 or 7+.

Buying a restricted item on the black market generally costs twice (200%) the listed amount, and illegal items three times (300%). Characters may haggle (Broker 8+) with the provider as normal but the basic black market price will not drop below 150%. Particularly rare or dangerous items can far exceed normal prices, however.

Finally, Characters should remember that even if they manage to purchase items on the black market, they are still likely to be illegal for them to own or use. A Character visiting Babylon 5 for the first time may be very interested in finding a PPG for 'personal protection' but if he is ever arrested by security, the weapon will be confiscated and he will be fined, charged and imprisoned for illegal possession of a firearm.

Exceptions

The Referee is free to make any exceptions to these black market rules as he sees fit. A Minbari travelling to Minbar will have no trouble locating any equipment created by his race, though any alien visitors travelling with him will still have to rely on the black market. By the same token, a Narn travelling to his homeworld or one of its colonies will be able to purchase any Narn equipment with ease but may still have to rely on the black market while visiting other worlds.

Babylon 5 has many alien communities throughout its sectors and so many aliens will be able to locate items of equipment from their race without too much trouble, so long as they do not contravene Babylon 5's laws and security. However, they will also be reluctant to sell the equipment to members of other races, who must rely on the black market as normal.

Typical Law Levels for Universe of Babylon 5 Races

	Weapons	Drugs	Information	Technology	Travellers	Psionics
Abbai	9	7	3	4	3	3
Brakir	4	6	5	0	3	2
Centauri	5	4	4	2	3	3
Drazi	1	3	5	4	6	3
Earth (including Babylon 5)	9	7	5	1	5	3
Minbari	8	7	5	1	5	5
Narn	7	5	5	4	3	3
Pak'mar'a	9	7	3	4	3	3

Melee Weapon Descriptions

Club: Not strictly a weapon as such, the club is any heavy metre-long implement.

Coutari: Primarily used in the ritualised duelling art of the Morago, the coutari is a short blade of Centauri manufacture. Its use is restricted to nobles of the great houses and Palace Guards but while it is regarded as a symbol of the Republic's glorious past, it functions superbly as a close combat weapon in battle. Some coutari blades date back centuries and were fashioned by some of the greatest weaponsmiths of the Centauri Republic. They are extremely valuable and often placed in high demand by the noble houses for as well as being extremely light weight and balanced for combat, they are often finely crafted antiques. You may apply your Dexterity modifier instead of your Strength modifier to attack rolls with a coutari, even though it is not a light weapon.



Gauntlet: This metal glove lets you deal lethal damage rather than nonlethal damage with unarmed strikes. A strike with a gauntlet is otherwise considered an unarmed attack. The cost and weight given are for a single gauntlet. Most types of riot or battle armour come with gauntlets.

Handaxe: While a rare sight in the modern era, handaxes are very common among low-tech colonies and also in the workshops of more traditional craftsmen.

Katoc: A long blade of Narn manufacture, the katoc is a powerful weapon in close combat. It is said that once drawn, it cannot be sheathed in honour without having first drawn blood. Use of the katoc is therefore regarded with some pride in Narn society and is often used in the fulfilment of the Chon'Kar blood oath.



Knife: The default weapon of a lurker or desperate worker, the common knife is usually a poor weapon of choice on Babylon 5, though it does have the advantage of being completely silent in its use. You get a +2 bonus on Subterfuge checks made to conceal a knife on your body.

Minbari Fighting Knife: Exquisitely crafted, this twin-bladed weapon is attached to a sheath around the user's forearm that will prevent him ever being disarmed. Wickedly sharp, in the hands of a member of the warrior caste it can be just as deadly a weapon as a PPG.

Rapier: Only commonly used by Human fencing enthusiasts, the rapier is a nimble if fragile type of sword. You may apply your Dexterity modifier instead of your Strength modifier to attack rolls with a rapier, even though it is not a light weapon.

Shock Stick: Originally developed to herd unruly domestic animals, shock sticks are also readily utilised by security forces to quickly pacify dangerous suspects. The shock stick causes nonlethal damage and contains its own kinetically-charged capacitor that ensures it never runs out of energy, even when in constant use.

Spear: Though virtually unheard of in modern warfare, the spear is a common weapon among low tech cultures.

Weapon	TL	Range	Damage	Heft	Mass (kg)	Cost
Axe	1	Melee (large blade)	1D6+4	2	1.3	60
Club	1	Melee (bludgeon)	2D6	0	1.3	-
Coutari	2	Melee (small blade)	1D6+2	-	2	250
Gauntlet	2	Melee (bludgeon)	1D3	-	2.2	-
Ka'toc	2	Melee (large blade)	1D6+4	2	3	400
Knife	1	Melee (small blade)	1D6+2	-	2.2	40
Minbari Fighting Knife	2	Melee (small blade)	1D6+2	-	2.2	300
Rapier	3	Melee (large blade)	1D6+4	-2	1	200
Riot Shield	5	Melee (bludgeon)	1D6	1	1	150
Shock Stick	8	Melee (bludgeon)	1D6+2	1	1	150
Spear	1	Melee (piercing)	1D6+3	1	2.5	60

Exotic Weapon Descriptions

Agony Whip: Also known as the electric lash or *sio poro*, the agony whip is a favoured weapon of Centauri agents. It has a low energy setting, which inflicts nonlethal damage and a high energy setting that inflicts lethal damage. Switching between the two settings is a free action. An agony whip can be used to attack opponents that are up to 2.5 metres away.

Denn'bok: The Minbari fighting pike, also used by the Rangers, can be collapsed into a small cylinder when not in use. Flicking it to its full length is a significant action. It is a double weapon, allowing the user to make two attacks each round, one with each end. The denn'bok can be used as a club if the wielder does not possess the Melee (Denn'Bok) skill.

Weapon	TL	Range	Damage	Heft	Mass (kg)	Cost
Agony Whip		Melee (whip)	1D3+1	1	2.2	500
Denn'Bok		Melee (bludgeon); Melee (Denn'Bok)	1D6+2	1	2.2	950

Pistol Weapon Descriptions

Antique Slugthrower: Relics from the 20th and 21st centuries, some Humans possess an antique revolver, having had it passed down through the generations of their family as an heirloom. Six rounds are carried in each antique revolver, which must be loaded individually.

Minbari Holdout Laser: This is an extremely small weapon usually seen only in the hands of the Minbari warrior caste. It contains a self-charging power source and is utterly undetectable to normal weapon scanners, making it the perfect form of self-defence to smuggle into any restricted colony or space station. Though packing a heavy punch for its size, the advanced Minbari power source is not sufficient to allow for continual

firing and each successive shot will require it to spend a greater amount of time recharging, a serious drawback in any sustained firefight. After firing, the holdout laser will require two rounds to recharge before it may be fired again. As an emergency weapon, however, there are few that can match it.

Multi-Part PPG: A favourite among smugglers and diplomats who wish to avoid too many awkward questions, the multi-part PPG is broken down into three or four separate components which are then fitted into more innocuous items such as lighting fixtures, food dispensers and vidscreens. This has the advantage of masking the power source and ammunition caps of the PPG from weapon scanners by placing them close to other high energy devices. It takes one full minute to detach all the parts of a multi-part PPG from their hiding places and assemble the weapon. In all other ways, it functions as a standard PPG.

Narn Stun Gun: Looking very similar to a PPG, the Narn stun gun is very different in operation. Emitting a debilitating charge of particles that disrupts nerve pulses, the stun gun is capable of rendering a subject utterly helpless. Very short ranged, the stun gun is used most often by agents and assassins who are required to keep their victims alive. Any character struck by a stun gun must roll Endurance 9+ or be knocked unconscious for a number of hours equal to 8 – the victim's Endurance modifier. The stun gun uses the same energy caps as a PPG.

Needler: A small pistol-sized weapon, the needler is used to fire single darts into a living target in order to deliver a toxin. While ineffective against armoured targets, its silent operation make it a useful tool for assassination. Any living target taking damage from a needler attack will immediately be affected by its toxin.

PPG, Auricon EF-7: This is the standard firearm of all EarthForce personnel authorised to carry weapons, it is more

Equipment

powerful than any comparable civilian weapon and uses caps far more efficiently. A standard PPG cap contains enough energy for 12 shots from an EF-7.

PPG, W&G Model 10: A common firearm found in many Earth Alliance security forces, as well as authorised private civilians, the Phased Plasma Gun quickly supplanted the use of slugthrowers in all space-based installations and craft. It utilises plasma technology by firing an energised bolt of helium held within a magnetic containment field, which is propelled by an electrical charge. Designed to cause enough damage to organic tissue to quickly subdue a Human or alien, its energy dissipates quickly around hard materials, thus reducing any risk of a stray shot going through the hull of a spacecraft and causing explosive decompression. The standard PPG uses a small power pack or 'cap' that contains enough energy for 6 shots.



Weapon	TL	Range	Damage	Auto	Recoil	Mass (kg)	Magazine	Cost	Ammo Cost
Antique Pistol	3	Ranged (pistol)	3d6-6	No	-1	2.2	6 or 8	100	30
Minbari Holdout Laser	12	Ranged (pistol)	3d6	No	0	2.2	Special	1950	-
Multi-Part PPG	12	Ranged (pistol)	3d6-3	Yes	0	2.2	20	950	60 (6 shots)
Narn Stun Gun	10	Ranged (pistol)	-	No	0	2.2	6	1250	60 (6 shots)
Needler	9	Ranged (pistol)	1d6	No	0	2.2	1	250	
PPG (Auricon EF-7)	12	Ranged (pistol)	3d6-3	Yes	-1	2.2	12	600	60 (6 shots)
PPG (W&G Model 10)	12	Ranged (pistol)	3d6-3	Yes	-1	2.2	6	300	60 (6 shots)

Rifle Weapon Descriptions

Centauri Guardsman's Rifle: The official armament of the Centauri Royal Guard, these rifles represent the pinnacle of Centauri personal firepower. Its bursts of focussed ion energy make it both powerful and feared by the enemies of the Centauri.

PPG Rifle, Auricon EF-PR: A natural development from the hand-held PPG, this EarthForce-issue rifle provides all of the ready advantages of its smaller cousin, while allowing for greater ammunition capacity, range and the ability to rapid fire. The PPG rifle uses a PPG rifle cap that contains enough energy for 24 shots.

Weapon	TL	Range	Damage	Auto	Recoil	Mass (kg)	Magazine	Cost	Ammo Cost
Centauri Guardsman's Rifle	12	Ranged (energy)	5d6+3	Yes	-	4	45	2500	90 (45 shots)
PPG Rifle, Auricon EF-PR	12	Ranged (energy)	5d6	Yes	-1	4	24	800	90 (24 shots)

Grenade Weapon Descriptions

Concussion Grenade: Also called the stun grenade, this weapon is designed to simply subdue several enemies at once, rather than blast them apart. All characters within this weapon's area of effect must roll Endurance 10+ or be stunned for 1d3 rounds.

Hand Grenade: One of the simplest of all modern weapons and technologically unsophisticated, the humble grenade still occasionally finds its way into the hands of criminals on Babylon 5. Though often superseded by high explosives and concussion grenade, which both do a better job of causing devastation or subduing enemies respectively, the hand grenade can be a cheap alternative.

Morph Gas Grenade: Morph gas is the standard Earth Alliance response to major civil disturbances and is capable of rendering unconscious even the toughest Human or alien. Security teams on riot duty are often armed with morph gas grenades and certain locations of Earth Alliance installations may have morph gas dispensers capable of flooding an entire area to incapacitate rioters. A character wearing a breather mask or a pressure suit is immune to the effects of morph gas. Anyone without such protection must roll Endurance 10+ or be rendered unconscious for a number of hours equal to 10–his Endurance DM.

Plasma Grenade: Normally imported in from Narn, these grenades are among the most lethal and damaging of thrown explosives.

Smoke Bomb: Throwing up a dense cloud of smoke, these specialised grenades make perfect tools for covering an escape or confusing an enemy. Anyone caught in a smoke bomb cloud suffers a –2 DM on all attacks. The smoke dissipates in 1d6x3 rounds.

Weapon	TL	Range	Damage	Mass (kg)	Blast Radius	Cost
Concussion	6	Ranged (thrown)	2d6	2	6m	95
Hand Grenade	5	Ranged (thrown)	2d6+4	2	6m	50
Morph Gas Grenade	8	Ranged (thrown)	-	2	6m	80
Plasma Grenade	12	Ranged (thrown)	3d6+3	2	6m	500
Smoke Bomb	6	Ranged (thrown)	-	2	6m	25

Heavy Weapon Descriptions

D'Va'Tak Assault Pulse Rifle: Very expensive and relatively rare, the D'Va'Tak is nevertheless the most common portable heavy rifle available on the black market. Its extremely high rate of fire and armour piercing capabilities ensure that it is a firm favourite of those mercenaries who can afford it.

Grenade Launcher, Auricon Mk IX: A common support weapon of the Earth Alliance and many other armies, the grenade launcher may be used in a multitude of duties. It is capable of firing grenades accurately over a great distance, thus lending itself to larger scale engagements against multiple enemies. Any grenade may be used by this weapon, with up to ten being loaded into its integral magazine. The user may load a mix of grenades but must note down the order in which they are loaded, as they will be fired sequentially.

Weapon	TL	Range	Damage	Auto	Recoil	Mass (kg)	Magazine	Cost	Ammo Cost
D'Va'Tak Assault Pulse Rifle		Ranged (slug rifle)	3d6+6	Yes	–1	7	40	1700	100 (40 shots)
Grenade Launcher, Auricon Mk IX		Ranged (shotgun)	As Grenade	No	0	6	10	750	As grenade

Armour

Chainmail Vest: While certainly a throwback, chainmail armour is still of use in the universe, especially on frontier planets. Made of carefully interlinked rings of steel or other metal, it is extremely tiring to wear for long periods of time and quite cumbersome.

Diplomat's Attire: A diplomat's attire always exemplifies the best traits of the diplomat's parent culture. It also invariably has numerous energy-absorbing and stiffened fabrics within it, providing a slim measure of protection in case the diplomat's mission is less than successful.

Flak Jacket: The shell jacket is standard equipment for security and comprises layers of toughened kevlar laminated to a thin alloy. The result, while heavy, provides a great deal of protection for those expecting to enter heavy combat.

Jumpsuit: The generic clothing of most professions that expect to get dirty at some point. Contains many pockets and loops to aid in easy access to professional tools. It only takes one full round action to don a jumpsuit.

Minbari Battle Armour: Utilising highly advanced polymers and energy reflection materials, it is generally agreed that the battle armour usually seen worn by members of the Minbari warrior caste is the best personal protection credits can buy. Light and yet extremely durable, this armour is coveted by many agents throughout the galaxy but the dishonour it brings to the warrior caste to have an alien wear their prized possession is usually enough to convince others not to buy the rare few examples that surface on the black market.

Narn Battle Suit: Though originally an agrarian race, the Narns have quickly developed the ability to construct equipment

designed for warfare and their battle suits are reflective of their general approach – inexpensive, durable and utterly functional. The battle suit provides its wearer with a solid degree of protection without being too restrictive and slowing movement. Despite its advantages, many races find that typical Narn physique makes their battle suits uncomfortable when worn for long periods of time and so they are generally only seen on Narns themselves.

Padded Armour: Padded armour normally covers the torso only and is constructed of toughened ribbing designed to spread the kinetic force of a blow across a wider area. Padded armour is of little use in a firefight but can provide a measure of protection against knives and clubs.

Pressure Suit: Designed for use in hostile environments and the vacuum of space, the pressure suit (sometimes called an encounter suit) contains its own 12 hour air supply, magnetic soles for ease of travel in zero-g and a self-sealing outer layer that protects the wearer from small punctures. Note that if a pressure suit has its magnetic soles activated, add the pressure suit's speed reduction is increased to -15 feet and the armour check penalty is increased by one.

Pressure Suit, Pilot's: As pressure suit, save that these variations are specifically designed for pilots of small spacecraft and zero-g crawlers.

Pressure Suit, Combat: As pressure suit, save that these variations are specifically designed for combat. As such they have much more armour plating but only a 10 hour air supply.

Ranger Robes: The black robes of a Ranger. These custom-fitted robes are made of Minbari crystalweave. They give the Ranger a +1 DM to Stealth rolls. Wearing these robes when one is not a Ranger is a very bad idea.

Armour

Outfit	Cost	Protection	Required Skill	Mass (kg)
Chainmail Vest	200 cr.	2	None	1
Diplomat's Attire	500 cr.	1	None	1
Flak Jacket	800 cr.	6	None	1
Jumpsuit	80 cr.	3	None	1
Minbari Battle Armour	3,750 cr.	10	None	10
Narn Battle Suit	600 cr.	8	None	12
Padded Armour	250 cr.	5	Vacc Suit	8
Pressure Suit	950 cr.	6	Vacc Suit	18
Pressure Suit, Pilot's	1,250 cr.	6	Vacc Suit	14
Pressure Suit, Combat	1,500 cr.	7	Vacc Suit	24
Ranger Robes	5,000 cr.	1	None	1

General Equipment Descriptions

Bedroll: Essential survival equipment for a lurker, this bedroll will ensure a good night's sleep wherever a character must lay his head. Consisting of a soft blanket and bedding, the bedroll can be rolled into a conveniently sized package.

Blanket: Cold nights and bad weather are unknown on Babylon 5 but those venturing away from the space station may be grateful of this thick water-proof blanket that will keep out all but the harshest chill. A character making use of a blanket will gain a +1 bonus on all Survival or Endurance rolls made against the effects of cold.

Breather Mask: This is a full face mask designed to filter out harmful gases and atmospheres. However, it also has its own self-contained 10 minute oxygen supply. If attacked by gas whilst not wearing a breather mask, a character must make a Dexterity 8+ roll in order to don it in time.

Carryall: This is a simple backpack that is strapped to a character's back, allowing the easy carrying of many small objects.

Changeling Net: These are highly illegal devices, normally of alien manufacture, though it is claimed that EarthForce R&D has functional prototypes. The changeling net comprises two separate devices. The first is a hand-held imager that is used to capture the three dimensional image. This requires the user to be within 10 feet of the target and make a Computers 8+ roll to be successful. The second is a small harness worn about the torso that creates a three dimensional holographic image that will literally allow the user to appear as someone else, no matter what their race. The changeling net is, however, notoriously dangerous to the user as it relies on vast quantities of intense and unstable energy drawn from a poorly shielded fusion-based power source. This makes tracking a person using a changeling net exceptionally easy for any well-modulated sensor but also means that their use is typically restricted to suicide missions. For every hour, or part of, that a character uses a changeling net, an Endurance 9+ roll must be made. Failure will result in the character sustaining 1d3 points of damage.

Communicator: There are a range of personal communicators available to the characters on Babylon 5, from tiny throat mikes of extremely limited range, to powerful vehicle-mounted models capable of sending clear messages past the upper reaches of the atmosphere of a planet to spacecraft waiting in orbit. The maximum range of each communicator is listed by its entry in the General Equipment table. It should be noted that whilst any communicator may be set to a 'private' frequency to avoid interference, many military and security forces are capable of monitoring them all. Most corporations and military installations will have a wide communications network

that can stretch across entire cities, continents or between worlds, boosting the range of relatively weak communicators to incredible distances.

Crowbar: Used by many unsophisticated criminals to defeat electronic locks, the crowbar may also be used as a crude club in an emergency.

Data Crystal: The computers of the Earth Alliance and many alien races typically use small data crystals to transfer information from one system to another without requiring a direct link. While only about 2cm across, a data crystal is capable of storing just about any amount of audio, video and text information (the equivalent of 50 gigabytes) that a private civilian could ever require and only large corporations and military installations typically have need of many individual data crystals at any one time.

Energy Pod: A small universal portable power source, capable of being recharged from any main power grid or spacecraft. Based on advanced durilium technology, the pod can supply enough energy to power most Small and Medium-sized devices.

Fire Extinguisher: Designed to give a single powerful burst of fire-quenching foam, this small canister allows a character to fight fires. The use of a fire extinguisher will automatically put out one Medium-sized fire.


First Aid Kit: This first aid kit contains bandages, painkiller hypos, slapper skin tabs and antiseptics, allowing a character to treat almost any injury. Each first aid kit is good for one use only.

Flashlight: A simple torch to provide illumination within darkness. Provides a beam of light that extends in a cone up to 80 metres long and 2 metres wide.

Gill Implants: Expensive and fairly painful to actually use, surgically implanted gills allow a person to survive in alien atmospheres without requiring a breather mask. One alternate atmosphere is selected (typically methane-based) when the gills are fitted beneath the skin around the subject's neck. From this point on, the subject will not suffocate when travelling through this atmosphere.

Grappling Hook: The grappling hook is a fixed metal multi-pronged hook attached to the end of a 50-foot line. A grappling hook can support 75kg of weight before snapping.

Hand Computer: This is a small hand-held device that allows a user to interface with larger computer systems and communications networks, as well as store personal data. Hand computers can accept information from data crystals that are plugged in to them and are typically used as mobile terminals though they have sufficient storage capacity themselves to be used during extended periods 'in the field'.



Equipment

Handcuffs: These handcuffs are moulded from toughened steel and are capable of holding a subject firm. Either a Stealth 12+ or Dexterity 13+ roll must be made to be free oneself from these handcuffs.

Identicard: Issued to every citizen of the Earth Alliance and every alien visitor to a world, colony or outpost, an identicard is a small plastic device containing a small computer chip that holds a great deal of personal information about the individual. Financial records may be stored (and the identicard then used as a credit chit), vital medical information, as well as details on where the individual has travelled in the past, their occupational history and criminal records. Any person within Earth Alliance territory is required to carry their identicard with them at all times and present it to security personnel when asked.

Lock, Electronic: The standard measure to secure any box, container or door on Babylon 5, electronic locks can be relatively cheap, though many wealthier people are keen to invest in the very latest technology to protect their belongings. Any character with an electronic toolkit may attempt to bypass an electronic lock by making a Mechanic or Engineering (electronics) roll at the level given in the General Equipment table.

Lock, Mechanical: Virtually obsolete on Babylon 5, mechanical locks provide a measure of false security to the less wealthy. In practice, such mechanical devices operated by keys do little more than slow down a criminal intent on gaining entry to whatever it protects. Any character with a mechanical toolkit may attempt to bypass a lock by making a Mechanical or Engineering 9+ roll.

Recorder: Built around a small hover-fan assembly, the recorder is an automated device that can be programmed to follow a subject or be directly controlled via a terminal or hand computer. It records and relays audio and visual information and is the standard equipment used by ISN news reporters. Up to three recorders may be simultaneously controlled via a hand computer, while more powerful systems can access the data streams of many more.

Rope, 30 metres: Constructed of high tensile woven plasteen fibres, the common rope is still a tool of great use on a space station such as Babylon 5.

Scope: There are many different models of scopes available but they are all designed to accomplish the same function. Mounted upon any ranged weapon, a scope incorporates telescopic lenses and laser range-finding to greatly increase the accuracy of any shot fired at extreme ranges.

Toolkit, Electronic: Comprising of a set of high technology tools such as chip decoders, circuit analysis scanners and the like, the electronic toolkit is essential for any electronics skill rolls made to disable, repair or modify devices such as computer systems and electronic locks.

Toolkit, Engineering: Designed to allow a character to perform various repairs and modifications to high technology devices such as reactors and gravity projectors, the engineering toolkit provides all the tools necessary.

Toolkit, Mechanical: A set of basic and low technology tools with which to perform any mechanically-based task, such as repair a vehicle's engine, break through a mechanical lock or craft a simple weapon.

Translator: A complex yet widely-used piece of equipment, using a translator can range from helpful (finding the correct Brakiri term for 'discount') to vital (understanding what the Pak'ma'ra just said). A translator's main function is to allow those with little skill in languages to interact with other races. Conducting any business through a translator generally takes a little longer than normal and may stall if the translator's memory cannot recognise certain phrases.

Tripod: A simple but weighty device designed to give maximum stability to heavy rapid firing weapons. The tripod is a simple foldaway plastisteel arrangement that can be fitted to any rifle. Any weapon used with a tripod gains +1 to initiative.

General Equipment

Item	Cost	Illegal / Restricted	Weight (kg)	Special
Bedroll	35 cr.	—	1.3	—
Blanket	15 cr.	—	1.	—
Breather Mask	60 cr.	—	1	—
Carryall	25 cr.	—	1	—
Chain, Steel	40 cr.	—	2	—
Changeling Net	14,500 cr.	I	3.5	—
Communicator, Throat Mike, 2 miles	80 cr.	—	—	—
Communicator, EarthForce Wrist Link, 30 miles	200 cr.	—	—	—
Communicator, Hand Unit, 50 miles	250 cr.	—	1	—
Communicator, Backpack, 250 miles	700 cr.	—	2.5	—
Communicator, Vehicle Mounted, 2,000 miles	1,450 cr.	—	30	—
Crowbar	10 cr.	—	2	—
Data Crystal	5 cr.	—	—	—
Energy Pod	950 cr.	—	1	—
Fire Foam	60 cr.	—	1	—
First Aid Kit	80 cr.	—	0.5	—
Flashlight	10 cr.	—	0.5	—
Gill Implants	1,800 cr.	—	—	—
Grappling Hook	35 cr.	R	1	—
Hand Computer	2,950 cr.	—	1	—
Handcuffs	30 cr.	R	0.5	—
Identicard	—	—	—	—
Lock, Electronic (7+)	90 cr.	—	—	—
Lock, Electronic (8+)	150 cr.	—	—	—
Lock, Electronic (9+)	425 cr.	—	—	—
Lock, Electronic (10+)	800 cr.	—	—	—
Lock, Electronic (11+)	1,250 cr.	—	—	—
Lock, Electronic (12+)	2,700 cr.	—	—	—
Recorder	1,200 cr.	—	1.	—
Rope, 30m.	70 cr.	—	2.	—
Scope	150 cr.	R	0.75.	—
Silencer	85 cr.	R	0.25	—
Toolkit, Electronic	200 cr.	—	1	—
Toolkit, Engineering	50 cr.	—	1.5	—
Toolkit, Mechanical	150 cr.	—	2	—
Translator	700 cr.	—	1	—
Tripod	200 cr.	R	1	—

Lifestyles

Lifestyle costs cover food, clothing, appropriate hobbies and sundry living expenses – basically, the monthly ‘invisible’ costs of living on a day-to-day basis. All other payments follow the rules for equipment in this book. Lifestyle costs do not include bodyguards or other professional services. The character may assume that security devices suitable for the credits he pays will protect his property. The lifestyle fee covers a single character – a family of four would have to pay four times the fee to insure that each member could enjoy the benefits of their chosen lifestyle. When the character moves to a new area, he may select any lifestyle he chooses. If he chooses not to pay the monthly fee, his lifestyle begins to deteriorate at the rate of one level per month. Each month he fails to pay the fee, the character also gains debts equal to the unpaid amount. The Lifestyle Costs table lists the monthly fee for a given lifestyle.

Lifestyle: The name of the lifestyle.

Cost in per Month: This value is the service’s cost in credits for one month.

Description: A general description of what a particular lifestyle provides a character with.

Examples: Examples of character types that possess this level of lifestyle.

Lifestyle Costs

Lifestyle	Cost per Month	Description	Examples
Poverty	150 cr.	The character rarely tastes anything other than public assistance. He can occasionally afford low-quality synthetics. His luxuries and entertainments mostly come in the form of free programming, broadcast to his broken down vid-unit. He wears the same clothing or a very limited set of clothes, every day. When the items wear out he replaces them from public charity or in the bazaars where others in the same circumstances sell the clothes off their backs for a final handful of credits.	Babylon 5 lurkers, the homeless, drug addicts, Pak'ma'ra
Poor	300 cr.	The character pays for a slightly less indigent lifestyle than that enjoyed by his poverty-stricken brethren. He can afford to buy his own meals, an occasional bit of new clothing and cheap entertainments at least twice a month. The character also has enough money to support a simple hobby (for example drinking or a craft) in addition to his traditional work. If he would like to go out to a 'nice' restaurant or pay for expensive entertainment he will need to save up for at least two months.	Monks, apprentice dockworkers, new station arrivals, most Narn
Average	1,000 cr.	The character enjoys a relaxed, materially wealthy lifestyle supported by weekly entertainment, at least one hobby and regularly purchased meals. The character can afford high-quality synthetics as well as the occasional real meal. He can afford widely available luxuries as part of his daily grind. He can replace his wardrobe completely with cheap items once per year or replace it every five years with higher-quality goods.	Most Minbari, Centauri and Humans
Successful	3,000 cr.	The character begins to taste what it might be like to be rich. He can afford to go out to formal restaurants about half of the time, supplementing his intake the other half of the time with a mix of high quality synthetics and real cooked foods. He has access to a replaceable wardrobe of high quality clothes. He can support up to three expensive hobbies (For example, travel, luxury shopping or extreme sports) while maintaining a busy entertainment schedule. His budget includes can stretch to commonly available items as well as a few luxuries.	Grey Council members, Minbari caste leaders, Narn diplomats
Wealthy	5,000 cr.	The character experiences a lifestyle more decadent than the dreams of the lower classes. He has access to fine clothing, uncommon luxuries and regular nights out. When he does eat in, his personal servants take care of his needs. He can indulge his desires for planetary travel at a whim or even go interstellar. The character's lifestyle may, in fact, interfere with his professional work.	Narn Kha'Ri, Human senators, Centauri minor nobles
Noble	9,000 cr.	The character buys a decadent lifestyle fit for a Centauri noble. The character consumes common and uncommon luxuries as a matter of course. He orders bespoke clothing for particular situations. Every night he parties as hard as his antics (or at least his money). He can afford at frequent interstellar trips, usually to an exotic destination.	Centauri nobles
Royal	25,000 cr.	The character enjoys a lifestyle usually reserved for a race's power elite. He consumes uncommon and rare luxuries, orders commercial services and can hire nearly any professional service he desires. His minions deal with most of the complex issues of day-to-day life, allowing him to focus on either his professional responsibilities or his hobbies.	Centauri Emperor

Business License

Babylon 5, along with virtually every other trading port and colony, demands that a character hold a license if they wish to conduct business in their environs. A generic business license allows the character to perform commercial transactions while on board the station. The qualifications for and benefits of, the various levels of license are listed in the Business License table.

Most business on Babylon 5 takes place under the auspices of Class B business licenses. Start-up businesses generally try to come in under one of the other programs rather than pay the monthly renewal fee for a Class A during their first year. Large, multi-system concerns often secure Class C licenses as part of their bid to upgrade to the coveted Class D. Class D licenses require the company to secure diplomatic assistance. This practice makes it easy for the somewhat corrupt or just mildly dishonest among the diplomats on the station to line their pockets. While the license itself does not cost much, the priority access to the StellarCom system for business communication can mean literally billions of credits a year.

Business License

Class	Qualifications	Cost	License Duration	Benefits
A	Presentation of proper ID.	500 cr.	1 month, renewable.	May rent stall space in the Zocalo; may secure restricted, non-illegal items with Security for demonstration purposes; allowed to request telepathic monitoring of a business; negotiation with Security approval.
B	Presentation of proper ID, 1 year's worth of tax receipts, 1 business reference.	1,000 cr.	1 year, renewable.	May rent stall space in the Zocalo; may secure restricted, non-illegal items with Security for demonstration purposes; allowed to hire telepaths to monitor negotiations; priority access to BabCom station communications for conducting transactions.
C	Presentation of proper ID, 3 years' worth of tax receipts, 4 business references.	5,000 cr.	1 year, renewable.	May rent multiple stall spaces in the Zocalo; may secure restricted, non-illegal items with Security for demonstration purposes; may carry non-functional demonstration items onto the station; allowed to hire telepaths to monitor negotiations; priority access to BabCom station communications for financial transactions; priority access to Babylon 5 jump gate and docking bays.
D	Presentation of proper ID, hold a class C license for at least one year, 5 years' worth of business receipts, 4 business references, diplomatic sponsorship.	10,000 cr.	1 year, reviewed on each renewal.	May rent multiple stall spaces in the Zocalo and in other areas; may secure restricted, non-illegal items with Security for demonstration purposes; may carry one functional demonstration item onto the station; allowed to hire telepaths to monitor negotiations; priority access to BabCom station communications for financial transactions and business communications; priority access to Babylon 5 jump gate and docking bays.

Drug Qualities

Drugs on Babylon 5 come in a wide range of types and potencies. Whether affected by a poison or a beneficial drug or even just drinking a beer in Earharts, a character is unlikely to spend a day on Babylon 5 without encountering drugs in some form or another. Here is the format for drug entries.

Drug: The name of the drug.

Vector: The method by which the drug can be introduced into a body's system. Ingested drugs must be eaten or imbibed, injury drugs must be injected or otherwise

physically introduced (applied to the edge of a weapon, for instance), inhaled must be breathed in.

Resistance: This is the Endurance throw necessary to avoid the initial or secondary effects of the drug. If this roll is in brackets, the drug is generally beneficial. Characters normally voluntarily fail their Endurance roll in order for the drug to take its effects automatically.

Initial Effect: This is the effect that the drug has on the character immediately, upon the introduction of it to his system, as long as the Fortitude saving throw fails.

Secondary Effect: 10 rounds (one minute) after a failed initial Endurance throw, the character must make another roll save at the same level to avoid these secondary effects.

Cost: This value is the drug's cost in credits. The cost is for one dose of the drug.

I / R: This entry shows whether the drug is illegal (I) or restricted (R) on Babylon 5. Restricted drugs can only be legally purchased if one has the relevant permit. Illegal drugs cannot be legally purchased at all. No entry means that the drug is entirely legal to purchase.

Special: Some drugs have special effects. See the drug's description for details.

Drug Descriptions

Alcohol: Various forms of alcoholic drinks are freely available on board Babylon 5, mostly of Earth or Centauri origin. Oxy pills can counter the short-term negative effects of imbibing too much, although long-term abuse of alcohol can create problems that cannot be solved so easily. Prices for alcohol vary depending on quality – cheap hooch manufactured on a chemical still in Downbelow can be had for a credit or two, while fine Centauri drinks costs hundreds of credits.

Every time a character imbibes an alcoholic drink, they must make an Endurance roll. The level depends on the strength of the alcoholic drink but is generally quite low, such as 4 or 5+. Every drink the character has in addition to the first in the same scenario requires another check, increasing the level by one each time. As soon as one Endurance roll is failed, the character becomes drunk. Failure on the secondary Endurance roll results in unconsciousness for 2d6 hours

Minbari cannot metabolise alcohol as most other races do; it is a psychoactive poison to them, driving them into berserk rages. They also suffer the secondary effect immediately after the rage ends.

Antipoison: These pills counter most common forms of poison, giving a +1D6 DM bonus to Endurance rolls against the effects of drugs for one hour. Note that this may also combat beneficial drugs as well as poisons,

Cyanide: An old favourite of Human poisoners, cyanide is still one of the most reliable poisons in an assassin's arsenal.

Hexazyme: A much newer type of poison that directly attacks the nervous clusters responsible for gross muscle movement, Hexazyme is a favourite poison for those wishing to incapacitate or weaken their targets without killing them. It is also used on occasion to ensure paralysis in patients during delicate surgical procedures.

Morph Gas: Morph gas is the riot deterrent of preference on Babylon 5. Any character that breathes within the area of effect of morph gas must make a Fortitude save every round or be rendered unconscious for 2d6 minutes. It is not used without due thought, however, as it can leave a character feeling groggy for quite some time afterwards.

Oxy Pills: These pills rejuvenate the user, removing any penalties from drinking alcohol and removing 1D6+1 points of damage after one minute.

Sleepers: Sleeper pills suppress psychic potential. They are used by the Psi Corps to deal with telepaths who are unwilling to join the Corps. Once a dose of the sleeper drug has been applied, the telepath will be considered a P0 for the next 10 days. This effectively makes the telepath latent for the period and therefore unable to use telepathic abilities. A Medic 8+ roll may be made to fine tune the dosage in order to suppress telepathic talent for a shorter period, down to just a few hours. It is theoretically possible to also modulate the sleeper to only reduce a telepath's P-Rating, rather than set it to zero.

Note that the secondary effect leads to extreme depression. Every time the telepath fails the secondary Endurance roll, he must make an Intelligence 9+ roll to avoid a bout of severe depression lasting for 1D3 days. In this time, all skill checks are at a -2DM. Regular use of sleepers inevitably leads to the telepath's personality gradually fading away.

Vin'Rath: A virulent poison harvested from a particularly vicious form of insect found only on the Narn homeworld of Nar'Shal, Vin'Rath is a powerful paralytic.

Stim: Stims are stimulants are injected directly into the bloodstream. They were originally designed for military use but are available to civilians. A stim instantly removes any fatigue or exhaustion afflicting the user, as well as neutralising any current dazed or stunned conditions. Stims are designed as a short-term measure – their secondary effect represents the disastrous effects repeated use can have on the user's metabolism and sanity.

Drugs

Drug	Vector	Resistance	Initial Effect	Secondary Effect	Cost	I / R
Alcohol	Ingested	5+	Drunk. -2DM to all skills	Unconsciousness	10 cr. – 100 cr.	—
Alcohol (for Minbari)	—	9+	Rage. Unable to control violent responses	2d6 damage	—	—
Antipoison	Ingested or Injury	(8+)	+1D6 DM to Endurance rolls against drugs	—	80 cr.	—
Cyanide	Ingested or Injury	9+	1d6 End damage	1d6 Str damage	195 cr.	I
Hexazyme	Injury	9+	1d6 Str damage	2d6 Str damage	145 cr.	I
Morph Gas	Inhaled	8+	Unconsciousness	1 Int damage	125 cr.	R
Oxy Pill	Ingested	(9+)	Eliminates alcohol effects	Eliminates 1D6 damage	40 cr.	—
Sleeper	Injury	12+	Inhibits P-Rating	1D6 Int damage	400 cr.	R
Stim	Injury	(12+)	Eliminates fatigue or exhaustion	1D3 Dex	75 cr.	R
Vin'Rath	Injury	9+	1d6 Dex damage	2d6 Dex damage	140 cr.	I

Vehicles

Crawler

Favoured on desolate planets such as Mars, crawlers are large sealed vehicles capable of traversing any rough terrain, whether by virtue of over-sized wheels or tracks. They tend to be very slow but can carry a substantial cargo or passenger load for their size and are relatively inexpensive. A crawler's internal air supply will typically support all crew and passengers for up to 12 hours, though modified crawlers can sometimes be found with greater atmospheric capacities. A small airlock allows passengers to ride in comfort while still being able to disembark into hostile conditions in a pressure suit.

Expedition Rover, Earth Alliance

The expedition rover is the vehicle of choice for many Earth-funded exploration missions to other worlds. Fully sealed against alien atmospheres, the rover is an articulated vehicle supported by four over-sized all-terrain wheels that allow it to traverse the roughest of landscapes. The front cabin, which holds three crewmen, is connected by umbilical to the rear compartment, which can be configured for any number of missions, including cargo, scientific research, sensor analysis or even troop transport.

Fusion Bike

Favoured by youngsters on many worlds, there are hundreds of types of fusion bike. They are not as popular as fusion cars, mostly due to a generally poor safety record (which is probably what attracts the youngsters). Earth cultures in particular have a special fondness for powered bikes of all kinds.

Fusion Car

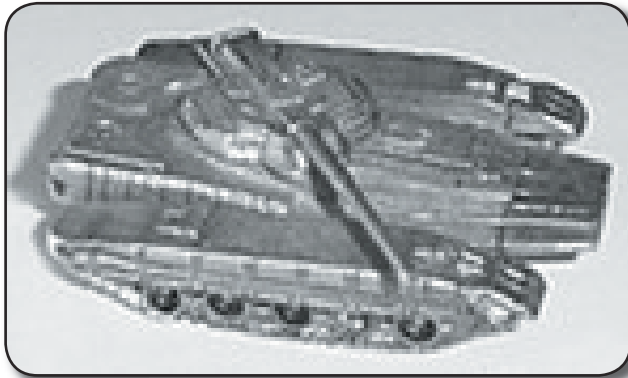
Powered by a more efficient energy source than oil-based fuels or stored electricity, fusion cars are the primary means of transportation across the surfaces of many worlds. While there is almost an infinite variety of models available among the alien races, most are comparable in specifications.

Magni Heavy Lifter

The Magni is a very large VTOL aircraft designed to airlift up to a great deal of armour or infantry from one place to another. It is unarmed but is well armoured. Its manoeuvring abilities are limited, so when it flies near a combat zone a Magni is usually escorted by one or more Delta-II Interceptors or other support aircraft. The primary combat advantage of a Magni is its high level of armour and ability to soak up comparatively large amounts of damage before retiring.

Maintenance Pod, Earth Alliance

Large repair jobs and the unloading of cargo in space is usually performed by small one man pods such as this. Equipped with two manipulative mechanical arms, a small group of maintenance pods can unload even the largest cargo-carrying



spacecraft in a short amount of time without it having to spend hours docking with a space station and being manually unloaded within. Maintenance pods are relatively easy to control though workers must still have experience with operating spacecraft if they are to do so safely.

Thor Main Battle Tank, Earth Alliance

The Thor was one of several competing main battle tank designs in existence shortly before the Dilgar War. Of those tanks, the Thor quickly became the standard among Earth's armies. Several weapon improvements have been made over the years, resulting in the current design.

The Thor is extremely fast for a main battle tank, which is normally thought of as little more than a lumbering gun platform. Compared to the tanks of other races, it also possesses decent armour. The binary liquid propellant (BilPro) cannon gives it a long reach and penetrating capability respected by virtually every race that has ever seen these units in action.

Vehicle Table

Vehicle	TL	Skill	Agility	Speed	Crew Passengers
Crawler	6	Drive (wheeled or tracked)	-1	60kph	1 driver, 6 crew/passengers
Expedition Rover	7	Drive (wheeled or tracked)	+0	90kph	1 driver, 3 crew/passengers
Fusion Bike	8	Drive (wheeled)	+0	190kph	1 driver
Fusion Car	8	Drive (wheeled)	+0	160kph	1 driver, 3 passengers
Magni Heavy Lifter	7	Flyer (aircraft)	-1	400kph	2 pilots, 2 crew
Maintenance Pod	7	Pilot (small craft)	+0	400kph	1 pilot
Thor Battle Tank	7	Drive (tracked)	+0	120kph	1 driver, 3 crew

Vehicle	Open/Closed	Armour	Hull	Structure	Weapons	Cost
Crawler	Closed	6	5	5	None	40,000
Expedition Rover	Closed	4	5	5	None	50,000
Fusion Bike	Open	0	0	1	None	3,000
Fusion Car	Closed	4	2	2	None	8,000
Magni Heavy Lifter	Closed	6	2	2	None	500,000
Maintenance Pod	Closed	6	2	1	None	400,000
Thor Battle Tank	Closed	25	8	8	Mounted PPG	MCr 15

SPACE TRAVEL AND SHIPS

This chapter details a selection of ships of the Babylon 5 universe, described using the ship rules from the basic *Traveller Core Rulebook* and the extended options offered in *High Guard*. Note that Babylon 5 ships do not use Jump Drives; this section therefore covers the use of Jump Gates for travel through hyperspace.

Gravity Generation

The ship construction rules found in the *Traveller* rules and *High Guard* assumes that artificial gravity, produced by generators, is factored into the systems and costs of the ship's powerplant. In *Universe of Babylon 5*, gravity generation is handled somewhat differently.

The Minbari and Centauri have perfected gravity generators which are treated precisely as in the *Traveller* rules and *High Guard*. Other races, the Earth Alliance and Narn, for example, have not developed such capabilities; ship gravity is induced through imparting spin in certain sections of the vessel. This means that, when using the *Traveller* rules for designing ships, imparted gravity needs to be built into the vessel.

- ④ First, decide which sections of the ship require artificial gravity. These are typically living/life support sections where zero-g is likely to be a detriment to efficient ship operations. Engineering sections, for example, are less reliant on gravity to operate effectively than crew quarters and the bridge.
- ④ Calculate the tonnage that will have artificial gravity, rounding up to the nearest whole. The minimum tonnage that a ship can have with artificial gravity is 10% of the hull's overall tonnage. The maximum is 80%.
- ④ Separate sections can have independent gravity induction, separated by hull sections that are zero-g. However each independent section requires a separate gravity induction system.

- ④ The gravity induction system takes-up additional tonnage equal to 25% of the tonnage of the gravity artificial section. So, for example, a ship with a gravity-artificial crew section, accounting for 16 tons, must have an additional 4 tons allocated to the gravity induction system, for a total of 20 tons.
- ④ Gravity induction costs MCr 1 per ton, including the gravity induction system itself. In the example above, a 16 ton artificial gravity crew section will require 20 tons of hull space and cost MCr 20.
- ④ As the powerplant is used for powering artificial gravity sections of the ship, there is no additional fuel tonnage requirement.
- ④ Rotating sections of a ship can be independently controlled, allowing the level of gravity to be increased or reduced according to particular needs. The gravity level is generally set at homeworld equivalent, but can be fluctuated by increasing or decreasing the rate of spin.

Advanced Power Plants and Drives

Minbari and Centauri starfaring technology is significantly advanced over that of other races. Their starship power plants and drives tend to be lighter and more efficient than those of, say, Earth Alliance, but are more costly.

Use the Power Plant and Drive Tables found in *Traveller* and *High Guard* for most ships. For Minbari and Centauri vessels, use the tables below. The costs given are for Minbari-built M drives and power plants; Centauri equivalents cost 25% (rounded up) extra. Narn vessels also have access to these drives and power plants, but as they are through Centauri sources, the price for a Narn vessel is 50% greater than the base cost.

Space Travel and Ships

Drive Code	M Drive		Power Plant	
	Tons	MCr	Tons	MCr
A	1	20	2	16
B	1.5	30	5	24
C	2	40	8	32
D	2.5	50	11	40
E	3	60	14	48
F	3.5	70	17	56
G	4	80	20	64
H	4.5	90	23	72
I	5	100	26	80
J	5.5	110	29	88
K	6	120	32	96
L	6.5	130	35	104
M	7	140	38	112
N	7.5	150	41	120
P	8	160	44	128
Q	8.5	170	47	136
R	9	180	50	144
S	9.5	190	53	152
T	10	200	56	160
U	10.5	210	59	168
V	11	220	62	176
W	11.5	230	65	184
X	12	240	68	192
Y	12.5	250	71	200
Z	13	260	74	208
AA	17	280	80	224
BB	19	300	86	240
CC	21	320	92	256
DD	23	340	98	272

Advanced drives of the kind built by the Minbari and Centauri exploit greater fuel efficiencies, as well as size. Use the following Power Plant/Fuel table below.

Small Ships

Small Ships use the following tables:

Code	Gravitic M Drive		Reaction M Drive		Fusion Power Plant		Chemical Power Plant	
	Tonnage	MCr	Tonnage	MCr	Tonnage	MCr	Tonnage	MCr
sA	0.25	2	0.15	0.75	0.6	5	1	2
sB	0.5	4	0.25	1	0.9	5.5	1.25	2.5
sC	0.75	6	0.35	1.25	1.2	6	1.5	3
sD	1	8	0.45	1.5	1.5	6.5	1.75	3.5
sE	1.25	10	0.55	1.75	1.8	7	2	4
sF	1.5	12	0.65	2	2.1	7.5	2.25	4.5
sG	1.75	14	0.75	2.25	2.4	8	2.5	5
sH	2	16	0.85	2.5	2.7	8.5	2.75	5.5
sI	2.25	18	0.95	2.75	3	9	3	6
sJ	2.5	20	1.05	3	3.3	9.5	3.25	6.5
sK	2.75	22	1.15	3.25	3.6	10	3.5	7
sL	3	24	1.25	3.5	3.9	10.5	3.75	7.5
sM	3.25	26	1.35	3.75	4.2	11	4	8
sN	3.5	28	1.45	4	4.5	11.5	4.25	8.5
sP	3.75	30	1.55	4.25	4.8	12	4.5	9
sQ	4	32	1.65	4.5	5.1	12.5	4.75	9.5
sR	4.25	34	1.75	4.75	5.4	13	5	10
sS	4.5	36	1.85	5	5.7	13.5	5.25	10.5
sT	4.75	38	1.95	5.25	6	14	5.5	11
sU	5	40	2.05	5.5	6.3	14.5	5.75	11.5
sV	5.25	42	2.15	5.75	6.6	15	6	12
sW	5.5	44	2.25	6	6.9	15.5	6.25	12.5
sX	5.75	46	2.35	6.25	7.2	16	6.5	13
sY	6	48	2.45	6.5	7.5	16.5	6.75	13.5
sZ	6.25	50	2.55	6.75	7.8	17	7	14

Performance and Fuel Requirements remain the same as for *High Guard*, page 59.

Faster Than Light Travel

In order to avoid the years, even decades, required to travel to other star systems, the technologically advanced races of the galaxy utilise jump gate technology, punching through real space in order to navigate through the alternate reality of hyperspace, cutting down travel times to hours or days. The vast majority of space travel uses these static jump gates, though the larger vessels of several races possess power plants large enough to generate colossal energies required to allow them to create their own jump points without being tied to the jump gate network. This grants an incredible amount of freedom, allowing ships to enter star systems in hidden locations behind planets, away from prying sensors or even in deep space between stars in order to co-ordinate secret cargo transfers or negotiations. However, even these ships are still required to lock on to the jump gate beacon network in order to navigate hyperspace.

Many characters will never own their own spacecraft. The hundreds of millions of credits needed to purchase a worn out old Asimov-class transport is simply out of reach. The debt

payments alone would wipe out everything but a major business. Fortunately for those who cannot afford their own spacecraft travel services exist to carry people from one end of the known galaxy to the other. Characters purchase tickets on spacecraft, paying all of the costs up front. Typically, the spacecraft will leave in 1d6 days. If the character wishes to leave immediately, he must pay three times the listed price.

Use the Space Travel table to determine travel price and estimated travel time based on the jump routes traversed and the quality of the travel service. A single transport company will typically offer two service qualities: a 'bargain' rate and their 'valued customer' service.

Poor quality space travel services amount to travel in a cargo hold. The carrier does not provide the passengers any supplies. Passengers sleep on raw metal floors or at best, in body-sized tubes with a door covering one end. Sanitary facilities are shared with all of the passengers. There is a 10% chance the ship is also carrying illegal luxury goods (usually drugs) and will be boarded by the authorities at some point during its trip. These services rarely keep good records about their craft or passengers, making them popular with people attempting to avoid government detection.

Power Plant	Tons of Fuel per 2 Weeks Operation
A	1
B	2
C	3
D	4
E	5
F	6
G	7
H	8
I	9
J	10
K	11
L	12
M	13
N	14
P	15
Q	16
R	17
S	18
T	19
U	20
V	21
W	22
X	23
Y	24
Z	25
AA	27
BB	29
CC	31
DD	33

Adequate quality space travel services generally provide the passengers with a shared communal area and a well appointed body-sized tube to sleep in. This sleeping tube has a relatively soft floor, a computer screen built into the ceiling and speakers to play music. It also contains sufficient power to run a laptop or other computer. The service also provides sustaining, if unappetising, meals and a small exercise area.

Excellent quality space travel services provide each passenger with a small, private, securable cabin measuring no more than 50 square feet. This cabin contains well-made furnishings, a comfortable bed and various entertainment and luxury amenities. The passengers may also order from a menu of luxury services, some of which may be illegal at either the flight's point of origin or its destination. The crew serves sustaining meals free of charge or the passengers may pay for more luxurious meals if they wish to spend the credits.

Exceptional quality space travel services provide each passenger with a suite of rooms no less than 200 square feet in size. This suite contains all of the amenities the extremely rich have come to expect, as well as a selection of widely available luxuries provided at no additional charge. The passenger may, of course, purchase additional luxuries for a nominal fee.

Jump Gate Procedure

The Earth Alliance gained jump gate technology from the Centauri when the alien race first made contact with Humans, first leasing the use of their own jump gates and then selling their method of construction. From this point on, Humans were free to explore the stars. However, no one really knows exactly who first created and built jump gates. The Centauri are said to have found a deserted one in orbit around their homeworld and many suspect it was the Vorlons who first created the jump gate network that connects many star systems, with the Younger Races learning to create their own later. Other theories suggest that perhaps the Vorlons themselves, thousands of years ago, discovered ancient jump gates built by an even older race who preceded them. Though the origins of jump gates are less than clear, every major race in the galaxy possesses or leases their use to travel to other stars, create trade routes with other races and wage wars on their neighbours.

Jump gates are three - or four-pronged structures powered by huge fusion reactors to literally punch a hole from real space into hyperspace and vice versa. A key component in their construction is Quantium-40, a rare mineral found on only a few worlds. As it is so hard to find and yet so necessary for space travel, governments and corporations jealously guard the locations of any Quantium-40 mining operation and many independent planetary surveyors have made their fortunes in discovering new sources of this mineral.

Any spacecraft has the capability to access a jump gate, though those positioned around homeworlds and important outposts are often hardwired to allow their owners to deny access to particular ships, or even shut down the jump gate altogether.

Activating and Deactivating Jump Gates

Under normal circumstances, it takes a Pilot or Astrogation 8+ roll to activate a jump gate, creating either an entry into

hyperspace or an exit out of it. The jump gate may stay open for a number of rounds determined by the craft that opened it, to a maximum of 10 rounds (one minute). Jump gates are normally set to close at the end of the round in which the opening craft enters or leaves hyperspace. While the gate is open, other spacecraft are free to use the jump gate.

By default, jump gates are set to handle spacecraft of up to 5,000 tons, though the struts may be moved apart to accommodate even larger objects. This is extremely rare and draws heavily on the fusion reactors powering the jump gate. Jump gates can be powered down altogether in order to deny anyone access to them, a protective measure sometimes performed when a planet or colony is under siege. However, the tremendous energies contained within these structures cannot be simply switched off and so it takes two days to bring jump gates to a dead state safely and another four or five days to power them back up again. Instead, controlled jump gates may be programmed to reject the access codes of incoming spacecraft and so allow allies to use them safely, while enemies are kept at bay. To do this, an engineer must constantly monitor the jump gate for incoming traffic and then make an Engineer (Jump Gate) roll of 8+ with the crewman of the ship attempting to activate the jump gate, using either Pilot or Astrogation 8+ to oppose. The Effects of rolls should be compared. If the engineer is successful, the jump gate will reject the access codes and will not activate. If he fails, the jump gate will activate as normal, allowing the ship to enter or leave hyperspace as it wishes.

Activating a Jump Point

Under normal circumstances, it takes a Pilot 8+ roll to engage a craft's jump engines and create a jump point, a vortex that draws the vessel into hyperspace or realspace. Only those craft with Jump Point capability can create jump points. A jump point is not as stable as a jump gate and may only stay open for a number of rounds, determined by the craft that opened it, to a maximum of 3 rounds. Jump points close at the end of the round in which the opening craft enters or leaves hyperspace. While the jump point is open, other spacecraft are free to use the jump point.

Hyperspace

Once passing through a jump gate or self-generated jump point, a spacecraft will enter the strange realm of hyperspace.

This is a shadowy dimension of gravitational tugs and eddies that can throw a careless ship far off course, a place where the ordinary rules of physics do not always apply. An ever-shifting environment of plasma clouds, energy waves and magnetic surges with no fixed locations from which to draw navigational guidance, hyperspace is potentially a lethal domain to travel through and many ships have simply disappeared without a trace.

Every functional jump gate also acts as a narrow-beam hyperspace beacon, allowing ships to lock on to their destination without getting lost. Even so, extreme caution must be used when navigating through hyperspace for if a ship loses track of these beacons for even a short period of time, it can be drawn hopelessly off course, away from established routes where it will be pulled further into gravitational tides. No ship lost in hyperspace has ever been recovered. Due to the fundamental importance the beacon network forms in the navigation of hyperspace, every space faring race has signed agreements and treaties that forbid the destruction of any jump gate, even in the midst of war. Every newly created jump gate strengthens the integrity of the network as a whole, while every one lost through senseless destruction weakens it, making space travel across the entire galaxy just a little harder.

The benefit of hyperspace, for all of its dangers, is to dramatically shorten travel times between star systems. Journeys that may take years or decades in real space using even the fastest vessels can now be accomplished in hours or days by the smallest shuttle or free trader. The beacon network is inevitably stronger in some regions of hyperspace than others, though its signal varies on an hourly basis as it must compete with constant magnetic surges and gravitational inclines. There are, however, many travel routes between certain star systems that are far more stable than normal or have a wider range of beacons from which to draw navigational data. Conversely, others are known to be dangerous and there are a few ship captains who take the greatest risk of all, ignoring defined travel routes but gaining the freedom to travel wherever they wish without being confined to set jump locations.

The vast majority of ships travelling through hyperspace will only chance the major jump routes, making several successive jumps to reach their destination if necessary. This has the disadvantage of taking longer than a more direct path but the risks are minimal and any experienced crew can expect to survive their journey through hyperspace without any mishap.

Jump Gates and Jump Gate Generators

Any vessel of *any* size is capable of travelling through hyperspace using a Jump Gate. Jump Gates join together forming a network of Jump Routes that are classified as either Major or Minor routes. Restricted routes also exist; these are effectively Jump Routes between two Jump Gates that have no direct, charted linkage or from an artificially generated Jump Point, which then routes to either a Jump Gate or to a finishing Jump Point at a specific set of spatial co-ordinates. Only vessels with a Jump Point generator (see below) may activate their own Jump Point, jumping directly to a Jump Gate or to a set of destination co-ordinates.

Distance Travelled, Time Taken

Once into a hyperspace, via a Jump Gate, the amount of time it takes for a starship to travel to its destination Jump Gate is dependent on two factors:

- The Length of the Jump, measured in hexes
- Whether the Jump is a Major, Minor or Restricted route

The subsector maps in the *Universe of Babylon 5* rules and reproduced later in this erratum, use the standard Traveller hex to show systems and distance between them. In *Traveller*, one hex is equivalent to a parsec, which is 3.26 light years; however, in *Universe of Babylon 5*, the distances involved do not map so conveniently. As hyperspace vastly reduces the amount of time to travel between two points and because hyperspace communications are present, *actual* distances are somewhat irrelevant. Therefore, the scale used for hyperspace travel is the 'hex', an abstraction that allows worlds within a given government's regime to be mapped according to the standard *Traveller* sub sector format and for jump distances to be easily reckoned.

The amount of time, in hours, to traverse 1 hex is as follows:

- Major Jump Route: 6+1d6 hours per hex
- Minor Jump Route: 12+1d6 hours per hex
- Restricted Jump Route: 24+1d6 hours per hex

Space Travel Costs

Space Travel

Jump Route	Cost per 24 hours			
	Poor	Adequate	Excellent	Exceptional
Major Route	Cr140	Cr280	Cr560	Cr1,000
Minor Route	Cr110	Cr220	Cr440	Cr800
Restricted Route	Cr90	Cr180	Cr360	Unavailable

Thus, a ship travelling between two adjacent systems, 1 hex apart, using a Major Jump Route, takes between 7 and 13 hours (with an average of around 9 hours). Jumping two hexes takes between 12 and 36 hours, with an average of 19 hours.

Ad-Hoc Jump Routes

If no established Jump Route exists between two Jump Gates, one can be established by the authority controlling the Jump Gate(s). Gaining the appropriate request requires a successful Broker, Comms, Diplomacy or Leadership roll of 8+ and takes 2d6 hours for the relevant permissions to come through. Once established, the ad-hoc route then counts as a temporary Minor Jump Route.

Jump Point Generators

Generating a jump point without the need for a Jump Gate is only possible for ships with vast amounts of energy at their disposal.

Installing a Jump Point Generator requires 10 tons for every 100 tons of basic hull displacement and requires a Power Plant rating of at least 3. The Jump Point Generator creates a temporary Jump Gate between two sets of co-ordinates; the point of origin and the point of destination. The distance between these two points is dependent on the Jump Rating of the generator installed: a jump can be any number of hexes up to and including its Jump Rating but cannot exceed it.

Thus, a 100-ton starship wanting to generate a Jump Rating of 3 requires 30 tons of dedicated hull displacement. An additional 10 tons of fuel needs to be dedicated for every Jump rating the ship is capable of. For example, a Minbari warship capable of self-generating a Jump 3 hyperspace jump will need an additional 30 tons of fuel.

The cost of a Jump Point Generator is 10MCr for every point of its Jump Rating (so in our Minbari example, an additional Jump 3 generator adds 30MCr to its cost).

If a starship creates an origin Jump Point but fixes its destination on an existing Jump Gate, then its route qualifies as a Minor Route. If a starship creates both the origin and the destination point, then the route is treated as Restricted.

Travelling through Hyperspace

Ships in Universe of Babylon 5 do not use Jump drives. Any ship of any size can use a Jump Gate, and once in hyperspace the Manoeuvre drive is used to propel the vessel. Therefore, when designing ships using the Traveller or High Guard rules, ships do not need to allocate tonnage to Jump Drive space and fuel.

A ship travelling through hyperspace must have its navigator succeed in an Astrogation 8+ roll. If the navigator is attempting to travel without using a designated jump route, then he suffers a DM to his Astrogation roll of between -2 and -4, depending on how far off the beaten track he is attempting to take the ship. For this reason, many ship captains avoiding jump routes will make a series of smaller jumps rather than attempting to risk their whole vessel in one large jump.

If the Astrogation roll is failed, roll on the Hyperspace Hazards table, below, to determine what hazards the ship has encountered. The table requires the Effect of the Astrogation roll.

Hyperspace Hazards

Effect	Hazard
0	Hyperspace conditions are tricky but not insurmountable. Increase travel time by 25%
-1	Hyperspace conditions are difficult. Increase travel time by 50%
-2	Hyperspace conditions are very difficult. Increase travel time by 75%
-3	Hyperspace conditions are extremely difficult. Increase travel time by 100%
-4	Unforeseen forces in Hyperspace damage the ship. The ship suffers the equivalent of a double hit and sustains 6 damage, plus a Crew Hit. If the ship survives, travel time is increased by 100%
-5	As above, but the fierce gravitational forces attempt to tear the ship apart. Damage is 4d6, plus a Crew Hit. If the ship survives, travel time is increased by 100%
-6+	Something goes badly wrong: the ship is lost in Hyperspace.

The amount of time a ship can remain in hyperspace depends on the jump route. Consult the following table.

Jump Route	Time Required
Major Jump Route	1d 3 days
Minor Jump Route	3+ 1d 3 days
Restricted Jump Route	5+1d 6 days
Travel Outside Jump Routes	Referees Discretion

For example, a small shuttle with a Jump potential of 1, navigating a Minor Jump route can expect to reach its destination in $72+18$ hours = 90 hours, or just under 4 days.

Extremely experienced crews (such as those who man Minbari warships) are able to stay within hyperspace for extended periods, holding station despite the constant gravitational tugs on their vessel. This is a difficult manoeuvre and requires both an

Astrogation 9+ and Pilot 9+ roll once every hour it is attempted. Even harder to accomplish are the manoeuvres required in combat while maintaining the lock on of a narrow beam beacon and, to date, no battle has taken place in hyperspace that has not resulted in disaster for both sides. Similar rolls are required every round if a ship is involved in combat.

Any failed roll whilst in hyperspace will result in the spacecraft losing its lock on a beacon, sending it spiralling out off-beacon. If the craft is part of a fleet or wing, then it may choose to stick with the fleet or wing regardless (though it is not unheard of for entire fleets to be lost in this manner). However, if the ship is alone, it will move further away from the jump route, unable to get a precise fix on a beacon, until its power fades and life support is drained. Such ships are doomed and will likely be lost forever. Such a lost craft may attempt Sensors roll once per day, at 8+, with an additional -1DM for each day spent lost, to locate a beacon. Note that which beacon found is entirely at random and is almost certainly not the one the craft was originally heading toward.

The Hyperspace Checks table shows the difficulty of travelling through hyperspace, as well as the average travel times for such journeys. Ships avoiding jump routes will experience variable travel times. This table also demonstrates how much a starfarer can expect to be charged for passage on an average commercial spacecraft, for each jump made. Note that some commercial spacecraft will make several successive jumps for longer journeys, while others may force the starfarer to change vessels after each jump – this is at the discretion of the referee and the scenario he is currently running. Luxury passage will cost two to three times the amount listed on the table, while those preparing to 'travel rough' in the holds of freighters and transports can expect reductions of a half to a quarter, though they will be responsible for their own food and sleeping arrangements.

Docking Fees

While space travel for most is in the form of being a passenger, there are those lucky enough to own or run their own spacecraft – and the mountain of debt that inevitably goes with that responsibility. At the bottom of the pile and therefore the most accessible to Player Characters, are the free traders. These folk are independent haulage and shipping operators, who often barely make enough to cover the interest rates on their loans. Such operators are always only a single short step from insolvency... but that is an important step. Another inevitable bill that crosses every ship owner's desk is docking fees for their craft.

Even the largest spacecraft cannot contain entire worlds. Instead, they act as ferries through the infinite reaches of space, connecting living worlds to one another. They require places to load and unload cargo, refuel or simply sit while idle between missions. Docks provide these services for a fee. Many governments, in an effort to direct more interstellar traffic their way, provide their diplomats with expansive privileges to open docks to ships 'free of charge'. These privileges form a vital commodity of trade in the diplomatic world. Ambassadors exchange temporary docking rights for everything from an invitation to a meeting

Space Travel and Ships

to cessation of undeclared conflicts. A ship must pay one day's fees in order to enter the dock. Most docks issue a bill every 30 days thereafter. If the ship leaves before the next billing cycle, it must pay any accumulated fees or the dock will not release the craft. A character with sufficient time and the Engineer (Electronics) skill might be able to hack into the dock control system to release a ship without paying. To do this, the skill DM is Formidable (-6). The DC for such an action is generally 30. In order to determine the docking fee per day for ships of most standard sizes refer to the Docking Fees table.

Docking Fees

Ship Size	Poor (Minor Colony)	Adequate (Colony)	Excellent (Major Colony, Babylon 5)	Exceptional (Homeworld)
<100 tons	375 cr.	500 cr.	1,000 cr.	2,000 cr.
100-300 tons	1,125 cr.	1,500 cr.	3,000 cr.	6,000 cr.
300 –600 tons	1,875 cr.	2,500 cr.	5,000 cr.	10,000 cr.
600 – 1000 tons	2,625 cr.	3,500 cr.	7,000 cr.	14,000 cr.
1000 – 2000 tons	3,375 cr.	4,500 cr.	9,000 cr.	18,000 cr.
2000 – 3000 tons	4,125 cr.	5,500 cr.	11,000 cr.	22,000 cr.
3000 – 5000 tons	5,625 cr.	7,500 cr.	15,000 cr.	30,000 cr.
5000 tons +	7,125 cr. or more	9,500 cr. or more	19,000 cr. or more	38,000 cr. or more

Sample Universe of Babylon 5 Ships

The following ships is not exhaustive but offers a reasonable representation of a variety of ship designs – from fighters through to capital ships – found in the Babylon 5 universe. Additional ship designs are likely to appear in future expansions.

New Ship Weapons

All of the weapons and weapon arrays found in the *Traveller* and

High Guard rules are available for use onboard Babylon 5 ships, plus, the weapon systems described below.

Lasers

In *Universe of Babylon 5*, lasers come in Light, Medium and Heavy formats, as described in the weapons tables below. The Minbari Neutron Laser is a laser beam further stabilized by a neutron flow for greater stability and damage capability.

Plasma/Pulse Cannon

Plasma and pulse weapons use bolts or pulses of hydrogen plasma, contained within an electromagnetic field, to deliver large amounts of damage that aims to vapourise the surface it contacts. Similar, scaled-down technology is employed in the PPG side arm, favoured by Earthforce and others. The defence grids of many capital ships, and Babylon 5 itself, consist of linked arrays of plasma cannon, augmented by particle beams, lasers and missiles.

Ion Cannon

A Centauri advancement on plasma weaponry, Centauri ion weapons fire bolts of ionized hydrogen that are subject to a higher degree of stability than their Earthforce counterparts.

Weapon	Race	Optimum Range	Damage	Cost (MCr)	Mount	Special	Notes
Antimatter Converter	Minbari	Short	5D6+Crew Hits	20	3000 ton spinal mount	Armour Piercing	Ignores All Armour Requires Spinal Mount
Fusion Cannon, Medium	Minbari	Short	2D6+1	3	5 ton barbette		
Fusion Cannon, Heavy	Minbari	Medium	2D6+3	6	50 ton bay		
Fusion Cannon, Light	Minbari	Short	1D6+2	1	Turret		
Ion Cannon, Heavy	Centauri/Narn	Long	2D6+1	3	50 ton bay		
Ion Cannon, Light	Centauri/Narn	Short	1D6+1	0.75	Turret		
Ion Cannon, Medium	Centauri/Narn	Medium	1D6+4	1.5	5 ton barbette		
Laser Cannon, Heavy	Earthforce, Centauri/Narn	Long	3D6+ Crew Hits	4	50 ton bay		
Laser Cannon, Light	Earthforce, Centauri/Narn	Short	1D6	1	Turret		
Laser Cannon, Medium	Earthforce, Centauri/Narn	Medium	2D6+Crew Hits	2	5 ton barbette		
Molecular Disruptor	Minbari	Short	4D6+Crew Hit	15	50 ton bay	Armour Piercing	Ignores First 4 Points of Armour
Neutron Laser	Minbari	Long	5D6+Crew Hit	25	100 ton bay	Armour Piercing	Ignores First 3 Points of Armour , +1 DM to Gunnery Roll
Neutron Laser, Improved	Minbari	Long	7D6+ Crew Hit	50	100 ton bay	Armour Piercing	Ignores First 3 Points of Armour , +2 DM to Gunnery Roll
Particle Gun	Centauri, Narn	Short	1D6+1	1.5	Turret		+1 DM to Gunnery Skill
Plasma Cannon, Heavy	Earthforce, Centauri/Narn	Medium	1D6+4	5	50 ton bay	Armour Piercing	Ignores First 3 Points of Armour
Plasma Cannon, Light	Earthforce, Centauri/Narn	Short	1D6	2	Turret	Armour Piercing	Ignores First 2 Points of Armour
Plasma Cannon, Medium	Earthforce, Centauri/Narn	Short	1D6+2	3	5 ton barbette	Armour Piercing	Ignores First 2 Points of Armour
Pulse Cannon, Galling	Earthforce	Short	2D6+1	10	5 ton barbette	Armour Piercing	Ignores First 3Points of Armour
Pulse Cannon, Heavy	Earthforce	Medium	1D6+2	2	5 ton barbette		
Pulse Cannon, Light	Earthforce	Short	1D6+1	1	Turret		
Pulse Cannon, Mini	Earthforce	Short	1D6-1	0.75	Turret		
Pulse Cannon, Uni	Earthforce	Short	1D6	0.5	Turret		
Railgun	Earthforce	Short	3D6		50 ton bay		See High Guard, page 49+ for Railgun Options

Missiles, Mines and Torpedoes

Missiles come in different varieties as developed by different races. Each missile is of a designated Type – Basic, meaning that that missile makes a single hit; Smart, meaning that the missile keeps making hits until it is hit or destroyed; and Nuclear, which inflicts radiation crew hits in addition to its damage.

Weapon	Race	Damage	Cost per 12 missiles	Type	Notes
Anti-Ship Missile	Earthforce	1D6+2	20,000	Basic	Ignores First 3 Points of Armour; +1 DM to Gunnery Roll
Flash Missile	Earthforce	2D6+1	40,000	Basic	Ignores First 3 Points of Armour; +1 DM to Gunnery Roll
Heavy Missile	Earthforce	2D6+ Crew Hit	80,000	Nuclear	Ignores First 4 Points of Armour
Long Range Missile	Earthforce	1D6+2	30,000	Basic	Ignores First 3 Points of Armour; +1 DM to Gunnery Roll
HARM	Earthforce	5D6	120,000	Nuclear	Ignores First 4 Points of Armour
Energy Mine	Narn	1D6+2 + Crew Hits	50,000	Nuclear	Energy Mines are deployed in seeds of 6 into an area corresponding to the hull width/tonnage of the enemy vessel. The mines are static but difficult to evade if not detected well in advance. Each mine inflicts damage and radiation crew hits.
Ion Torpedo	Narn	2D6	25,000	Smart	Ignore the first 4 points of armour. +2 DM to Gunnery skill
Ballistic Torpedo	Centauri	2D6+1	25,000	Smart	Ignore the first 4 points of armour. +2 DM to Gunnery skill

Starfury Heavy Fighter (Aurora), Earth Alliance

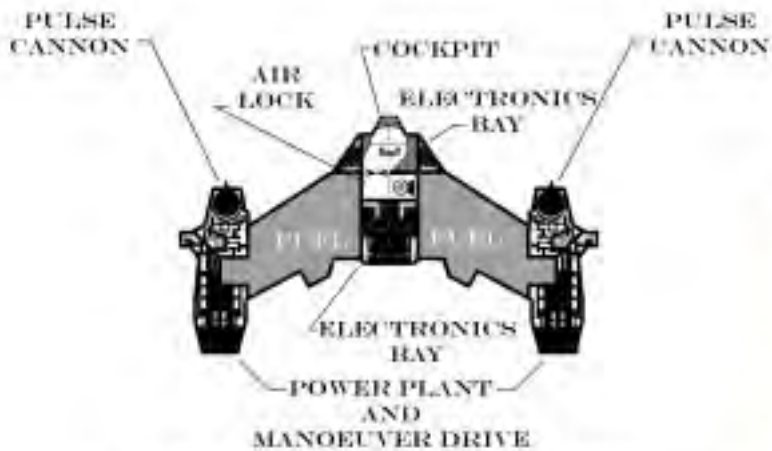
Often regarded as the first line of defence for many Earth Alliance installations and outposts, the Starfury has undergone many revisions and upgrades throughout its service history but remains a frontline non-atmospheric fighter capable of retaining space superiority. Its unique X-foil design, which mounts the pilot in an upright position to reduce the effects of high-gravity manoeuvres, allows for superb agility in space combat but the Starfury is often found wanting in more specialised missions as it is utterly incapable of entering a planetary atmosphere. However, with its main armament comprising of two forward firing JC 266 20-megawatt uni-pulse cannon controlled by a Duffy 1018 MJS smart targeting computer, it is a craft capable of successfully battling almost any alien fighter. Two ultra-light rapid-firing pulse cannon are also mounted in the wing roots above the pilot's position, though restrictions in the Starfury's fusion reactor output means both sets of weapons may not be fired simultaneously.

Starfury (Aurora)			Tons	Price (MCr)
Hull	20 Tons	Hull 0		1.2
	Winged Wedge Configuration (non-streamlined)	Structure 1		
	Radiation shielding			5
	Heat shielding			1
Armour	Crystaliron	10% (6 pts)		0.6
Manoeuvre Drive	sH (Reaction Drive)	Thrust 8	2	4
Power Plant	sH	Rating 8	3.3	6.5
	Emergency Power		0.33	
Bridge	Single, Vertical Mount Cockpit		1.5	0.1
Computer	Model 4	Rating 20		5
Electronics	Advanced	DM+1	3	2
Weapons	2x Pulse Cannons		1	1
	2x Light Pulse Cannons		1	2
Fuel	4.075 tons	12 hours of operation at 2G thrust. 1 hour of operation at maximum 8G thrust	4.075	
Cargo	0		0	
Extras	Airlock		1	0.2
	Grapple Claw		1	0.25
	Wing Weapon Mounts		1.8	
Software	Manoeuvre/0			
	Library/0			
Total Tonnage & Cost			20	28.85

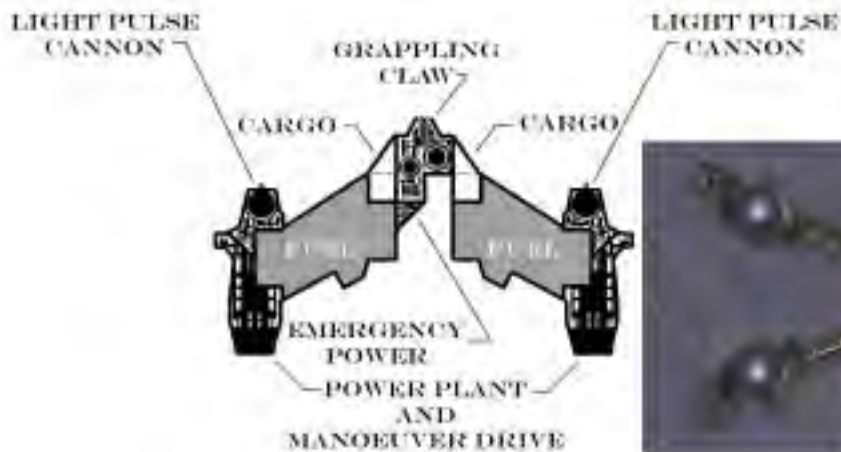
Design Notes

The unique wings fitted to the Starfury allow it to carry a greater weapons payload than a standard 20 ton hull could normally sustain. The wings do not offer any form of streamlining but do allow the weapon mounts for the four pulse cannons without compromising the general capacity of the hull design. Note that the Pulse cannons function in precisely the same way as pulse lasers in the standard *Traveller* rules.

The hull mounted grapple claw has a range of 100 metres and can accept a relative payload of 100 tons without imposing undue strain on the winching mechanisms.



CENTRAL AND TOP WING SECTION
 (ONLY THE CENTRAL SECTION IS 3 METERS HIGH)
 (ALL OTHER AREAS ARE LESS THAN 1.5 METERS)

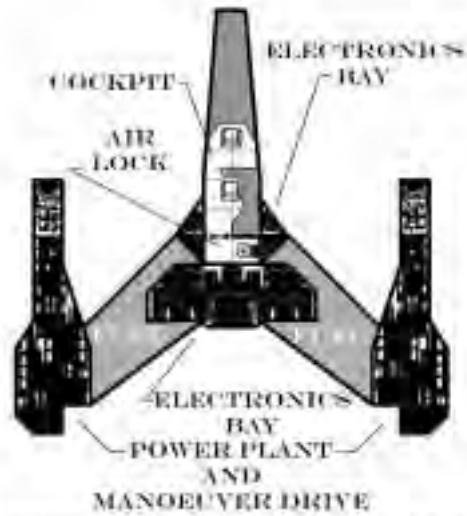


LOWER WING SECTIONS
 (HEIGHT OF LEVEL IS 1.5 METERS OR LESS)

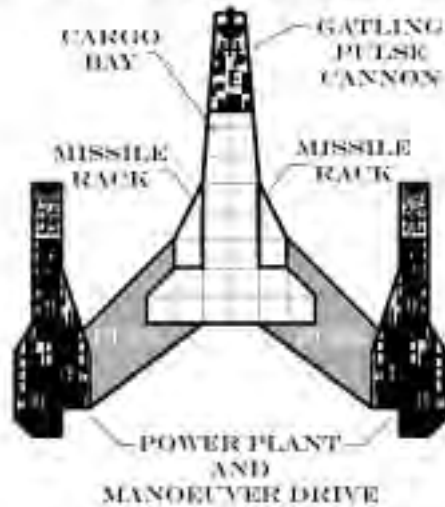
Starfury Heavy Fighter, Thunderbolt, Earth Alliance

Twice the hull displacement of the Aurora, the Mitchell-Hyundyne Thunderbolt Class Starfury is designed to operate within an atmosphere and in a multi-role fighter/escort configuration. Its two-man, conventional cockpit seats a pilot and navigator/weapons operator. Four linked pulse cannons, 4 missile racks and a single, forward-facing beam laser provide it with formidable firepower and its power plant is designed to allow for extended operations without refuelling. Its high-end computer systems are voice activated, and it carries an impressive array of fire control and evasion software, making this an elite, multi-role combat craft.

Starfury (Thunderbolt)		Tons	Price (MCR)
Hull	40 Tons	Hull 1	1.4
	Winged Wedge Configuration, Streamlined	Structure 1	0.14
	Radiation shielding		5
	Heat shielding		1
Armour	Crystaliron	10% (8 pts)	0.28
Manoeuvre Drive	sT (Reaction Drive)	Thrust 9	5
Power Plant	sT	Rating 9	8.7
	Emergency Power		0.33
Bridge	Single, Standard Mount 2 occupant Cockpit	3	0.2
Computer	Model 5 fib Hardened	Rating 25	37.5
Electronics	Advanced	DM+1	3
Weapons	Gatling Pulse Cannon		10
	4 Missile Racks	Smart Missiles 12 per rack	2
Fuel	9 tons	12 hours of operation at 2G thrust. 1 hour of operation at maximum 9G thrust	9
Cargo	Can be converted to bomb bay carrying a 5 ton payload		5.5
Extras	Airlock		1
	Grapple Claw		1
	Wing Weapon Mounts		1.8
Software	Manoeuvre/0		
	Library/0		
	Evade 1		1
	Fire Control 1		2
	Auto Repair 1		5
	Intellect		1
Total Tonnage & Cost			40
			103.97



CENTRAL AND TOP WING SECTION
(ONLY THE CENTRAL SECTION IS 1.5 METERS HIGH)
(ALL OTHER AREAS ARE LESS THAN 1.5 METERS)



LOWER WING SECTIONS
(HEIGHT OF LEVEL IS 1.5 METERS OR LESS)

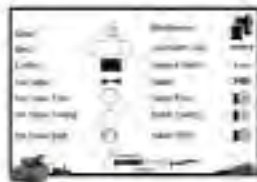
Civilian Trader

There are dozens of different classes of ship used by private individuals to provide relatively cheap cargo carrying services but most are similar in capability. Their small size allows for low running costs and also the ability to dock directly with most space stations, allowing for cheap cargo transfers that do not require extensive work within space. Still, most private traders live a hand-to-mouth existence and one poorly chosen job can often spell financial disaster.

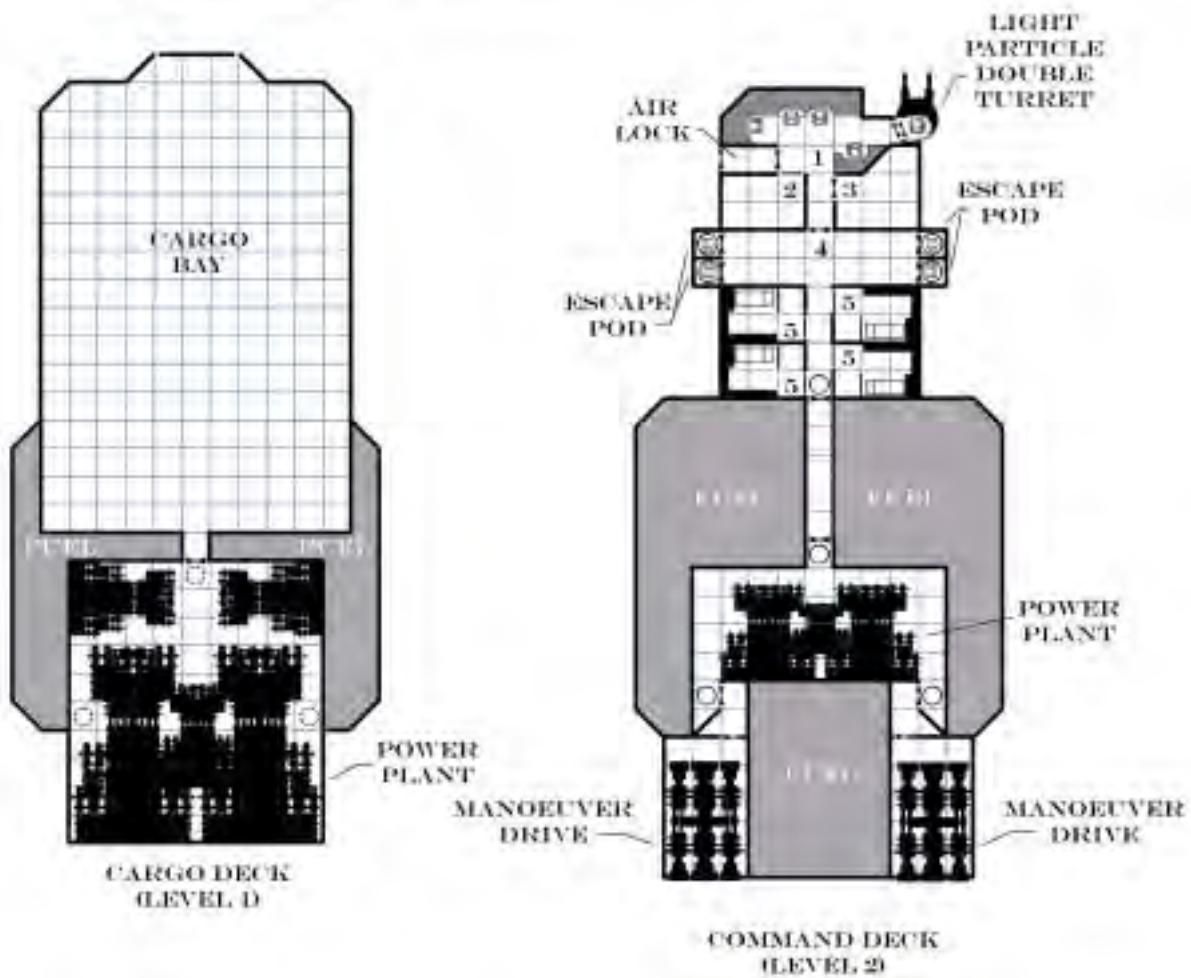
The standard civilian trader is based on a 300-ton, streamline, composite hull that is designed for navigating standard jump routes and sustained normal space endurance. Vessels of this kind are the workhorses of the civilian fleets and whilst they can be found in a variety of differing configurations, they all tend to conform to the same, basic, 4-man crew, high-endurance, format.

Detailed Description

Standard Civilian Trader		Tons	Price (MCr)
Hull	300	Hull 3 Structure 1	13.2
	Streamlined		
Armour	None		
Manoeuvre Drive	H Thrust 5	15	15 32
Power Plant	H 28 days endurance	65	65 24
Bridge		20	1.5
Fuel		92	92
Computer	Model 1	Rating 5	0.03
Electronics	Civilian Sensors	-2DM	1 0.05
Weapons	Hardpoint 1 Double Turret	Light Pulse Cannon	1 0.5 2 2
Cargo		147	
Staterooms	4	16	2
Extras	Fuel Scoop Fuel Processor Escape Pods (one per stateroom) Ships Locker	1 2	0.32
Software	Jump Control/2 Manoeuvre/0 Library/0		0.1
Total Tonnage & Cost		300	75.7



1. BRIDGE
2. CAPTAIN'S OFFICE
3. SHIP'S LOCKER
4. CREW COMMON AREA
5. STATEROOM



Corporate Freighter

Operating at vastly inflated profits compared to those of the small-time mercantile companies, corporations are capable of sending extremely large freighters into space, maximising on the value of the cargoes they carry between different worlds. This freighter is typical of many similar designs, being little more than a crew compartment and engines built around a framework that allows the carrying of eight universal cargo pods. Rather than experiencing lengthy delays at any port of call while cargo is unloaded, the freighter can simply detach its cargo pods and pick up the next consignment within a few hours. As the vessel is not streamlined, it cannot enter a planetary atmosphere, so its standard loading and unloading procedure is to engage with either a space station or cargo shuttle to transfer its payload. Some freighter captains have been known to drop their cargo pods while being pursued by raiders in an effort to increase speed though this is never encouraged by their employers.

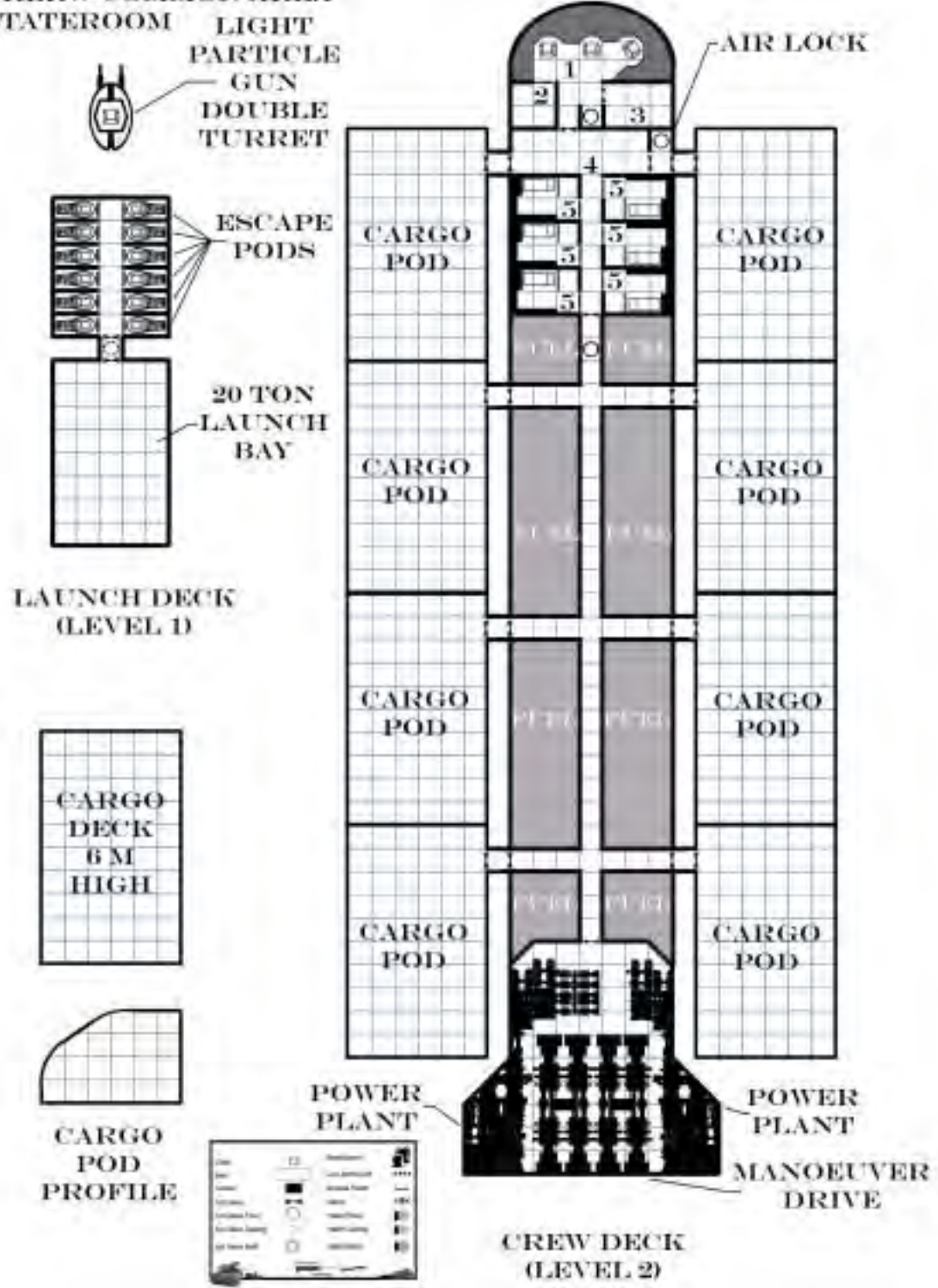
The design is based on a 550 ton crew life support assembly and the cargo pod assembly, which has all relevant controls for each cargo pod unit. The cargo tonnage is therefore kept separately from the main hull structure with each cargo pod displacing 50 tons of cargo space. The ship therefore behaves as a 500 ton vessel, even though it has a payload capacity of 400 tons. The typical crew is 2 Officers, 3 Pilots, 1 Sensor Operator and 6 Crewmen, using shared stateroom facilities.

Detailed Description

Corporate Freighter		Tons	Price (MCr)
Hull	Crew Life Support	450	32
	Cargo Pod Assembly	100	
Armour	None		
Manoeuvre Drive	H Thrust 4	15	32
Power Plant	H 70 days endurance	25	64
Bridge		20	2
Fuel		87	
Computer	Model 4	Rating 20	0.5
Electronics	Civilian Sensors	-2DM	
Weapons	Hardpoint 1 Double Turret	Light Particle Gun	1 0.5 2
Cargo	8 x 50 ton cargo pods Cargo Pod Control Assembly	Each pod has independent load/unload and environment controls.	(400) 0.5 per pod 40
Staterooms	6 (double occupancy)		24 3
Extras	Escape Pods (one for each crew member)		13 2.6
	Launch		20 14
Software			0.4
	Manoeuvre/0 Library/0		
Total Tonnage & Cost		450	113



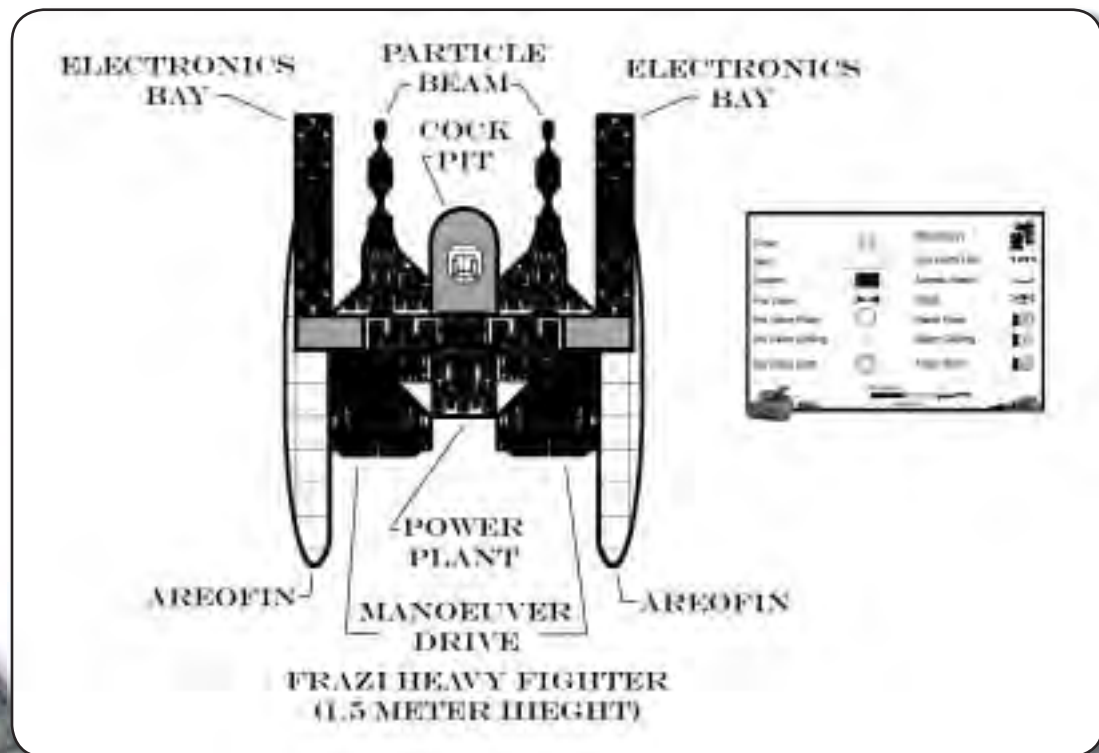
1. BRIDGE
2. CAPTAIN'S OFFICE
3. SHIP'S LOCKER
4. CREW COMMON AREA
5. STATEROOM



Frazi Heavy Fighter, Narn Regime

The most common fighter fielded by the Narns, the Frazi is capable of withstanding an incredible amount of damage though it lacks raw manoeuvrability. While only armed with relatively primitive particle guns, Narn scientists have greatly increased their raw power, making them lethal weapons, by integrating voice-activated weaponry AI systems into the Model/4 computer system. Additionally, the cockpit, like many fighters, is adapted to eject and act as a life pod in the event of an emergency.

Frazi Heavy Fighter.			Tons	Price (MCr)
Hull	20 Tons	Hull 0		1.32
	Streamlined	Structure 1		
	Areofins		1	0.02
Armour	Crystaliron	7 points	1.75	0.84
Manoeuvre Drive	sJ	Thrust 9	2.5	20
Power Plant	sJ Fusion	Rating 9	3.3	9.5
Bridge	Cockpit for 1		1.5	1
Computer	Model/4	Rating 20		5
Electronics	Advanced	DM+1	3	2
Weapons	2 linked Particle Guns		1	3
Fuel	1 ton	One week of operation	1	
Software	Manoeuvre/0			
	Library/0			
	Intellect			1
	Evade/1			1
	Fire Control/2			4
Total Tonnage & Cost			18.05	56.30



Light Shuttle, Earth Alliance

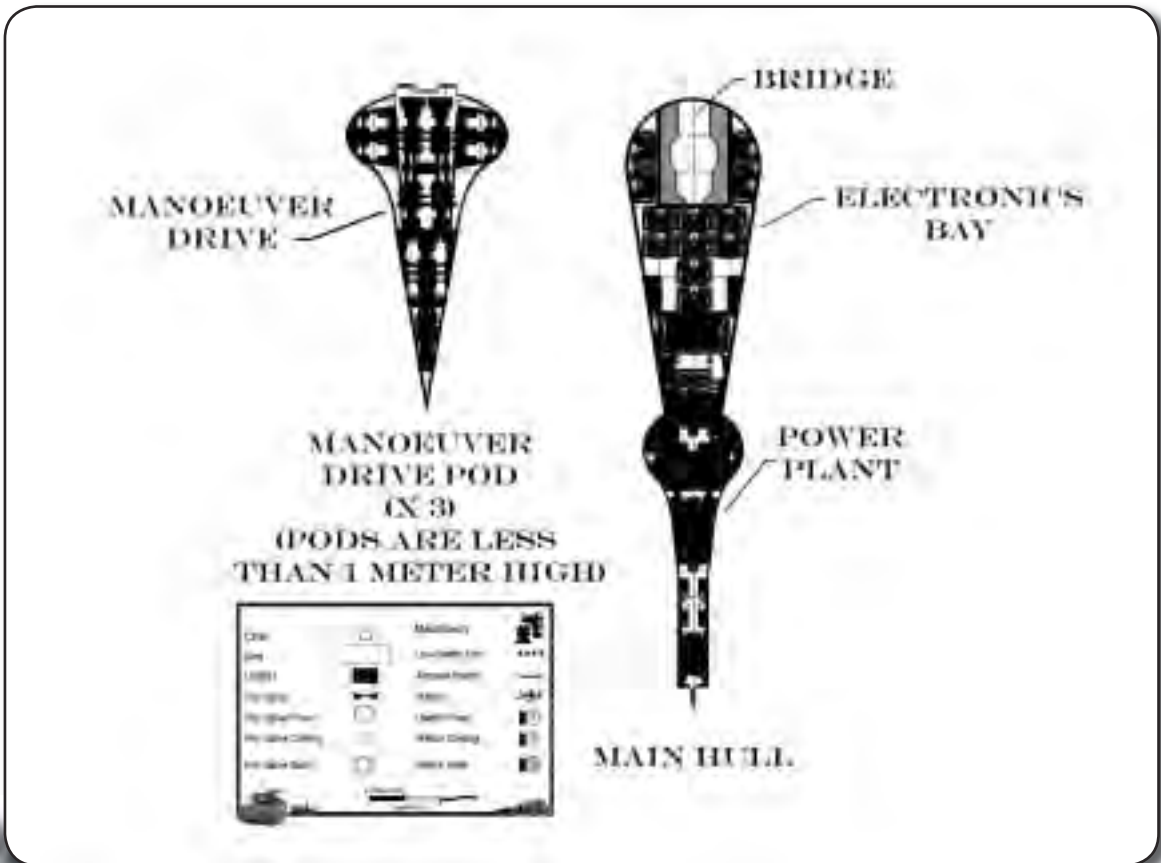
A standard utilitarian workhorse found across the colonies and outposts of the Earth Alliance, the shuttle is a basic but highly adaptable design that has gone relatively unchanged for many years. Originally envisioned as a light transport for Earth Force, its use has since spread to commercial operations though the relatively high cost of even used models still reserves it service to large corporations rather than the common man. The shuttle is highly modular in nature and can be adapted to a variety of functions, with some military vessels even sporting a single uni-pulse cannon normally found on the Starfury heavy fighter. Optional configurations for this type of light shuttle include luxury passenger accommodation, which sacrifices some of the cargo capacity for improved passenger comfort. This option is shown in parentheses in the detailed description table.

Light Shuttle, Earth Alliance			Tons	Price (MCr)
Hull	100 tons	Hull 2	100	2.2
	Streamlined	Structure 2		
Armour	None			
Manoeuvre Drive	sP, Reaction Drive	Thrust 4	3.5	7
Power Plant	sP, Fusion Plant	4	6.3	12
Bridge			10	0.5
Computer	Model 2	Rating 10		
Electronics	Standard Sensors	-4DM		
Weapons	Variable. Military shuttle 1 Light Pulse Cannon		(1)	(1)
Fuel	2 tons. 14 days endurance		2	
Software	Manoeuvre/0, Library/0			
Extras	Luxury Passenger Compartment		(2)	0.2
Cargo			78.2 (76.2)	
Total Tonnage & Cost			100	23.7 (24.9)

Nial Heavy Fighter, Minbari Federation

The main front line fighter of the Minbari Federation, the Nial is an utterly lethal craft. Benefiting from the same stealth technology common to all Minbari vessels, the Nial is exceptionally manoeuvrable and is armed with three standard particle beams, powerful enough to utterly destroy any craft of similar size and granting the ability to engage much larger ships. The Nial uses a gravimetric manoeuvre drive instead of typical reaction thrusters. This allows the fighter to use a smaller fusion power plant than would normally be required, with additional space being given over to the sensors used by the pilot. Though short-ranged, the Nial's advanced flight control system allows its pilot to complete many actions automatically, leaving him to concentrate on the most important tasks, a vital advantage in combat.

Nial Heavy Fighter.			Tons	Price (MCr)
Hull	25	Hull 0	25	1.32
	Streamlined	Structure 1		
	Aerofins		1	0.02
Armour	Crystaliron	7 points	1.75	0.84
Manoeuvre Drive	sQ Gravitic Drive	Thrust 10	4	32
Power Plant	sQ Fusion Plant		5.1	12.5
Cockpit	Single, Horizontal Mount Cockpit		1.5	0.1
Computer	Model 6	Rating 30		
Electronics	Advanced	+1DM	3	0.2
Weapons	Tri-Linked Light Fusion Cannon		1	3
Fuel	-			
Software	Intellect			1
	Evade/3			3
	Fire Control/3			6
	Auto-Repair/2			10
	Manoeuvre/0			
	Library			
Total Tonnage & Cost			17.35	68.66



Space Travel and Ships

Olympus Class Corvette (Earth Alliance)

A stalwart of the Dilgar War, the Olympus Class corvette is a flexible, functional fleet and convoy escort vessel, easy to operate and maintain and built in considerable numbers. The Olympus carries a large offensive payload for its size, including missiles, pulse cannons and railguns. It also carries a crew of 90, in the shape of essential crew, marines and technicians.

			Tons	Price (MCr)
Hull	5,000	Cylinder TL 12 hull		500
	2 sections each	Hull 50		
		Structure 50		
Armour	Crystaliron	6 points	375	150
Manoeuvre Drive	Thrust 6		162.5	81.25
Power Plant	Rating 6	Fusion	375	937.5
Bridge			50	50
Computer	Core/5 fib x1	Rating 60 (hardened v EMP)		90
Electronics	Military Counter Measures	Enhanced Signal Processing and Distributed Arrays	66	99
Weapons	3 x Missile Racks	Each missile rack carries: 3 x Antiship Missiles 3 x Flash Missiles 3 x Heavy Missiles 3 x Long Range Missiles	3	1.53
	2 x Railguns	Both railgun bays have Autofire 8 and includes space for 200 shots of ammunition	100	60
	9 x Triple Turrets with 3 x Medium Pulse Cannons per turret.		9	22.5
Fuel		4 hours of operation at Thrust 6	3000	
Cargo	Ammunition	200	200	
	Cargo	71.25	71.25	
80 Staterooms			320	24
Extras	Armoured bulkheads for	Drives	60	12
		Bridge	5	1
		Bays	31	6.2
		Turrets	4	0.8
		Screens	14	2.8
	Fuel Scoops			1
	Fuel Processor	All fuel in 2 days	56.25	2.8125
	Luxuries		5	0.5
	Probe Drones (5)		1	0.5
	Repair Drones		50	10
	3 armouries		6	1.5
Craft				
	72 Escape pods		36	7.2
Software	Jump Control/4			-
	Manoeuvre/0			-
	Library			-
	Intellect			2
	Evade/3			6
	Fire Control/5			20
	Auto Repair/2			20
Maintenance Cost (monthly)				0.2519
Life Support Cost (monthly)				0.144
Total Tonnage & Cost			5,000	2110.48

Department	Crew	Crew Damage Track
Command	8	Dead (-)
Engineering	5	Survivors (-4)
Gunnery	10	Skeleton (-2)
Flight	8	Half (-1)
Troops	50	Weakened
Service	9	Full
Frozen Watch	0	Battle
Total	90	Overstrength – Starting Position
Passenger Staterooms	0	Massively Overstrength
Low Berth Passengers	0	

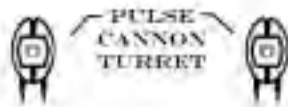
Engineering

Hull	50	
Structure	50	
Roll	Internal	External
2	Hull	Crew
3	Hull	M Drive
4	Manoeuvre Drive	Power Plant
5	Fuel	3 x Pulse Cannon Turrets
6	Hull	Structure
7	Armour	Hold
8	Hull	Structure
9	Fuel	Structure
10	Manoeuvre Drive	M Drive
11	Hull	Power Plant
12	Hull	Critical

Forward

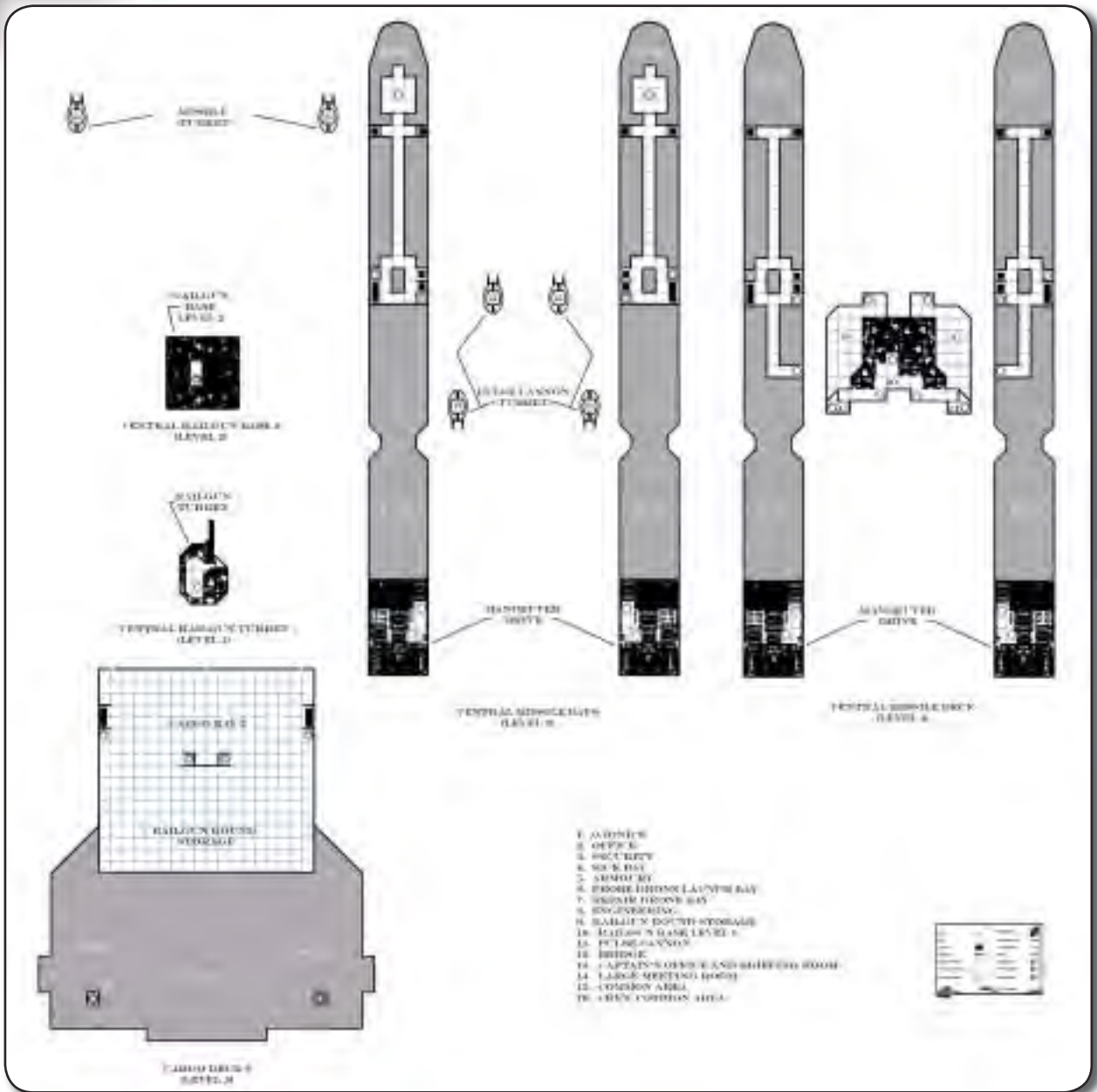
Hull	50	
Structure	50	
Roll	Internal	External
2	Hull	Crew
3	Bridge	6 x Pulse Cannon Turrets
4	3 x Missile Bay	Computer
5	2 x Rail Gun	Hold
6	Hull	Structure
7	Armour	Hold
8	Hull	Structure
9	5 x Missile Bay	Structure
10	Sensors	Hold
11	1 x Railgun	Structure
12	Hull	Critical

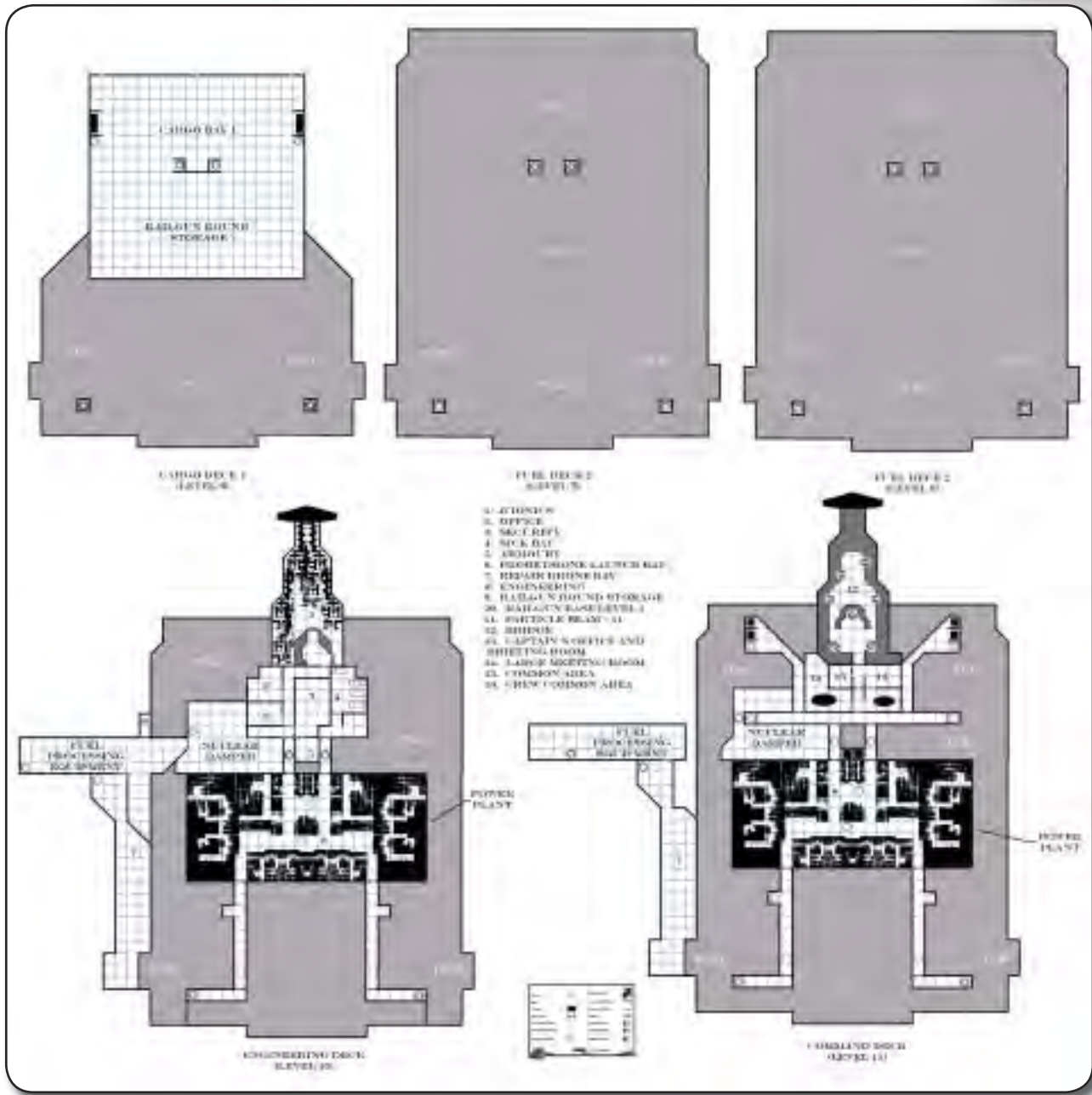
1. AVIONICS
2. OFFICE
3. SECURITY
4. SICK BAY
5. ARMOURY
6. PROBE DRONE LAUNCH BAY
7. REPAIR DRONE BAY
8. ENGINEERING
9. RAILGUN ROUND STORAGE
10. RAILGUN BASE LEVEL 1
11. PULSE CANNON TURRET
12. BRIDGE
13. CAPTAIN'S OFFICE AND BRIEFING ROOM
14. LARGE MEETING ROOM
15. COMMON AREA
16. CREW COMMON AREA



TURRETS (LEVEL 15)

QUARTER DECK (LEVEL 14)





TELEPATHS AND PSI CORP

I don't trust telepaths.
Never have, never will.

- Michael Garibaldi

It is likely that telepaths have existed for millennia but it is only within the past two centuries that many races have begun to keep records of their growing numbers and officially use them within military and governmental capacities. They are, however, still rare individuals whose talent is to be cherished and never squandered. Only one in every thousand Humans, for example, has any telepathic potential and most of those are extremely weak and may be completely unaware of their gift.

Nearly every race except the Narn contains a small telepath population, most of whom guard this precious resource jealously. It is said that the Narn once had telepaths on their homeworld before they were all wiped out 1,000 years ago by an unknown force, thus effectively removing all possibility for the telepathic gene to breed strong and true. The Narn are acutely aware of this terrible disadvantage that they face when they confront enemy powers who do have telepaths but so far all attempts by them to merge the telepathic genes of other races into their own have failed.

To be a telepath means to be special among your own kind. With practice, a telepath can literally read the mind of another to discover their innermost thoughts and secrets. He will constantly hear a background 'noise' whenever near other beings as their thoughts are continually broadcast and merge together, meaning that a telepath will rarely know true silence. Many learn rhymes or engage in shallow meditation to keep these voices at bay and to stop them accidentally picking up on stray thoughts broadcast by non-telepathic individuals (or mundanes as they are sometimes known). Telepaths will block out stray thoughts as a matter of course, though strong emotions from others can sometimes slip through no matter how practised the telepath is. Some races, such as the Minbari, openly welcome telepaths among their own race as such individuals can do much to serve society as a whole. Others, however, retain a deep suspicion of all telepaths who do, after all, make the ideal blackmailers – a single stray thought can be instantly picked up by a telepath and with it, your deepest secret. Nowhere is this paranoia more evident than among the Humans, who have always valued privacy in their cultures, something that a telepath can utterly destroy. All Human telepaths, therefore, are required to join

the Psi Corps, an institution designed to train telepaths to maximise their own potential and yet safeguard the privacy of the mundanes. Human telepaths have few choices and yet are encouraged to still believe that their talent is a valuable gift that sets them far apart from the rest of Humanity.

Traveller Psionics and P Ratings

A telepath's P rating is equal to his or her Psionic Strength. P-12 is the highest any of the Younger Races has achieved, whilst P-15 – the highest level recognised by Psi Corp is probably unachievable by any but the Older Races, such as the Vorlons. The average P rating for humans is therefore P-7 and even then, usually only active Psi Corp operatives will achieve this P level. Latent telepaths suffer the detriment of having their Psionic Strength reduced by the number of terms of service that they have spent in other careers, meaning that their likely P rating, if they are telepathic, will be around P-4 – the standard level for commercial telepaths.



Telepathic Abilities in Universe of Babylon 5

The psionics rules from Psionics chapter (starting page 152) of the *Traveller Core Rulebook* form the basis of *Universe of Babylon 5* telepathic abilities but there are some crucial differences. First of all, the types and scopes of Talents are very different: Babylon 5 has no teleportation, for example and so the Talents and Powers found in this chapter replace those described in the *Traveller* rules.

The referee is always the final arbiter on whether to allow telepath Player Characters. If so, then the referee should decide if a character is already an awakened telepath or if the character needs to undergo telepath testing.

If the character is a natural telepath, discovered at an early age, then he will have a Psi Strength of 2D6. He is also enlisted in the Psi Corp career, which is detailed later in this chapter.

If the character is a latent telepath, then he has a Psi Strength of 2D6–Served Terms, as outlined on page 152 of the main *Traveller Core Rulebook*. The player and referee should discuss together and agree, how the character has managed to hide his abilities from the prying eyes and minds of Psi Corp.

Latent telepaths do not need to enlist in the Psi Corp career and are considered rogue telepaths: Psi Corp will be very interested in finding them and subjecting them to study. Telepathic abilities that have been untrained by Psi Corp will form part of the character's secret background.

Talents and Powers

The telepathic Talents available to telepathic characters are as follows:

Biokinetics: Control over the physical body or the bodies of others

Blocking: Countering telepathic abilities and guarding one's own thoughts

Communication: Mentally transferring information

Scanning/Probing: Retrieving information (thoughts, feelings, memories, secrets and so on) from another mind

Sensing: Gathering psychic impressions from the surrounding environment

The Learning DMs for each Talent are:

Talent	Learning DM
Biokinetics	+0
Blocking	+1
Communication	+2
Scanning/Probing	+3
Sensing	+4
Per previous talent acquisition check	-1

Telepaths trained by Psi Corp do not use these DMs and instead receive the training Psi Corp believes they need as part of their serving career. See page 115.

Biokinetics

This Talent governs the mastery of the lower brain functions, the central nervous system and other autonomic systems. Its Powers are:

Functional Block

Few telepaths and even fewer mundanes, realise that a telepath can program a mind to prevent it from taking specific actions. Even if they did know it they would most likely avoid taking the idea to its logical conclusion; that telepaths can control the actions of others by forcing them to avoid specific ways of thinking.

Implanting a *functional block* requires at least one minute of uninterrupted concentration, followed by a successful Psionic Strength roll. The target may make apply his Int DM as a penalty to the telepath's Psionic Strength roll. If the Functional Block attempt fails, it results in the block breaking down before it fully integrates with the target's personality.

Functional block may prohibit the target from taking one general type of action or it may prevent him from taking a specific action for a given duration. Typically these blocks take the form of: 'You may not harm or allow though in action to come to harm myself'. At most a block can prevent a character from acting against one person or a specific location.

Biokinetics, Psionic Strength, 60 seconds, Average (+0)
Costs: 1+Range

Daze

Burrowing past the conscious mind, the telepath is able to send the subject into a dream-like state much like a shallow sleep. The subject will be unable to take any actions while held in the *daze* and to observers will appear to simply stare off into the distance.

Telepaths and Psi Corp

By investing an additional Psionic Strength point in the Power, the telepath can invoke a variation on the general daze condition; no more than one variation can be imposed on a dazed target.

Reverie: The subject has no memory of his time in the *daze* and is unaware anything odd ever happened.

Sleepwalk: The telepath may control the subject's gross motor functions – he can make the dazed target walk, nod, move their arms, open a door and so on. Fine control such as pressing a specific button on a keyboard, aiming a gun or speaking is not possible. Anything that would injure or alarm the target breaks the daze, allowing him to return to full consciousness.

Biokinetics, Psionic Strength, 10-60 seconds, Average (+0)
Costs: 1+Range, plus an additional 1 if either the Reverie or Sleepwalk conditions are imposed.

Nerve Stimulation

The direct stimulation of nerves is an exacting ability that few telepaths can successfully master. For the gifted, however, comes the ability to simulate actual physical contact by pushing nerve endings, making the subject feel as if they had been slapped or punched. This is often confused with telekinesis but this ability is performed purely through telepathy.

The subject of a Nerve Stimulation attempt may apply their Endurance DM as a penalty to the telepath's Psionic Strength roll. If the attack is a success, the target suffers 1D3 points of damage applied to his Endurance characteristic.

For an additional Psionic Strength point invested in the Nerve Stimulation attack, one of the following variations may be applied to the assault:

Force Action: The target takes a single action specified by the telepath. For example, the target might step to the side, pull a trigger, raise an arm or scream. The action must be a single one; raising a gun and pulling a trigger are two separate actions for example.

Sphincter Mastery: The telepath seizes control of the target's digestive, excretory or respiratory system. The target must roll End 8+ or become nauseated for 1d6 rounds. If the roll fails, the character is subjected to a migraine-like headache, the violent urge to vomit and shaking and/or a cold sweat. The nausea inhibits the target's actions, imposing a -6 DM to any skill or characteristic check that he needs to make.

Spark: By randomly scrambling the target's nerves, the telepath forces the target to suffer a -4 penalty to his next skill or characteristic roll, as long as that action occurs within one round.

Biokinetics, Psionic Strength, 60 seconds, Average (Very Difficult -4)
Costs: 2+Range, plus an additional 1 if any of the variant conditions are applied to the main assault.

Pain

A terrible ability that few telepaths take lightly, this directly targets the pain centres of a subject's brain causing terrible agony for a limited period of time. However, during this time they will be utterly incapable of performing any organised action, consumed with the agony ravaging their mind.

The subject must make an Endurance 9+ roll or automatically sustain 1D6 points of damage applied to the Int characteristic damage every round. When Int falls to zero the target is unconscious; additional damage is then applied to Endurance and then to Strength. Their agony will be obvious to anyone witnessing this attack.

For an additional Psionic Strength point the telepath can target the pain: The target feels the pain in a body part chosen by the telepath, instead of all over. For example, the pain might be concentrated in the target's head or hand. Alternatively, the pain can feel like a particular type of pain (burning, acid, cold, vacuum) instead of generalised agony.

Biokinetics, Psionic Strength, 60 seconds, Average (Very Difficult -4)

Costs: 3+Range, plus an additional 1 if the pain is targeted.

Reality Fabrication

By accessing the conscious mind of a subject, the telepath is able to manipulate nerve endings and brain patterns to completely alter a subject's perceptions. On successful use of this power, the telepath can take over a subject's senses, choosing what the subject sees, hears, tastes, smells and feels. While this ability is in effect, the telepath can literally create an entirely new reality for his subject. For example, the telepath could potentially alter his appearance as far as the subject is concerned, cause the subject to hear suspicious noises that require investigation or cause the subject to have an entire conversation with someone who does not exist. The target may apply his Intelligence DM as a penalty to the telepath's Psionic Strength roll in a bid to counter the reality fabrication attempt.

For an additional Psionic Strength point, the telepath may invoke one of the following variations.

As You Wish: This variant lets the *target* create a reality instead of the telepath imposing one on him. The target perceives what he wants to perceive. Again, the telepath can vaguely suggest the nature of the fabricated reality. For example, the telepath could force a target to see the telepath as someone who is allowed through a security check but exactly who he is perceived to be is up to the target.

Sustained Reality: The fabricated reality is sustained after the telepath stops concentrating. The target must make an Int 8+ roll to break out of the reality.

Biokinetics, Psionic Strength, 60 seconds, Average (Average +0)

Costs: 1+Range, plus an additional 1 if a variation is invoked.

Blocking

The Talent of Blocking, also known as *counter-telepathy*, is the first technique taught to most telepaths, to keep out the constant pressure of other minds.



Jamming

Powerful telepaths are capable of broadcasting telepathic 'static' over some considerable distance, which effectively jams the use of any other ability, rendering weaker telepaths powerless. While a telepath maintains *jamming*, all telepaths within range (not including himself) suffer a penalty to their Psionic Strength skill rolls equal to the *jamming* telepath's current Psionic Strength, halved (round fractions up).

A telepath entering an area which is being telepathically jammed in this way will no longer hear the 'voices' of sentient beings that constantly plague their lives. However, the effect is very subtle and not all telepaths will realise they are being jammed until they try to use an ability. A telepath who enters an area being jammed may make an unpenalised Psionic Strength throw of 8+ to realise they are being jammed. This costs no Psionic Strength points and the referee may make this check in secret on behalf of the *jammed* telepath.

Blocking, Psionic Strength, 1-6 hours, Average (+0)
Costs: 1+Range

Mind Mirror

By blanking his thoughts, a telepath can turn his mind into a psychic void, rendering him all but invisible to other telepaths. This is often the ultimate defence for weaker telepaths who have no chance of resisting the mental probing of stronger counterparts – by using *mind mirror*, a telepath can escape detection and thus leave no mental patterns for another telepath to lock on to and exploit. While *mind mirror* is successfully used, the telepath is immune to *locate mind* and *sense telepathy*.

In addition, the telepath will not trigger the danger sense of another telepath while *mind mirror* is in operation.

For an additional Psionic Strength point investment, the telepath can invoke one of the following variations:

Bland Mind: Instead of creating a psychic void, the telepath projects a false consciousness. This variant has all of the benefits of a normal *mind mirror* but also means that the telepath does not stand out in a crowd (a telepath scanning a group and finding six people but only five minds will raise an alarm but using bland mind avoids this problem).

Reflect Assault: To use this variant, the telepath must be in a position to make a significant action. If he is the target of a Biokinetics ability, he may attempt to reflect the attack back on the telepath who is using the offensive ability. To do so the telepath makes a Psionic Strength roll of his own and compares the Effect with that of his attacker. If the Effect is greater than the attacker's, the assault targets the attacker instead of the defender.

Blocking, Psionic Strength, 10-60 seconds, Difficult (-2)
Costs: 2+Range, plus an additional 1 for invoking a variation.

Communication

The classic Talent of telepaths; the Communication Talent allows telepaths to exchange information directly from mind to mind.

False Memory Implantation

Many mundanes believe that tales of *false memory implantation* by telepaths are mere rumour. However, it is well within the realms of possibility for the greatest and most accomplished telepaths. *False memory implantation* is an extremely difficult ability to perform correctly and it is very time-consuming. However, if successful, it will allow a telepath to wipe the memories of a subject or give him entirely new ones that will be indistinguishable from reality.

False memory implantation requires far more time to perform than other telepathic powers. The telepath must maintain the power for 10 minutes for every hour he wishes to alter of the subject's memories. The subject is permitted to apply his Intelligence DM as a penalty to the telepath's Psionic Strength every 10 minutes – failure on behalf of the telepath will result in the entire *false memory implantation* being rendered useless, with the telepath being forced to start all over again if he wishes to succeed.

Naturally, the subject must be restrained throughout the *false memory implantation*. The telepath will typically remove all memory of the subject being captured and restrained as part of the *false memory implantation*.

Communication, Psionic Strength, 10 minutes per hour of memories affected, Very Difficult (-4)
Costs: 1 per hour of memories affected,

Idea Seed

This ability is similar to the *message* power, except that it plants a simple idea in the target's subconscious rather than communicating with the target's conscious mind. The idea must be one that can be conveyed in a dozen words. For a number of hours equal to the result of the telepath's Psionic Strength characteristic, the idea will stick in the target's mind. Whenever the target is involved in a boring or routine task or is not doing anything in particular and has the opportunity to act on the planted idea, he must make an Intelligence 8+, with a further DM equal to the telepath's Psionic Strength DM, avoid acting on the idea.

Idea seed works on the subconscious level – planting the idea 'let me out of this cell' in a guard's mind will not make him throw open the cell door. Yet it might mean that when he goes back to his security office and is sitting there reading *Universe Today*, he accidentally rests his foot on a button and opens the cell door slightly or just does not pay attention to the security monitors.

Communication, Psionic Strength, 10-60 seconds. Average (+0)
Costs: 1 plus Range

Message

By focusing his thoughts, the telepath is able to project an entire *message* into the mind of another being. Up to 12 words may be sent each round that concentration of this ability is maintained for. If multiple subjects are being communicated to in this way, they will all hear the same *message*. Alternatively, the telepath may transmit a mental image instead of words.

For an additional Psionic Strength point, one of the following variants may be invoked by the telepath:

Squirt: The telepath sends a large amount of text instead of a few words. The telepath must mentally prepare the *squirt message* before sending, which takes one full minute for every 1,000 words he wishes to transmit. He can send 1,000 words for every additional Psionic Strength point he wishes to invest in the activity (so a 2,000 word message would take 2 minutes to prepare and cost an additional 2 points). The recipient cannot access the transmitted text immediately; he has to mentally digest it, taking the same amount of time as the *Squirt* took to prepare.

Confuse: The *message* is overlaid onto the recipient's senses, so it seems as though he hears the *message* through his ears instead of it being sent directly into his mind. Similarly, a *Glyph* is 'seen' by the recipient. The recipient must roll Intelligence 8+ to realise that the *message* is a telepathic communication and not a real event.

Communication, Psionic Strength, variable. Average (+0)
Costs: 1 plus Range, plus an additional point, or more, in *Squirt* or *Confuse* is used as a message variation.

Second Sight

Penetrating into the mind of another, the telepath may use *second sight* to see and hear everything his subject does. The

target must allow this intrusion willingly. If the telepath has any special skills or capabilities with regards to sight and sound, they will not apply for the duration of this ability – only what the subject sees and hears will be noticed. This Power requires the telepath to have a clear line of sight to the target in order to execute the link but the target can wander out of the telepath's line of site once it is active.

For a further Psionic Strength point, the telepath can invoke one of the following second sight variations:

Force Sight : The telepath can use this ability on an unwilling target but the target is permitted to apply his Intelligence DM as a penalty to the telepath's Psionic Strength roll.

Share Senses: The telepath can share the *second sight* vision with a third party, who must be within close range of the telepath.

Telepath Hop: The telepath can use other telepathic abilities as if he were located at the spot where the target of *second sight* is located.

Communication, Psionic Strength, variable. Average (+0)
Costs: 2 plus Range, plus an additional point for invoking one of the variations.

Warning

By focusing his thoughts, the telepath is able to project a single word into the mind of another being. Typically, this is used to telepathically shout a warning, though any one word message or a single mentally visual image, may be sent through the use of this ability. If multiple subjects are being communicated to in this way, they will all hear the same word.

Communication, Psionic Strength, variable. Easy (+2)
Costs: 1 plus Range

Scanning/Probing

The Scanning/Probing Talent is the primary use most telepaths put their powers to. By reaching into the minds of others, telepaths can unearth lies or long-buried secrets. The Psi Corps ensures honesty and fairness in business negotiations by scanning the minds of the parties involved; the Centauri use their telepaths to dredge secrets out of the minds of rivals.

Deep Scan

This is one of the most renowned and feared of all telepathic abilities. While performing a *deep scan*, a telepath is able to rummage through the entire contents of a subject's mind, examining all their secrets, lies and ambitions. The successful use of the *deep scan* ability will effectively allow a telepath to ask his subject one question every round, which must be answered truthfully, though this is done telepathically.

A *deep scan* is extremely uncomfortable for the subject, both physically and emotionally, as the telepath penetrates roughly into their mind. It is possible for a subject to resist a deep scan by using his Intelligence DM as a penalty to the telepath's

Psionic Strength skill. However, if the telepath succeeds against a deliberately resisted roll, the subject will automatically suffer 1D6 points of damage applied first to his Intelligence and then to Endurance. Even a subject not resisting the *deep scan* will automatically suffer 1D3 points of damage every round they are being scanned.

There are two variations on the basic deep scan Power. Holistic Scan costs a further 1 Psionic Strength point to invoke.

Gentle Scan: The telepath carefully protects the subject of the scan from any painful memories or aberrant thoughts, reducing the strain of the scan. The target suffers no damage unless actively resisting the Gentle Scan. There is no additional Psionic Strength point cost for a Gentle Scan.

Holistic Scan: Instead of asking specific questions, the telepath simply assesses the current state of the target's mind. Each round, the telepath must make an Investigate 8+ roll. If successful, the telepath learns one useful fact from the subject's mind, assuming the subject knows any facts relevant to the telepath. For instance, the telepath might come across a memory of a face in the crowd; the subject does not know this person but the telepath does. Such a fact is useful to the telepath but would not turn up in the course of normal *deep scan* questioning.

Scanning/Probing, Psionic Strength, variable. Difficult (-2)
Costs: 3 plus Range

Surface Scan

This is one of the best known and oft-used of all telepathic abilities. By lightly scanning the surface thoughts of a subject, the telepath will cause no pain or discomfort and yet be able to read whatever the subject is currently thinking and actually feel the emotions they are currently sensitive to. This is commonly used by commercial telepaths in negotiations to verify whether someone is telling the truth or not but anything the subject is currently thinking will be noticed. Only surface thoughts may be picked up with a *surface scan* and a *deep scan* will be required to discover any information the subject is not currently thinking about.

If the Psionic Strength roll fails, then the telepath still picks up surface thoughts but cannot tell truth from lies or pick up on a specific train of thought.

Scanning/Probing, Psionic Strength, variable. Easy (+2)
Costs: 1 plus Range

Sensing

The Sensing Talent is related to Scanning but where Scanning involves penetrating a single mind, Sensing allows the telepath to detect disturbances in the local psychic conditions.

Locate Mind

For telepaths used to powers that require touch or visual confirmation, locating one specific mind beyond their physical senses can prove incredibly difficult. Casting their mind over a wide area, they can search for specific thought patterns, honing in on the person they seek.

A telepath using *locate mind* must have at least met the person he is searching for in order for this ability to work – simply searching at random for an unknown mind will automatically fail. He will be able to locate the position of the subject to within 10 metres of their actual location and can maintain concentration to continually track them over the course of multiple rounds. By investing an additional Psionic Strength point in the Power, the telepath can pinpoint an *exact* location for a mind.

Sensing, Psionic Strength, variable. Easy (+2)
Costs: 1 plus Range

Psychometry

Strong emotions and traumatic events, as well as powerful energy discharges, can leave psychic impressions on physical objects. A telepath using psychometry can detect such impressions. This ability is unpredictable and the information gained from it is usually a mess of conflicting emotions, fragmentary memories and bizarre images. Psychometry can be used on a location or an object, although the best results come from having a significant item at the location it was imprinted on.

Psychic impressions tend to fade over time but at uncertain and unpredictable rates. Hyperspace has been known to preserve these telepathic echoes, leading to tales of ghost-haunted derelicts.

Sensing, Psionic Strength, variable. Average (+0)
Costs: 2.

Sense Telepathy

By using this ability, a telepath will be able to track down and locate the threads of telepathic fingerprints every telepath leaves behind when he uses his talent. A telepath using *sense telepathy* may use the ability in one of three ways.

By casting his mind around his immediate location, the telepath will be able to tell if anyone has used a telepathic power in the area recently. A telepath can analyse an area in diameter (metres) equal to his Intelligence characteristic but it will only be able to tell him if telepathy has been used in the area and not what or by whom. The psychic traces left in an area will remain for a number of hours equal to the Psionic Strength of the telepath. By spending a further Psionic Strength point, the telepath can read the psychic 'fingerprint' of the telepath who used the power and will be able to recognise that telepath's mind if he encounters it again.

By directing the power at a specific individual, the telepath will instantly know whether they are telepathic themselves and if they are of greater, equal or lower Psionic Strength than the sensing telepath.

Sensing, Psionic Strength, variable. Average (+0)
Costs: 2.

Psi Corps – A History

*The Corps is mother, the Corps is father.
The Psi Corps is your friend. Trust the
Corps.
We Are Everywhere For Your Convenience.*

– Notable Psi Corp sayings



The first confirmation of telepathy amongst humans was made in 2115 but it was not until 2161 that Psi Corp was formed, ostensibly to test, nurture, develop and protect telepaths. Over the course of its 95 year history, those noble ideals have been warped and insular, leading Psi Corp to become the autonomous power it has become – answering to no one, not even Earthforce.

Telepathy is a recent development in humanity. It is believed to be a natural mutation, one that has recurred time and again in sufficiently developed alien species. Current theories suggest that it is triggered by leaving the cradle of the homeworld and that once a race goes to the stars; it copes with the opportunities and threats of other races by activating the cluster of ancient

genetic traits that give rise to telepathy. Within a generation of humanity becoming a partially telepathic species, we had made contact with the Centauri and through them, the galaxy – but that is jumping ahead. The history of telepathy is a series of small, cautious steps, with each misstep bringing tragedy. The publication of the Duffy-Philsen study was followed by a series of follow-up articles from every respected scientific journal and university, confirming the incredible findings of the first study. Telepathy was suddenly an indisputable scientific fact. A small percentage of people could speak mind to mind! The phenomenon was soon found to have a genetic basis, like any other physical trait. A simple test was developed to identify telepaths, by looking for a specific combination of genes in human DNA.

The other, more common reaction to telepathy was fear. The media took the initial report and presented an exaggerated, distorted version of it. Ludicrous speculation and outright lies took the place of balanced, professional journalism – and the mob reacted as they always do. Telepaths became the latest in a long line of minorities to be singled out and persecuted. Anyone suspected of having the telepathic gift was attacked by the fearful and the misinformed. Telepathy was born in fire and blood, darkness and pain, in lynchings, burnings and torture. It was a pogrom, a witch hunt, a holocaust – and it must never happen again.

All this was before a strong, centralised EarthGov. Local governments and authorities reacted as they could to the growing tragedy but without a single will to guide them, the various police and security forces could not bring order. Without full-scale genetic testing, the telepaths could not be protected from the mobs at their door, nor could they be taught the proper use of their abilities. This early explosion of violence spawned the terrorist rogue movement and also drove telepaths into the service of illegal criminal syndicates. Then, in 2116, Senators Lee Crawford and Vladimir Tokash proposed the formation of a global organisation to deal with the problem, under the auspices of the Earth Alliance Committee on Metasensory Regulation. This organisation was the Metasensory Regulatory Authority – and would one day become the Psi Corps.

Under Senator Crawford's leadership, the newly-formed Authority reacted quickly. Genetic testing became a part of medical checkups, so that the vast majority of telepaths were soon identified and contacted by the MRA. However, the test was only 70% accurate – it never gave a false positive (identifying a non-telepath as a telepath) but almost 30% of the time, it would fail to identify a telepath as such (modern technology and research has made the genetic test much more accurate; when coupled with surface probes and psychological evaluations, Psi Corps testing teams can identify latent telepaths with 90%+ accuracy). To find the one in three telepaths who would slip through the genetic test and to find those who were outside the normal channels of society, the Metasensory Regulatory Authority was given permission to train telepaths as hunters and investigators.

The best way to find a telepath, after all, is with another telepath. These investigators, dubbed bloodhound units, crisscrossed Earth and the Lunar, Martian and Belt colonies, searching for lost telepaths. Working in concert with Earth Alliance security forces, they located and rescued telepaths who had gone underground. They also dealt with telepaths who, in response to mistrust and hate, had begun to abuse their powers and gone rogue. In response to these rogues, the Metasensory Regulatory Authority created a set of guidelines on the ethical and legal uses of telepathy.

These guidelines outlawed the use of telepathy without the permission of the MRA. Unauthorised scans and telepathic manipulation of the minds of others became a criminal offence. The flipside of these laws was that telepathy became authorised in certain situations – scans where the target allowed the probe or medical scans to bring patients out of comas or fugue states.

Initially, these authorised scans were rare but the business world soon realised the benefits of telepathy. Public confidence had been shaken by a series of high-profile cases of fraud and deception, where major companies had misreported their profitability and business practises, leading to a world-wide recession. With telepaths to ensure truth and honesty in business, such fraudulent practises became impossible. An authorised telepathic scan became part of due diligence in any major business deal. A double-dealing executive might be able to hide his illegal affairs and stolen funds from auditors and accountants but he could not hide from a telepathic scan. Public and investor confidence was re-established and the Earth economy boomed – thanks to the development of the solar system, thanks to trade with the Centauri and thanks to telepathy.

Research based on the first tests soon led to the development of a psionic inhibitor drug, dubbed a 'sleeper'. Telepathic communication happens at the fringes of nerve cells, in delicate electrical impulses that are only fractionally above the threshold of detection. The sleeper drugs marginally inhibit the electrical activity of the brain, dampening the impulses by a tiny fraction – just enough to block psionic activity, without affecting any of the other brain functions.

Sleeper drugs were quickly passed through the medical trials and put under the authority of the MRA. Anyone with telepathic abilities could sign up for a regular regimen of sleepers, dispensed by the MRA's medical staff. Only a small fraction of telepaths took the offer of the sleeper drugs but the development of sleepers gave them the freedom of choice between joining the MRA and ordinary life.

Those telepaths who chose not to suppress their abilities using the sleeper drugs were invited to the Metasensory Compound, a planned and remote community located near Geneva. This community was designed to cater specifically for the needs of telepaths, providing housing, training and education. Perhaps inevitably, the place was soon nicknamed 'TeepTown'.

To help pay for the construction and running of the compound (not to mention its security), the Metasensory Regulatory Authority began selling the services of telepaths. Commercial telepaths to oversee business deals, medical telepaths to aid in psychological counselling and therapy, translators to provide instantaneous, contextual translations, court and military telepaths to aid in interrogation and information retrieval – every year brought new opportunities and new uses for telepathy. Within 10 years, the MRA was self-funding; within 12, it was

Moments of Transition – the MRA becomes the Psi Corps

Why did the Metasensory Regulatory Authority transform into the Psi Corps? Fundamentally, it was a question of scale – the MRA had become much too large to continue as it was. The planned community was now a small city, with thousands of telepaths living and working within its precincts. 97% of the Fortune 500 companies had registered telepaths working for them. The MRA's budget was over 1,000 times bigger than it was when it began. To cope with all these changes, the MRA had to become independent.

Its independence also gave the MRA a new level of authority for dealing with rogue telepaths – now, it could establish its own extradition treaties with the few governments outside of the Earth Alliance and gave telepaths the right to govern themselves and develop their own society.

Finally, the creation of Psi Corps offered greater protection to telepaths. The arrival of the Centauri and the discovery that the aliens had their own telepaths triggered a huge outbreak of anti-telepath violence. Extremists believed that telepaths were alien-engineered monsters, despite the fact that Earth had been free of alien influence since after the Vree fly-bys of the 1940s. The Psi Corps could protect telepaths and protect normal humans from rogues, by turning its hunter teams into a genuine, well-trained security force – the Psi Cops.

able to sponsor the construction of a network of stations in major cities, so that no telepath was ever far from help.

The rogue movement grew out of telepath-engineered religious cults and illegal military projects – two groups who prevented the MRA from contacting and helping their gifted members. Some of the rogues were simply misguided, believing that the MRA was some bizarre Orwellian thought-control conspiracy; others wilfully rejected the laws on legal telepathic scans, preferring to abuse their abilities out of greed, lust or a desire for power. The MRA's bloodhound units fought a constant shadow war against these terrorists but they suffered their own bloody losses – in 2133, a terrorist attack on an Earth Alliance senator cost the life of senior MRA officer Desa Alexander.

The rogue terrorism would continue for nearly a century until its leaders were defeated by the Psi Cops. Still, there exist secret cells and conspiracies seeded by those leaders, requiring constant vigilance.

By 2158, genetic testing for telepathy was widespread – but it still only detected 70% of those with psionic ability. Almost a third of telepaths slipped through the MRA's programmes. Some of these had a low P-rating and never realised they were telepaths. Many others reported themselves voluntarily to the MRA and were given training or treatment to deal with their psionic powers. Some went rogue. A small fraction, however, tried to discipline themselves and cope with telepathy on their own. It takes a person of extraordinary will to do such a thing, to live with the power of telepathy without the support of other telepaths and a training regimen such as that provided by Psi Corps.

William Karges was a man of extraordinary will. He discovered his telepathic abilities at age 13 but was never found by the MRA. He joined the Earth Alliance military and was quickly promoted into the security division, where he was placed in charge of the personal security of President Robinson.

The late 2150s were a chaotic period on Earth. First contact with the Centauri threw everything we knew about the universe into abeyance. Suddenly, we were no longer alone. Rumours spread that Earth was an alien colony, that telepaths were alien agents and that a Centauri invasion fleet was about to attack and spread everywhere. Panic gripped the whole world – and fearful people struck out against whatever they could hit.

William Karges foiled three terrorist plots in 2157–58, using a combination of his telepathic gifts and his natural intelligence and intuition. He was specially commended by the President twice, winning the EA Medal of Honour. All this time, he kept his telepathic powers secret, using it as his hidden edge against the terrorists. In 2158, a man named Lou Holland Orwood planned to assassinate the President. His opportunity came one bright July afternoon in 2158.

The President was scheduled to give a speech in the Memorial Gardens outside San Diego. Orwood was hiding in the crowd of some 20,000, a bomb strapped to his chest. The explosive was of a new type based on Centauri technology, undetectable by the scanners used by Karges' security teams. Orwood's twisted and hate-filled mind, however, was readily detectable by Karges' telepathy. There was a brief struggle, during which Karges was fatally shot – but Orwood was stopped and the President's life was saved.

On his deathbed, Karges told President Robinson that he was a telepath and that all that he had accomplished in his life was made possible by his psionic gift. In gratitude for Karges' heroic sacrifice, President Robinson redoubled her support of the growing Metasensory Regulatory Authority. In his name, she signed the Presidential Order that transformed the MRA from an ungainly bureaucratic tangle of agencies and departments attached to a Senate committee into an independent and self-contained international organisation – the Psi Corps.

The Psi Corps was officially founded on April 12th, 2161. Tragically, Senator Lee Crawford never lived to see his dreams of an independent MRA come to fruition. After a lifetime in the service of the Earth Alliance, Crawford was assassinated by a rogue telepath outside the Centauri embassy.

The role destined for Crawford – Director of Psi Corps – instead went to Crawford's long-term assistant, Kevin Vacit. The directorship is a lifetime appointment and Vacit would serve from 2161 until his death in 2199. During his tenure, Vacit oversaw the transformation from the MRA to Psi Corps and the development of the Corps' facilities across Earth and the colonies. He also founded the Science branch of the Psi Corps, researching into the nature and development of telepathy, as well as expanding the Corps' educational and medical branches.

That same year, Earth purchased jumpgate technology from the Centauri and we – telepaths and normals alike – were on a path to the galaxy.

The EAS *Argo* was the first human-built jump-capable ship and she carried a pair of telepaths on board. While the Centauri sold humanity the rudiments of translation technology and some dossiers on other alien races, our ability to understand alien cultures and languages was severely limited. The only solution was to use telepathy, the universal language of the mind. Telepaths also travelled with Interplanetary Expeditions vessels and other corporate ships as they explored the galaxy. Telepaths and the Psi Corps have always been at the leading edge of human development and exploration.

The Centauri were found not to be the only alien race with telepaths – most of the other major races encountered, with the notable exception of the Narn, had their own telepaths. Out in the

Blip: a rogue telepath, usually on the run
Mundanes: non-telepaths, meaning literally “normals”

Teep: referring to any telepath

Teek: referring to any telekinetic



galaxy, telepathy was another weapon and Earth had to be ready to fight her alien foes on that battlefield as well as any other.

The Dilgar War in the 2220s proved how vital telepaths are to modern warfare. Without Psi Corps, captured Dilgar could not have been interrogated, nor could the heroic Earth Expeditionary Force have made its quick alliances with the League of Non-Aligned Worlds and formed the Liberation Navy. Military telepaths stood with Admiral Hamato when his fleet attacked the Dilgar fortress world of Omelos and died with him when his flagship was rammed by a crippled enemy vessel.

Director Vacit died in his sleep in 2199 and was succeeded by the great Director Alistair Johnston. Under Director Johnston, the Psi Corps grew to its present form and established new links with other government departments such as the Ministry of Peace. With loyal human telepaths, alien threats and alien infiltrators on Earth could be detected and stopped before they threatened the people of Earth. Psi Corps works hand in glove with the other security agencies to safeguard all humanity, both telepaths and mundanes.

In 2220, the third phase of construction of the Metasensory Compound in Geneva was completed and the city of “TeepTown”

now had a population of almost three-quarters of a million – half the total active telepath population of Earth, all living and working in a single town. This would obviously be a tempting target to anti-telepath terrorists and rogues, so the Compound was equipped with the finest security systems available. The rogue threat was largely ended in 2223, when a Psi Cop named Bester caught the last significant ringleader of the rogues.

2236 saw the construction of the Crawford building inside EarthDome itself, a base of operations for the Corps in the very heart of government. Just as William Karges saved President Robinson at the birth of the Corps, so too do the Psi Corps watch over our leaders, guarding them against alien telepathic influence.

In 2245, the Minbari launched an almost unprovoked attack on humanity. Beginning with our outer outposts and quickly progressing onto our colonies and the Solar system itself, the massive alien warships of the Minbari prosecuted a brutal assault. EarthForce’s warships were unable to target the Minbari vessels; our fighters were outclassed and outgunned by their flyers. While human ground forces were able to match their Minbari counterparts, the space superiority enjoyed by the aliens meant that we rarely met them on a level playing field.

Telepathy was often our only defence against the Minbari. Captured Minbari were quickly scanned, giving humanity advance warning of where the aliens would strike next. Human telepaths were also hidden in military units – although our sensors could not lock weapons onto the alien vessels, the alien minds within could be sensed and used as a way to target weapons. There were telepaths on the Line when the night came to Earth.

Today – 2259

After Earth was given that glorious, mysterious respite from destruction, the rallying cry was ‘Never Again’. While EarthForce rebuilt the fleet and the EarthGov brought our civilisation back from the edge of extinction, the Psi Corps began a radical programme of expansion and development. While our technological superiority may still be challenged by the Minbari and other, older races, humanity is second to none in the field of telepathy. Director Johnston died in 2258 during a tour of the Psi Corps stations near Jupiter. He was replaced by the Corps’ current director, Director Michael O’Brien. In his investiture speech, Director O’Brien said: *‘In these troubled times, knowing that we can trust and rely on the telepathically gifted members of humanity is more important than ever. I wish to make a personal guarantee to President Clark and to every member of EarthGov and every human being, from Earth to Vega Colony and beyond – I promise you all, the Psi Corps is here to help and protect you.’*

Telepaths and Psi Corp

The existence of individuals with telepathic potential was officially recognised by the Earth Alliance in 2152. Those possessing the gene that allowed for the awakening of telepathic talent were soon ostracised by the rest of Human society, who quickly realised that their privacy was at stake from individuals who could read their every thought. The Psi Corps was created to not only give telepaths a home among others of their kind but also to protect society as a whole from telepathic influence. From this point on, Human telepaths would be regulated and controlled but also trained and well supported.

The headquarters of the Psi Corps is located within the European Federation, though testing centres and offices are spread throughout the Earth Alliance, with major facilities in New York, Tokyo, Moscow and Syria Planum, on Mars. It is the duty of the Psi Corps to safeguard society by enforcing its rules to all Human telepaths but also to train those telepaths to be used in a variety of commercial, military and scientific fields. Many rumours abound of the Psi Corps deliberately trying to expand the capabilities of its telepaths through interbreeding, genetic research and drug related therapies, though this is usually put down to the paranoia that is common whenever telepaths appear.

Testing centres of varying sizes can be found in every major city and colony throughout the Earth Alliance. These concentrate primarily on testing the telepathic potential of children within schools, a process that must be repeated as the talent sometimes remains latent until the onset of puberty. Whatever the age of the candidate, once telepathic potential has been established, three choices are presented to the individual. Most adults and virtually all children will be convinced to join the Psi Corps. The other two options presented to them, however, will be to either go to prison, where they can be segregated from the rest of society to prevent accidental scanning or take sleeper drugs which suppress their psychic talent. Membership to Psi Corps can be very appealing to a telepath who has, up to that point, been made to feel abnormal and even a little feared by those around them. Once part of the Corps, they will be looked after in every way, with free room, board and training provided while their talent is assessed, categorised and honed.

If a telepath chooses not to join the Psi Corps, they will not be permitted to remain at liberty where their talent may be used to invade the privacy of normals. Their whereabouts tracked at all times and such a telepath will be visited once every week to be given sleeper drugs that suppress their abilities by a Psi Corps specialist.

The tests telepaths will go through in Psi Corps are long and hard but they are only in preparation for the real training where their future assignments will be decided. Each will be graded in the telepathic talent and granted a P-Rating to indicate their psychic potential, as well as tested for telekinetic abilities (an incredibly rare occurrence). Throughout this period, they are indoctrinated with the aims of the Corps and what it means

to belong – as the motto says: The Corps is Mother, the Corps is Father. While this has the effect of binding all telepaths into one solid and loyal unit, there is some recognition that the Corps intentionally teaches its members to believe all other Humans are inferior, labelling them normals or more derisively, mundanes.

Another fact hidden from the outside world is that it can take years to successfully train for any P-Rating classification, even those of P5 or below who are seen in Earth Alliance and commercial duties everyday by the mundanes. Many burn out (up to half of all P5 trainees fail during Psi Corps' sometimes brutal training), their minds torn and shaken from the rigours that they are forced to endure and learn. These damaged telepaths are quietly returned to the Psi Corps community, where they are kept on heavy doses of sleeper drugs, while those whose minds are completely broken by the stresses they are forced to face are funnelled into prisons far from the eyes of mundanes. The Psi Corps tries, at all costs, to ensure that mundanes do not learn about any mistakes made, preferring to handle any potentially dangerous situations purely within 'the family'.

Once initial training in scans and blocks has been accomplished successfully, telepaths enter an internship in one of the four branches of Psi Corps. The Alliance Corps seconds telepaths directly to the Earth Alliance, to serve in a variety of administrative and political roles, with a small number lucky enough to find themselves working alongside EarthForce officers. The majority of telepaths will end up working within Alliance Corps, overseeing negotiations, aiding criminal investigations and providing psychic support during military operations. Most will find the work undemanding, rarely stretching the use of their talents, though they usually rotate assignments regularly and so there is always the chance they will be tasked with more strenuous duties, such as the verification of a mindwipe or active defence of a diplomat in alien territory.

The Training Corps is responsible for the refinement of telepathic capabilities of all members of Psi Corps, from new recruits to those involved in classified EarthForce missions. Only telepaths of P10 or higher are permitted to become instructors, though many from the Alliance Corps will rotate through training duties to partner with new recruits and lead them through the induction courses.

The Commercial Corps is another large division within the Psi Corps and generates funds through the hiring of telepaths to corporations to conduct business negotiations. This has become a standard feature of business on Earth Alliance colonies, with telepaths used to ensure parties come to mutually beneficial agreements. This is a relatively simple matter of scanning and verifying the truthfulness of claims made during business negotiations, though there are many in corporations who long for the days of swindling and double-dealing, all of which now must be done away from the watchful gaze of commercial telepaths. Most commercial telepaths are of P5 or higher,

though smaller companies are often forced to settle for lower grades. This is rarely a drawback, as there are few mundanes who can successfully lie to any telepath. A telepath on extended commercial work is required to pay 10% of all commission fees directly to the Psi Corps but is free to keep the rest for as long as they are on assignment, which may be several years. Fees for commercial work generally run in the region of 100 to 1,000 cr. per scanning session, varying with the complexity of the work and the wealth of the hiring corporation or private civilian.

The last branch of the Psi Corps, the Command Corps, is the smallest but also contains one of the best known elements of the Psi Corps. Most of the Command Corps is dedicated to the administration of the Psi Corps as a whole. The well-known element is the arm of the Command Corps that deals with the 'regulation' of wayward Human telepaths – the Psi Cops. Psi Cops are charged with ensuring that all telepaths obey the rules and regulations of the Corps, whether they are members or not. They monitor the supply of sleeper drugs to those telepaths who have chosen not to join, as well resolve any breaches of law or security within the Corps itself. They are, however, most famous for the tracking down and capture of rogue telepaths, those who have decided to flee Earth-controlled space when their talent manifests or managed to repeatedly escape the Corps. In deference to this higher responsibility, the Psi Cops are granted far greater latitude as a measure of expediency – when a telepath goes rogue, the privacy of all mundanes is at stake and there are few who question their methods so long as they are successful. All Psi Cops are rated P12 so they will, in theory, be able to deal with any other telepath on an equal or greater footing. However, there are also many auxiliaries within the Psi Cops. Telepaths of P5 or greater may work as field operatives under the supervision of a Psi Cop, collating data and performing various administrative and investigative functions. Almost as dreaded as the Psi Cops themselves are the Bloodhound Units, telepaths of P10 or higher trained in search and sweep missions, skilled at locating rogues who can then be brought down by a supervising Psi Cop.

Psi Corps Regulations

That information is on a need-to-know basis, Commander. And you don't need to know.

- Alfred Bester, Psi Cop

The leadership of the Psi Corps is well aware of the suspicion mundanes treat them with but have learnt to use it to their advantage. Any serious problems that arise are dealt with strictly within the Corps, with no information leaking to the outside world. This in turn permits the Psi Corps to pursue its own agendas as it sees fit without too much interference from mundanes,

who are content to lock all telepaths up within the Corps, so long as they are free from telepathic prying into their private lives. To this end, the Corps takes the rules imposed upon its members very seriously and vigorously enforces them through the Psi Cops. So long as telepaths are seen to observe these regulations, mundanes are unlikely to ask more penetrating questions about the Corps' activities.

The price of telepathic talent for any Human is to be granted fewer rights and privileges than other members of society. Upon its creation, it was recognised that the Psi Corps would require a great deal of regulation if both its members and society at large were to remain safe from one another. The Psi Corps is, for example, forbidden from endorsing political candidates to its members during elections or taking any political stance. Individual members have many limits placed on their personal freedom and while commercial telepaths stationed on far-flung outposts and colonies of the Earth Alliance can enjoy something of a normal life, they are constantly surrounded by reminders of the organisation they belong to.

The following are the main rules that members of the Psi Corps are expected to follow at all times.

- Ⓢ Upon arriving at any Earth Alliance colony or installation, a member of Psi Corps must log in with someone of senior command or governmental level.
- Ⓢ Members must always wear both gloves and the Psi Corps insignia, in order to help avoid accidental scans and also to readily identify the telepath as such to others.
- Ⓢ Members are required to submit to scans by Psi Corps representatives upon request.
- Ⓢ Scanning is only permitted when authorisation has been granted by the subject, Psi Corps or legal bodies.
- Ⓢ An unauthorised scan is grounds for disciplinary action, which could result in the member being ejected out of the Psi Corps. This will result imprisonment or enforced use of sleeper drugs.

When involved in criminal investigations, there are many more rules in place to restrict the use of telepaths.

The Psi Corp Career

Enlistment

Enlistment for any telepathic character who is discovered raw (untrained and at the age of 16) is automatic. Those who are not picked up by Psi Corp effectively become blips – rogue telepaths who must operate under Psi Corp's radar or keep their abilities secret and remain, effectively, untrained in their progress.

Any telepath who realises their abilities at a later date can be brought into the Psi Corp fold and put into the Corps' rigorous training programme.

The first two terms in Psi Corp are dedicated to basic and intermediate training. In these terms telepathic abilities are tested and honed. In the first

Telepaths and Psi Corp

term, characters gain the Basic Training skills automatically and also roll once on the Basic Training or the Personal Development table. In the second term, they may roll on either the Basic Training, Intermediate Training or Personal Development tables. For the third term and beyond, rolls can be made on any of the tables.

Assignments: For term 3 and beyond, choose one of the following, depending on your Psionic Strength (P) rating :

Commercial Telepath (Psionic Strength 4+): You serve as a Commercial Telepath, on attachment to either a civilian or

military organisation, providing telepathic insight into a wide range of general issues.

Special Duties (Psionic Strength 5+): You serve within Psi Corp undertaking a variety of missions, including assisting the Psi Cops and finding and helping to train new recruits to the Corps.

Psi Cops (Psionic Strength 12+): You are part of the elite Psi Cops, dealing with the finding and control of rogue telepaths, and offering specialised telepathy services to the highest echelons of commerce and the military.

Advancement & Survival

	Commercial Telepath	Special Duties	Psi Cops
Advancement	Int 6+	Int 7+	Int 8+
Survival	End 6+	End 7+	End 8+

Basic Training: Gain the Scanning/Probing and Sensing Talents. Also gain Knowledge (Psi Corps) 1.

If, during further training rolls, a Talent one already has is rolled again, gain instead either +1 Psi, +1 Int or +1 End. Psi can never increase by more than 1 Level in any term.

Skills and Training

	Personal Development	Basic Training	Intermediate Training	Advanced Training
1	+1 Str	Admin	Athletics	Investigate
2	+1 Dex	Survival	Melee	Deception
3	+1 End	Life Science (any)	Advocate	Gun Combat
4	+1 Int	Knowledge (Psi Corp)	Jack of All Trades	Biokinetics Talent
5	+1 Edu	Blocking Talent	Blocking Talent	Blocking Talent
6	+1 Psi	Communication Talent	Communication Talent	Communication Talent
	Commercial Telepath	Special Duties	Psi Cops	
1	Admin	Admin	Gun Combat	
2	Broker	Computers	Melee (any)	
3	Diplomat	Deception	Deception	
4	Language (any)	Investigate	Pilot (small craft)	
5	Knowledge (any)	Stealth	Investigate	
6	Deception	Survival	Stealth	

Ranks and Benefits

Psi Corp ranks designate general length of service only. True rank advancement is dependent on P-Rating or Psionic Strength. Hence, a character with Psionic Strength of 7 but the same rank as a character with Psi 5 will always be thought of as the higher of the ranks.

Rank	Title	Skill or Benefit
0	Trainee	Computer
1	Graduate	Comms
2		
3	Operative – Class C	Investigate
4	Operative - Class B	Stealth
5		
6	Operative – Class A	Jack of All Trades

Mishaps

Roll 1d6	Mishap
2	Severely injured Alternatively, roll twice on the Injury table and take the lower result.
3	The Corps doubts your loyalty. Roll either End 8+ or Int 8+ or be forced to flee the service, becoming Rogue. The Corps becomes an Enemy.
4	Certain Psi experiments go horribly wrong leaving you emotionally and psychically scarred. Lose either 1 point of Int or 1 point of End and develop some form of social phobia (fear of the dark, open spaces and so on). Find it difficult to make friends.
5	You uncover dark secrets about something that the Corp is involved in. Roll Psi 8+ or Deception 8+ to avoid the Corps discovering that you are aware of what they have done. If successful, you may choose to remain in the Corps. If you fail, you must go Rogue. The Corps becomes an Enemy.
6	Gain a Rival. Roll either End 8+ or Psi 8+. If you fail, the Rival inhibits your progress this term; lose a skill roll.
7	An argument with a colleague gains you an Enemy within the Corps.
8	You partake in a mental duel with a colleague. Roll Psi 8+. If you succeed, you win the duel but gain a Rival. If you fail, you suffer mental backlash. Lose 1 Int.
9	You begin to doubt your commitment to the Corps. Roll Int 8+. If you succeed, your commitment is renewed – gain +2 to your next advancement roll. If you fail, you become Rogue. The Corps becomes an Enemy.
10	Insolence costs you your advancement roll for this term.
11	Something goes wrong with your abilities. Lose a Talent you have already gained. The Talent can be regained through subsequent training.
12	Injured. Roll on the Injury table

Events

Roll 2d6	Events
2	Disaster! Roll on the mishap table but you are not ejected from this career.
3	The Corps selects you for special training. Roll for an additional skill on any of the tables with the exception of Psi Cops.
4	You are enlisted in a special advancement programme. Roll Int 8+. If you succeed, you gain +1 to your Psionic Strength. If you fail, roll once on the Intermediate Training table and gain that skill.
5	You are assigned to a company as a telepath on special attachment. Whilst there you make a close friend within the upper ranks of the corporate structure: gain a Contact and +1 Social.
6	You have the opportunity to train with telepaths from one of the following: <ol style="list-style-type: none"> 1. Abbai 2. Centauri 3. Brakiri 4. Minbari 5. Psi Cops 6. Bester Gain Knowledge relating to the race or group you rolled. If Bester, gain him as a Contact. Also gain +1 Psi.
7	Your commitment to the Corps is recognised. Gain a +4 DM to your next advancement roll.
8	You are instrumental in helping to break a secret route aiding rogue telepaths evade the gaze of the Corps. Gain 1 level in Stealth, and +2 to your next advancement roll. You also gain an Enemy in the shape of the organisers of the escape route.
9	Selected for advanced training. Gain 1 level in one of the following: Pilot (spacecraft), Pilot (small craft), Astrogation, Science (any), Vacc Suit.
10	Your assignment yields unexpected benefits. Gain either a Contact or an Ally.
11	You develop a psychic advantage. Choose one Power from any of your Talents. When making a Psionic Strength roll for using that Power, gain a +1 DM to the roll.
12	You are selected for specialised training. Gain one of the following: Pilot (spacecraft), Leadership, Diplomacy or +1 Psi.

Re-Enlistment: Automatic. The Corps is the Mother; the Corps is the Father...

Mustering-Out Benefits

Psi Corp members do not muster out, however, benefits are still gained for continuing service and so rolls may be made on the following table.

Roll	Cash	Benefits
1	1,000	Gun or Melee weapon
2	5,000	Ground Vehicle
3	5,000	1 Ally
4	10,000	1 Contact
5	20,000	1 Ship Share
6	50,000	Shuttle or similar small craft
7	50,000	+1 Psi

Playing Human Telepaths

Players opting to try a Human telepath have two clear choices for their character and more than any other, should discuss this with other players and the Games Master to ensure they will fit in to the forthcoming campaign. They may choose to play either a member of Psi Corps or someone on the run, a rogue telepath or 'blip'.

Playing a member of Psi Corps will introduce many restrictions on what the player can or cannot do but he will always have legitimacy. He will be free to travel throughout Earth Alliance worlds and colonies and will have the chance to earn fees for commercial work. In addition, he will also have the immense resources of the Corps to draw upon when information or brute force is necessary, as the Corps always takes care of its own. The drawback to all of this is that the telepath will also be subject to all the rules and regulations of the Corps without exception and may be required to fulfil specific missions when requested by the Corps. However, a member of Psi Corps will be free to interact with other characters, such as EarthForce officers, without them being required to turn him in to the Psi Corps.

On first sight, playing a rogue telepath trying to escape the Corps may seem to provide more freedom and excitement for a player. However, a player should be aware that he will have to smuggle himself into any Earth Alliance colony or obtain falsified identicards. If any Earth Alliance officials or EarthForce officers discover his true nature, the chances are he will be turned over to the Psi Corps. As if that were not enough, once the rogue has been identified he will have to contend with the Psi Cops and Bloodhound Units constantly dogging his tail – and they are very good at what they do.

A player simply looking to play a telepath who explores the galaxy, taking commissions as and when he wishes should consider playing one of another race, such as Centauri. Human telepaths do not have an easy life whatever they opt to do and so players should be aware of the restrictions they will face. That said, the kind of trials they will constantly go through, whether members of Psi Corps or rogues, can make for some very interesting and dramatic game sessions and may be just the thing for a player looking for a real challenge.

Psi Cops

When the Psi Corps was formed 100 years ago, it was recognised that a new breed of telepath would have to be developed and trained, one who could monitor and control other telepaths should they fail to follow the rules and regulations governing their actions when among mundanes. The result was an extremely powerful and well-trained individual – the Psi Cop. Rated at P12, the highest level of ability attainable by a human, the Psi Cop is charged with hunting down and capturing rogue telepaths (known as blips) before they can cause harm to the rest of society. Such rogues are usually those who managed to slip through Psi Corps tests while they were children, a not unusual circumstance on offworld colonies, though some actually escape from the Corps. In these situations, Psi Cops will move fast to bring their quarry down, so as to avoid any mundanes realising that such things can happen within the Psi Corps. As well as being extremely powerful telepathically, Psi Cops are taught to master their talent to an amazing degree and are truly the best telepaths the human race has to offer. In addition, they are also taught various investigative techniques though the relaxing of Psi Corps rules with regards to them scanning mundanes often bypasses much of this. Psi Cops are given great latitude for their conduct and the Psi Corps is famous for looking after its own. They are permitted to carry sidearms, usually military-issue PPGs, throughout Earth Alliance space.



BABYLON 5 REVEALED

This chapter provides a detailed overview of the eponymous space station, its key personnel and offers guidance on using Babylon 5 as the setting for your campaigns. This chapter also includes game statistics for the main characters from the series and sample Non-Player Characters for populating games quickly.

A Sky Full of Stars

The Babylon 5 diplomatic station is a city in space, located within neutral territory in orbit around Epsilon III, a desolate and uncolonised planet. Designed as a political meeting place for all races of the galaxy, its goal is to prevent war through negotiation, compromise and the active promotion of peace. However, it is also a vibrant and rich marketplace, attracting traders and merchants from hundreds of worlds to meet and do business. Babylon 5's success has ensured its place in the galaxy, as a centre for alien races to meet, engage in politics and further understanding between them.

As implied by its name, Babylon 5 is the fifth space station spawned by the Babylon Project, all of which were constructed after the Earth-Minbari War in order to avoid such conflicts taking place in the future. Babylon 1, 2 and 3 (the first was actually called the Babylon Station) were destroyed during construction, either through structural failure or sabotage by terrorists opposed to Humans forming closer relationships with alien governments. Babylon 4 simply disappeared without trace 24 hours after it went on line and its fate remains one of the galaxy's greatest mysteries. EarthGov initially resisted efforts by certain senators to fund a fifth station after the disappearance of Babylon 4, as the entire project seemed ill-fated, with many



Humans beginning to believe in the 'Babylon Curse'. However, the goals of the Babylon Project were still worthwhile and many felt, more needed than ever. Diplomacy among the major races of the galaxy, including the Minbari, acquired additional funding so Earth would not have to bear all of the costs of construction alone and so Babylon 5 was finally approved and built in the same system its predecessor, though in orbit around another planet; Epsilon III.

Few believed that Babylon 5 would share any greater success than the previous stations but, against all odds, it went online in late 2257. Already, the station has experienced disasters and potentially explosive diplomatic situations, including a threatened attack by an entire Vorlon war fleet in retaliation for the attempted assassination of their first ambassador, Kosh. Led by Commander Sinclair, a veteran of the Battle of the Line and supported by the ambassadors of many governments, the station personnel on board Babylon 5 have proved to be dedicated to their task and, thus far, have cleanly dealt with every emergency situation they have faced. Back on Earth, many still doubt that Babylon 5 will survive long and will soon be claimed by either destruction or financial cutbacks made by a government already pouring billions of credits into other avenues of space exploration.

The first year of operations saw the station and its personnel put through their baptism of fire. The first Vorlon ever seen by a Human was made the victim of an assassination attempt as soon as he left his transport ship and Commander Sinclair was implicated. It was later found that the Narn ambassador G'Kar and a rogue Minbari faction had engineered the assassination attempt, though this was hushed up. Sinclair cleared his name but the incident would have lasting repercussions. The station's telepath, Lyta Alexander and the head of Medlab, Dr Benjamin Kyle, were replaced due to the incident (by Talia Winters and Dr Stephen Franklin, respectively).

Elsewhere in the galaxy, the Narn Regime invaded the Centauri colony of Raghesh III and it took all Babylon 5's diplomatic efforts to stop a full-scale war. Three very odd events happened towards the end of 2258. Firstly, the station staff were contacted the master of a Great Machine, located on the planet of Epsilon III, around which the station orbits. Varn was dying and the Machine was going out of control. Both Earth and another alien race tried to claim the Great Machine's secrets but Varn handed control over to a Minbari named Draal, an old teacher of the Minbari ambassador Deleenn. Soon after this handover, the missing Babylon 4 station appeared in the midst

of a vast time-distortion field. Babylon 5's crew managed to rescue the survivors of the Babylon 4 station before it vanished again. The third strange event went unnoticed by most. A man calling himself Morden visited the station and spoke to all the leaders of the races. He asked them a simple question – *'what do you want?'*

G'Kar wanted revenge on the Centauri, nothing more. Delenn recoiled from Morden in horror. Londo to see the Centauri Republic rise again... which was the answer Morden wanted. Later that year, Shadow vessels began attacking Narn colonies and destroying Narn ships in Quadrant 37. The Centauri began to rise once more.

In response to the gathering darkness, Delenn activated a device she had been building in her quarters all year. The device spun a chrysalis around Delenn, which began to transform her. She would emerge from the cocoon in early 2259 as a Minbari-Human hybrid, a living bridge between the two races.

Michael Garibaldi, the head of Babylon 5 security, discovered a plot against the life of Earth Alliance President Santiago but before he could alert Sinclair or EarthForce One, he was shot by his traitorous second-in-command. Garibaldi survived the attack but lay in a coma for weeks. EarthForce One exploded over Io, killing all on board. Fortunately, Vice-President Clark had left the ship before it exploded and was able to quickly assume the presidency...

G'Kar left the station, hunting for the forces behind the attacks on Quadrant 37. Londo began to contemplate exactly who Mr Morden's powerful associates were. Delenn slept in her cocoon, changing into something new. Sinclair tried to hold the station together but was abruptly and unexpectedly transferred to

the Minbari homeworld on diplomatic duty. In accordance with one of the last orders left by President Santiago, Commander Sinclair was replaced by Captain John 'Starkiller' Sheridan, the legendary hero of the Earth-Minbari war.

Despite this rough turn of events so soon after it had officially gone on line, Babylon 5 is a popular meeting place for all races. In addition to being the centre of diplomacy for the whole galaxy, the station is also fast becoming a hub for trade and is managing to even generate substantial revenues through merchant tariffs and taxes. Sheridan is proving himself a capable if brash station commander, who works well with his executive officer, the newly promoted Commander Susan Ivanova and the other Babylon 5 command staff. As the station enters the year 2259, it is set to face many more trials in its mission of peace.

Using Babylon 5

Babylon 5 is more than simply an exceedingly large space station; it is a character in its own right and an integral part of both the TV Show and the background for this setting. It is virtually impossible for an attacker to actually destroy with anything short of a fully armed war fleet. However, it is certainly possible for

Command Staff of Babylon 5, 2259 to 2261

Captain John Sheridan
Chief of Security Michael Garibaldi
(Security & Surveillance)
Commander Susan Ivanova
(Command & Control)
Chief of Medical Staff Dr Stephen
Franklin (Medlab)

Command Staff of Babylon 5, late 2257

Commander Jeffrey Sinclair
Chief of Security Michael Garibaldi
(Security & Surveillance)
Lieutenant Commander Susan Ivanova
(Command & Control)
Chief of Medical Staff Dr Benjamin Kyle
(Medlab)

Command Staff of Babylon 5, 2258

Commander Jeffrey Sinclair
Chief of Security Michael Garibaldi
(Security & Surveillance)
Lieutenant Commander Susan Ivanova
(Command & Control)
Chief of Medical Staff Dr Stephen
Franklin (Medlab)

Command Staff of Babylon 5, 2262+

Captain Elizabeth Lochley
Chief of Security Zack Allen
(Security & Surveillance)
Lieutenant David Corwin
(Command & Control)
Chief of Medical Staff Dr Stephen
Franklin (Medlab)

attacking spacecraft to cause serious damage and even breach the hull. Though automatic pressure doors would close to minimise the effects and repair crews be assigned to patch the damage, the loss of life and facilities would certainly impact on the Babylon 5 residents.

Full *High Guard* statistics for Babylon 5 are therefore not presented as part of this book because they are, essentially, irrelevant. It is up to the referee to decide if the station requires detailed statistics and if so, to use the Capital Ship rules from *High Guard* to develop statistics fitting the appropriate sectors of the station. However, in its entirety, it should be considered too large to be effectively assaulted; and if destruction does arise as part of a campaign, then it should be handled as a momentous event by referee fiat.

Babylon 5 Technical Specifications

Length: 7,962 metres
Diameter: 840 metres
Solar Panel Span: 2,070 metres
Displacement: 2.5 million metric tons
Gravitation: 0g – 1.41g
Typical Gravitation: 0.9g – 1.35g
Cargo Capacity: 20,000 metric tons per 24 hour period

Dock Workers: 1,500
Station Personnel: 6,500
Transient Population: 250,000

Fighters: 37 Aurora Class Starfuries
Other Craft: 8 x Cargo Loaders, 16 x Light Shuttles, 36 x Maintenance Drones,

Integral Defence Grid
 8 x Quad-Linked Heavy Particle Beams
 8 x Independent Heavy Particle Beams (fore, aft, port and starboard arrays)
 48 x Triple Turrets, each housing x3 Pulse Cannons

Arriving on Babylon 5

With an average of 50 to 100 ships arriving every day through the jump gate, all bringing visitors and cargo, Babylon 5 is a hub for diplomats and traders. On any given day, the station is a thriving and bustling environment, with visitors constantly streaming through customs, bargaining in the Zocalo or taking advantage of the multitude of facilities available on board Babylon 5.

Whether arriving by shuttle from a large space liner or warship or travelling on board a smaller spacecraft, a visitor will enter Babylon 5 through the Docking Portal and proceed through the Central Docking Hub that links 60 pressured holding bays to space outside. From here, any cargo is unloaded by the army of dock workers living on the station while passengers disembark and make their way through customs, monitored by EarthForce



security teams. Once identified and scanned for weapons or other illegal goods, the visitor is now free to travel through the station though certain areas, particularly in Blue and Green Sector, remain off-limits to unauthorised personnel. This still leaves many areas to explore, with hotels, bars, casinos and shops all supporting a thriving leisure industry on Babylon 5. Few visitors stay long, as space travel can be incredibly expensive, with most arriving and then departing with business complete within just a few days. There are few permanent residents on Babylon 5 aside from station personnel and lurkers in Downbelow who have no money to leave the station anyway.

The vast majority of personnel on the station are Human, though aliens can also find work in civilian areas, often in business and diplomatic areas such as translation, information gathering and menial tasks. Though operated by EarthForce, most of the 8,000 personnel are actually civilian contractors, performing the myriad of tasks vital to keeping the station functional, including unloading cargo, sanitation, maintenance and food preparation. More sensitive or vital duties, such as weapons technicians, command staff and security are all EarthForce, however.

The Command Staff

The most senior EarthForce officers on board Babylon 5 form the Command Staff and have become well known personalities because of both their position and actions since the station went on line. In overall command is Captain John Sheridan, who replaced Commander Jeffrey Sinclair at the beginning of 2258. He is assisted on station operations by Commander Susan Ivanova, a bright and extremely capable first officer from the Russian Consortium. The immediate Command Staff is rounded off by Chief of Security Michael Garibaldi and Chief of Medical Staff Dr Stephen Franklin. Technically, their immediate aides are also considered part of the Command Staff

but together these four have final authority on Babylon 5 and have become well respected by those serving beneath them.

Dockers' Guild

By far the largest workers' union on board Babylon 5, over 1,500 dockers belong to the guild, headed by their forewoman Neeoma Connoly. Bound by government contract and forbidden by law to strike, despite being civilians, relations between the Dockers' Guild and the Command Staff have always been strained as financial cutbacks from EarthGov have consistently cut into the dock working budgets. Life has become hard for the workers and though they are considered an essential component of Babylon 5, being responsible for the loading and unloading of all the cargo that passes through the station, they are understaffed and over-scheduled to the extreme. Miss Connoly has warned that an accident is bound to happen soon, citing the fatigue that her workers are constantly experiencing and the poor quality of dockside equipment. Commander Sinclair is sympathetic to her wishes but is in no better position to alter the station's budget than she is.

Transport Association

Steadily growing in membership, the Transport Association is a collection of freelance pilots and ship captains who have grouped together to form an ad-hoc union in order to gain a better bargaining position against EarthForce directives. In reality, the Transport Association has little real power, as members have too many interests of their own to organise any serious action in response to treatment felt to be unfair – even if some pilots refused to fly cargo into Babylon 5, there will always be others willing to earn a few easy credits. However, it does provide a collective voice with which to take issues to regular monthly meetings with the Command Staff, normally headed by Commander Ivanova. In addition, there are other benefits of joining for regular visitors to the station, such as preference over docking bays and maintenance schedules and a discount to the fees charged by EarthForce for use of Babylon 5's facilities.

Any pilot or captain scheduled to visit Babylon 5 more than three times in any six month period or able to demonstrate a similar track record in the past, may apply to join the Transport Association. The membership fee is a nominal 1,000 credits per year, which entitles members to a 10% discount on all station docking fees and permission to attend regular monthly meetings with a member of the Command Staff to raise issues and vote upon them.

Command and Control

The nerve centre of the entire station is Command and Control, also known as C&C or the Observation Dome. From here, EarthForce officers can monitor and regulate every aspect of Babylon 5's operation quickly and efficiently. This is the main territory of the station's first officer and

Commander Ivanova spends much of her time here, ensuring the station runs smoothly, cataloguing incoming ships and bringing major problems to the attention of Sheridan. Being responsible for the fate of every sentient being on the station is often a stressful exercise and all technicians and officers assigned to Command and Control are forbidden to work double shifts and are regularly monitored by Medlab staff for stress-related illnesses.

Principally, the officers in Command and Control keep a constant watch on environmental controls, jump gate operation, navigational assistance, security patrols, the defence grid and sector surveillance, with dedicated and trained personnel for each. From their stations, officers and technicians can perform a variety of tasks, affecting the entire station, from routine maintenance to focused scans in specific sectors. Only authorised personnel are permitted within the Observation Dome and even ambassadors will be politely, but firmly, removed.

Jump Gate Operation

One of the principle duties of Command and Control is to operate the jump gate also in orbit around Epsilon III and aid ships travelling to and from Babylon 5 via a system of beacons that provide an invisible navigation grid outside the station.

The security systems of Babylon 5 are programmed with a series of defensive measures to make it far more difficult for unauthorised ships to enter the Epsilon system. However, as it serves a diplomatic station open to all races, the jump gate is left open except under the most extraordinary circumstances.

Ships moving to within one mile of Babylon 5 are required to submit to the station's control in order to facilitate the movement of dozens of vessels within the same area, all trying to enter or



leave the station. During busy periods, ships will be allocated to stationary orbits near beacons to avoid becoming navigation hazards to other spacecraft, where they will wait until cleared for entry to either the station or the jump gate. Large vessels, such as liners or freighters, are brought into the one mile boundary in order to unload their cargo or disembark passengers via shuttles and then positioned in orbit away from Babylon 5 and the transit routes to and from the jump gate. With anything from 50 to 100 new ships arriving each day and dozens more already in orbit at various locations around the station, it soon becomes clear just how much training is required to prepare an EarthForce officer for duty in Command and Control and how stressful this kind of work can be. Since Babylon 5 first went on line in 2257, there have been no incidents of collision or near-collision between visiting spacecraft, a fact of which all of the crew on board are proud.

Sensor Scans

Command and Control have access to a multitude of sensors and scanners to warn of incoming threats and provide superior surveillance capabilities. These are constantly monitored by the Central Computer, with any anomalies immediately reported to the appropriate station in the Observation Dome to be dealt with by the officer in charge.

Externally, Babylon 5 utilises XP-7 tracking units, standard to many EarthForce military ships. However, the station enjoys the parallel operation of several units, a system denied to the all but the largest warships and are further boosted in range and capability by relays tied into the navigation beacon network. These allow the officers of Command and Control to constantly monitor all space traffic in the vicinity, even permitting them to make sensor scans behind the shadow of Epsilon III, an area blind to ships orbiting with Babylon 5. Once a vessel arrives within the navigation network, the full array of scanners can be employed, allowing an extensive amount of data to be collected. Within a minute, the officers of Command and Control will be able to determine how many life-signs are on board any given vessel, what its offensive capabilities are and even the output of its power plant, allowing them to make judgements on whether the target is preparing for a fight or not.

In addition, Command and Control can also access the Hyperspace Early Warning System (HEWS) that constantly scans for traffic arriving through hyperspace, comparable to those employed in the defence of large colonies and some homeworlds. Nominally, this detection system allows the tracking of incoming targets in hyperspace up to two days in advance, though in practice this is rarely the case. Any vessels wishing to avoid detection can take advantage of hyperspace eddies and gravitational waves in order to misdirect sensors, reducing the average detection time of any real threat to a couple of hours or even less. HEWS cannot provide anything like the detail of information available to Command and Control

through the tracking units in normal space and generally provides only a 'silhouette' an identifiable signature that the Central Computer can match with its archives to determine the class of ship approaching.

Babylon 5 also has many internal scanners and sensors that can be fine-tuned to search for specific energy signatures. However, the efficiency of these is greatly impaired by the sheer number of structures and life-signs on board and so skilled operators are required to get the very best results. In 2258, the interior sensors of Babylon 5 are incapable of pinpointing life-signs from within large groups or the firing of a single PPG. They can, however, automatically register large numbers of life-signs gathering in abnormal patterns (large groups are expected in the Zocalo, for example but a riot starting elsewhere in Red Sector may be quickly detected) or a protracted firefight. Unusually high energy readings will be detected almost instantly. Plans have been made to upgrade Babylon 5's internal sensors but so far, budget constraints have halted any upgrading.

Diplomacy

Despite being a thriving centre for trade, Babylon 5's primary mission is one of diplomacy. After the devastation caused during the Earth-Minbari War, which threatened to wipe out Humanity altogether, a consensus grew among many races that they could no longer afford the mistakes of the past. From now on, races and governments would begin to resolve their differences peacefully, through negotiation and compromise rather than by gun and warship. There are still those who believe this is hopeless idealism but the construction of the Babylon Stations has signalled at least the beginning of a new age of peace and prosperity in the galaxy, in spite of the multitude of different self-interests that threaten ruin.

The Ambassadors

Babylon 5 is home to ambassadors from all of the major races and those within the League of Non-Aligned Worlds, though there is a small but growing number of representatives hailing from independent worlds seeking to gain a louder voice in galactic affairs. It is the role of each ambassador to both gain the best position of advantage for his own government, while at the same time ensuring other races do not increase their own influence, but while many have grown increasingly cynical of diplomatic processes, there are still enough who truly believe in the stated goals of Babylon 5.

The Earth Alliance is represented on Babylon 5 by senior EarthForce officers, usually Captain Sheridan himself, though Commander Ivanova acts as his aide and may be deputised to speak on his behalf. The other major governments have all sent ambassadors to speak for them on Babylon 5 including the Vorlons, who up to now have had no known long-term contact with any other race. The current representatives of the major governments at the beginning of 2259 are listed below.

- Ⓒ EarthForce Captain John Sheridan
- Ⓒ Minbari Ambassador Delenn
- Ⓒ Narn Ambassador G'Kar
- Ⓒ Centauri Ambassador Londo Mollari
- Ⓒ Vorlon Ambassador Kosh

In addition to these individuals, Babylon 5 is also home to many ambassadors from the League of Non-Aligned Worlds and other independent governments.

Under the terms of the Babylon 5 Treaty made between the Earth Alliance and alien governments, all diplomatic quarters are considered to be foreign soil, with Earth having no jurisdiction over what happens within them. In addition, this diplomatic privilege extends to the ambassadors, their aides and staff as well. These personnel may not be arrested or detained for any reason by EarthForce personnel. In practice this is rarely abused, aside from the occasional smuggled weaponry or other illegal items within sealed diplomatic pouches and any 'incidents' in which ambassadors are involved are usually paid for through reparations from their diplomatic budgets or personal accounts.

The Babylon 5 Treaty also stipulates the core trade agreements that all governments must adhere to when conducting mercantile business on the station, including trade tariffs and restricted goods. Illegal items such as Earth Alliance proscribed drugs, restricted biogenetic material and weaponry may not be brought on to the station under any terms but alien governments are free to trade in such material without prejudice so long as all cargo transfers between ships take place in orbit outside of the station. Negotiations for such goods, however, may be freely conducted on board Babylon 5. Occasionally, governments will raise specific objections to the Babylon 5 Advisory Council in order to stop rivals trading in these goods off-station but to date, none have been successful.



The Babylon 5 Advisory Council

Though ambassadors and other representatives of governments regularly meet to discuss private business on the station, such as the negotiation of trade treaties and jump gate access, major issues may be brought by any involved party to the Babylon 5 Advisory Council whereupon they are addressed and then voted upon to gain an ostensibly fair resolution. This commonly involves territorial disputes among the League of Non-Aligned Worlds and more recently between the Narn and Centauri governments but any issue involving two or more governments may be brought before the Council.

The Advisory Council is made primarily of the five major governments – Human, Narn, Centauri, Minbari and Vorlons, each of whom have a single vote on any issue brought before them. The smaller governments and alliances of the League of Non-Aligned Worlds do not wield the power of the 'Big Five', as the major races are sometimes known but collectively receive one vote between them. Members within the League are deputised to speak for all their governments and in 2259, Abbai Ambassador Kalika tends to hold sway in this role, though both the Drazi and Brakiri governments are beginning to gain political influence. During these meetings, the Council Chambers are sealed and made secure so ambassadors and their immediate aides may be permitted to resolve issues without interference from other parties.

Facilities

From leisure activities and communications, to medical care and credit exchange services, Babylon 5 offers a wealth of facilities to its visitors and personnel, catering for almost every need imaginable, whether Human or alien. Regular visitors to the station quickly learn how to access these facilities to their best advantage, making Babylon 5 literally a home away from home.

Quarters

There are a multitude of living quarters available on Babylon 5, from the comparatively luxurious quarters of the ambassadors and Command Staff to the often dirty and ill-maintained habitation areas found in Downbelow. EarthForce officers used to spaceborne life are often pleasantly surprised at the size of quarters they are allocated and service on the station is often regarded as 'cushy' by those on warships. This is by no means standard on Babylon 5, however and most quarters are far more modest in both size and facilities. Visitors renting quarters for short periods of time normally avail themselves of the myriad of bars and restaurants on the station for food services. Those looking to conduct business in their own living space are usually directed to the various hotels located in Red Sector whose room

Accessing the Airlocks

The standard operating procedures on Babylon 5 mean that security systems preventing unauthorised access can be incredibly hard to break through. Characters attempting unauthorised access to airlock systems face a Formidable (-6) DM to any skill being used.

services vary with what the visitor is prepared to pay for luxury. Newcomers to Babylon 5 are often shocked, even outraged, at the prices demanded for temporary accommodation, though few remember that on a space station of limited size, all space is at a premium.

All quarters follow a standard template and consist of a living area, bathroom and sleeping quarters, with the former serving as an office and conference room in the Ambassadorial Wing. All quarters except those in Downbelow will feature at least one terminal, which is linked into the station's central computer and can access BabCom freely and StellarCom for a charge. This terminal may be voice activated as well as operated manually and governs the use of every aspect of the quarters, including the main door, lighting and even beverage preparation. Bathroom facilities in the quarters of ambassadors and the Command Staff support fresh water showers, though everyone else has to make do with vibe showers, which utilise sonic systems to regulate hygiene for their users, as the water reclamation system of Babylon 5 cannot handle heavier use.

In addition, many quarters can be refitted to support alternate atmospheres so that alien visitors may relax without the aid of breather masks and encounter suits necessary for travel elsewhere in the station. When Babylon 5 first went online, such quarters were restricted to a part of Green Sector nicknamed the Alien Sector, though financial boosts from other governments has allowed the Earth Alliance to extend these facilities across all the habitation zones and so avoid aliens being segregated from Humans and each other. It takes just a few hours to reconfigure quarters for alternate atmospheres, though maintenance crews on the station are currently understaffed and so delays of a few days to make the necessary adjustments are not uncommon.

No quarters on Babylon 5 are privately owned and all rents drawn from their use go directly to the Earth Alliance, where they are monitored and then redistributed back to the station via the Babylon 5 Senate Oversight Committee. The Babylon 5 Quarters table demonstrates the typical cost a visitor to Babylon 5 can expect to pay for renting quarters, though those expecting to spend a long time on the station are advised that it is possible to bargain for better deals if they are willing to make larger payments in advance.

Babylon 5 Quarters

Quarters	Location	Cost per Week
Cramped bedsit (bed/living room with shared facilities)	Downbelow	100 cr.
Cramped home (bed and living rooms with shared facilities)	Brown Sector	350 cr.
Cramped suite (bed and living rooms with facilities)	Brown Sector	475 cr.
Home (bed/living room with facilities)	Red Sector	700 cr.
Suite (bed and living rooms with facilities)	Red Sector	950 cr.
Home (bed/living room with facilities)	Blue Sector	800 cr.

Airlocks

There are many secure airlocks scattered across the hull of the station to allow for easy maintenance access to the exterior skin. All are closely monitored by security and are subject to frequent patrols, as there are all too many criminal elements on board who may take the opportunity to dispose of the body of a victim by ejecting it into space. Airlocks are of varying sizes, from those large enough to be able to bring on board maintenance pods, to others just large enough for one man to pass in a pressure suit. Many safety systems are built into the airlocks on Babylon 5 to prevent accidents such as individuals being spaced without a pressure suit and each operation in their use has to be confirmed in triplicate, within the airlock itself if a life-sign is detected, before atmosphere can be drawn out and the outer doors opened.

Of far easier access to those seeking to eject material illegally into space are the zero-g airlocks in the cargo bays of Blue Sector. Though nominally under the same security controls as the other airlocks scattered across the station, those in the cargo bays are busier by far with dock workers and incoming shipments constantly streaming through them. Regular security sweeps have kept any illegal incidents to a minimum, forcing smugglers to use the more standard tactic of bringing in illegal items alongside other cargo. As Babylon 5 grows steadily busier, total regulation of incoming cargo is proving impossible.

Contrary to popular belief, materials ejected into space through an airlock do not simply float off into the void, never to be seen again. Babylon 5 has enough mass to create a weak gravitational pull that will cause any unpowered object to be brought back into contact with its hull, where it will be soon detected by regular scans and maintenance bots.

The Central Computer

The Central Computer on board Babylon 5 uses the latest in hybrid silicon technology available to the Earth Alliance. With a 1,500 terabyte main database, it controls and monitors all the station's functions, from environmental control and the targeting of the defence grid, to BabCom interfaces and habitation facilities within quarters. The Central Computer also keeps Earth Standard Time for the entire station, as well as monitoring currency rates from across the galaxy to provide the necessary data for the Credit Exchange Machines located throughout public access areas. Response times for service requests are measured in picoseconds, even from ordinary terminals but complex Inter-Web searches that also utilise databases on Earth can take several hours, depending on the criteria used to find information. However, such searches are completely automated and so long as a user is willing to wait a few hours, he can generally find out anything that he requires, so long as security clearances are not necessary for sensitive military, intelligence or diplomatic data. The Central Computer can handle several million simultaneous access functions at any one time and is fully upgradeable, allowing it to cope with the influx of visitors to Babylon 5 every day.

When first installed, civilian contractors experimented with a variety of personality matrices to grant Babylon 5 a character all of its own but they were quickly off lined, as they simply did not work. However, for an extra charge, visitors can access the subroutines still buried within the Central Computer's database to have these personalities made available to the terminals in their quarters. However, this is not widely advertised for few who have adopted the service chose to continue with it for more than a few hours, as the personality matrices, without exception, become incredibly irritating once the novelty has worn off.

BabCom

Forming the station's own internal communications network, BabCom is permanently active. As well as piping in over a thousand entertainment and educational channels from off-station, such as the ISN news channel, BabCom also controls the thousands of communications channels required for station operation. This includes the EarthForce and security network, as well as quarters-to-quarters communications that visitors may access through their terminals. Several corporations and larger organisations rent out a set number of frequencies on a semi-permanent basis in order to create their own communications network within BabCom, so duplicating the link access enjoyed by EarthForce personnel. Other than this, no charges are made for access to BabCom, as running costs are subsumed into docking fees and rents from quarters.

Aside from the terminals in almost every quarters on the station, the most visible aspect of BabCom are the wrist links issued to all EarthForce personnel. Each link is bonded to the

back of the wearer's wrist by a molecular agent that adheres to skin but not other surfaces. Operation is normally performed via voice command, though manual operation is also possible when silence is desired. Through their links, EarthForce personnel are able to access the entirety of BabCom, though complex Inter-Web searches, while possible via a link, are far easier on a terminal. Though links themselves are short-ranged communications devices, there are a staggering amount of relays throughout the station granting almost complete blanket coverage, though the heavy engineering structures within Grey Sector have been known to cause interference from time to time. EarthForce personnel also have a complete voice mail service which is normally downloaded via the terminals in their quarters, though it too can be accessed via links.

StellarCom

StellarCom is the main backbone of communications across the entire Earth Alliance and is linked into Babylon 5 via BabCom. Utilising a gigantic network of tachyon relays spread throughout space, StellarCom is a huge invisible structure binding all the colonies and outposts of the Earth Alliance together. It has a lot of redundancy built in: if one tachyon relay malfunctions or is disabled, others will automatically take over its functions and continue accepting, boosting and transmitting data without any loss of signal. StellarCom is partitioned between civilian and military access. EarthForce relies on it to keep in contact with all of its military vessels, wherever they are in the galaxy, with links into alien communications networks making this possible. It is the role of Explorer-class ships to expand this network in

Babylon 5 Medlabs

Despite having suffered severe budget cutbacks, along with every other service on Babylon 5 aside from defence, the equipment in the Medlabs is far superior to those typically found in other medical facilities on ships or colonies. All Medical checks made within Medlab gain a +2 DM equipment bonus.

Also, Babylon 5 is fast acquiring one of the greatest pan-species medical databases in the galaxy. As long as a medic has time to access the relevant material (normally a Computers 9+ roll), he can access the xeno-medical files for any of the major races and both diagnose and treat without any negative DMs to his Medic skill.

addition to creating new jump gates, as they venture ever further out into unknown space.

The use of tachyon technologies to enhance long-ranged communications between the stars and ships in deep space has been adopted by nearly every race in the galaxy, making compatibilities between the different networks somewhat easier for engineers and technicians to negotiate. In addition, it allows for near-simultaneous communications to take place, even across several light years and so a visitor to Babylon 5 may keep in contact with friends and family on Earth just as easily as if they were in the same building. By the same token, outposts under attack may broadcast distress signals that can be heard and reacted to almost immediately. Elements of StellarCom may be temporarily disabled by EarthForce, though this is rarely done and only in the event of major military operations.

All EarthForce military outposts and ships (including Babylon 5) have access to their own Gold Channels via StellarCom, emergency use communications that are given the highest priority through the tachyon relays and are heavily encrypted to avoid interception. Access is only permitted with appropriate diplomatic or security clearances and few are even aware they exist. On Babylon 5, only ambassadors and the Command Staff know of this facility and Gold Channel use is closely monitored to prevent unauthorised access.

Any terminal on Babylon 5 may access StellarCom and all spacecraft are equipped with the appropriate tachyon transmitters. The cost to access this service is 100 credits per minute from a terminal, while spacecraft pay a subscription which is assumed to be part of their normal maintenance costs.

Medical Facilities

All medical services on the station are provided for by five fully-equipped Medlabs, two of which are located in Blue Sector, with smaller facilities based in Red and Green Sectors. Medlab 1 is considered to be the primary medical treatment



facility and is where most emergency cases are routed to unless it is already overcrowded. It is here that the Chief of Medical Staff, Dr Stephen Franklin, can usually be found practicing his profession.

Medlabs aim to treat all ailments for all species on Babylon 5 and there are many trained xenobiologists within the medical teams skilled at curing the illnesses of many aliens, from Narn to Pak'ma'ra. Medical care on the station is not, unfortunately, a free service though Dr Franklin is quickly gaining a reputation for using his own discretion as to how resources should be allocated from Babylon 5's medical budget. Very few severe cases will ever be turned away, even if the suffering patient is a lurker with no financial history at all. The various costs for medical care are listed on the Babylon 5 Medical Services table, though many regular visitors to Babylon 5 will take out medical insurance that will cover them for all eventualities, not least because the station has a reputation for being dangerous at times. All EarthForce personnel and permanent civilian contractors on the station are automatically covered by this insurance.

Babylon 5 Medical Services

Medical Service	Cost
First aid or stabilisation	150 cr.
Long term care (per day)	850 cr.
Treatment of poison, radiation or disease	600 cr.
Medical insurance (one year)	495 cr.

Medlab One is a fairly extensive facility and includes a hermetically sealed Isolab which is used to treat patients requiring alternate atmospheres or those with infectious diseases who must be quarantined from the rest of the station. In addition, it also contains Babylon 5's main medical research laboratory, which is used to study new alien diseases and biologies, as well as the implications of cross-species infection, a growing threat in these days of free trade and diplomacy.

Though a sizeable number of beds are available between all of the Medlabs, none are really set up for difficulty or highly unusual medical cases requiring extreme long periods of rest. When patients arrive with more complex ailments, the medical staff of the station will normally do their best to stabilise the illness before the patient is moved to more specialised facilities off-station, usually either on Earth or the patient's own homeworld.

Shelters

Within every sector of Babylon 5 are several safety shelters for emergency use by the civilian population of the station. Located away from the main hull, each shelter is well armoured and contains enough provisions to support several hundred Humans and aliens for at least five days. These shelters are designed to keep civilians safe during times of crisis, such as attack, invasion and natural disaster. To date, the alert to call civilians to the

shelters has not been issued but every visitor is made aware of the nearest shelter to his quarters and intended places of business or pleasure upon arrival. They have been placed so that, in theory, no civilian should be more than 10 minutes travel from one no matter where they are on the station. However, computer projections suggest that, in practice, only 60% of the civilian population would find their way into a shelter within half an hour. To move every registered sentient into a shelter could take as long as four hours – and this is without taking the lurkers of Downbelow into account.

The Universe Today

Available throughout the Earth Alliance, *The Universe Today* is the best selling newspaper produced on Earth. With new editions published daily and distributed via StellarCom to every Earth colony, as well as some alien worlds, *The Universe Today* is available by subscription (100 credits per month or 1,000 credits per year) allowing it to be accessed wherever readers travel. Most readers will review copies on computer terminals but better equipped Earth Alliance outposts, such as Babylon 5, have *The Universe Today* vending machines that dispense paper-based hardcopies, which are recycled whenever a new issue is requested. *The Universe Today* was the first of the Earth Alliance's newspapers to offer a personalised issue, where readers may set preferences to gain greater information on specified events, personalities, races or sports. It was this feature that assured the paper's popularity, literally taking it to the stars.

Law and Order

Babylon 5's internal peace and order is regulated by a 600 strong security force, headed by Chief of Security, Michael Garibaldi. Each security officer has wide ranging powers but all follow the rules of due process, ensuring fair treatment for all races who visit Babylon 5, as well as the successful prosecution of apprehended criminals.

The first contact any visitor to the station will have of the security force is in customs, where officers process new arrivals, issue or update idencards and prevent the importation of illegal goods, be they drugs, weapons or other Earth Alliance proscribed items. All incoming passengers and cargo are scanned and checked, in theory providing a secure barrier against all smuggling. In practice, this is far from the truth and criminal gangs in Downbelow grow rich on a steady stream of illegal items, smuggled in through various loopholes and gaps in security measures. This, however, takes a great deal of planning, organisation and skill – it is virtually impossible for the ordinary traveller to bring in illegal goods past the scanners covering every entry into the station in the customs area. These scanners are highly sophisticated and are able to analyse a variety of energy, metal composition and chemical readings in microseconds, permitting security officers to keep a high throughput

of incoming visitors while filtering out those attempting to smuggle goods on board – unless extraordinary means are taken to bring in such cargo through backdoor channels, any attempted smugglers coming to Babylon 5 will get caught.

All security officers on board Babylon 5 go through a nine-month training programme, normally taking place off-station though some come directly from EarthForce ground forces. All have the following powers to conduct their investigations and arrests:

- Ⓞ Any security officer may stop and detain anyone not covered by diplomatic privilege when suspected of committing a crime.
- Ⓞ Upon gaining evidence suggestive of guilt, security officers may enter quarters and spacecraft to search for and seize compelling evidence.
- Ⓞ All security officers are empowered to arrest suspects, with or without a warrant. However, those covered by diplomatic privilege must be set free as soon as that identity has been established.
- Ⓞ Arrested suspects may be detained and questioned for a period of up to 24 hours before specific charges must be brought against them.

Jurisdictions on Babylon 5

Babylon 5 operates under Earth Alliance law though there are exceptions. Different races are judged by the laws that apply to their own species and culture, so long as any potential infringements are kept within their own society. For example, there are conditions (many of them, in fact) where one Drazi is legally allowed to assault another; even if serious injuries are caused. Under these circumstances, security officers would not be permitted to arrest the offender. However, if damage was caused to property during the assault or a member of another race was assaulted instead, then the full weight of Babylon 5 law would be applied. This is a complex situation and Babylon 5 has had its fair share of misunderstandings already but it is in the interests of both the Command Staff and the ambassadors to resolve any jurisdictional disputes quickly. After 2259, Babylon 5 becomes an independent state but its legal system is largely unchanged.

- Ⓒ Security officers have the power to obtain sensitive and personal evidence during investigations, including finger and DNA prints, stomach contents and other body samples.
- Ⓒ Security officers are also permitted to enter sensitive parts of the station off-limits to civilians and other personnel. Some locations, however, require additional clearance from the Security Chief or Commander before they may be entered.
- Ⓒ As well as criminal law, security officers are expected to uphold commercial and other licence-holding laws as well, governing the activities of traders, missionaries and other specialised visitors.

Weighed against these powers are several well-defined supervisory and complaints procedures to safeguard civilians from security officers who choose to act in a manner best described as 'overenthusiastic in pursuit of their duties'. At any time, a security officer must be able to justify the nature of his actions, following codes of conduct taught during training. In particular, a security officer must make any suspect's rights completely clear, as well as the boundaries for his own powers, no matter whether they are Human or alien. In addition, clear and comprehensive records must be maintained for every arrest and investigation undertaken. Anyone is free to make a complaint against a security officer and, despite the belief many aliens have that Humans always choose to stick together, both Garibaldi and Sheridan take such matters very seriously, often suspending accused officers immediately as the investigation takes place.

Omsbuds

In order to enact the laws kept by the security officers, Babylon 5 maintains its own system of courts and judges, known as Omsbuds. Contrary to the practices of other Earth Alliance colonies and outposts, Babylon 5 does not use a jury to try criminals brought before the court, as most civilians are part of the transient population that moves through the station on a daily basis – there is no time to sit through protracted trials. Station personnel cannot be used in a judicial role because of possible conflicts of interest. Instead, Omsbuds are used, Human adjudicators who are presumed by law to be completely neutral, something testified to by the Babylon 5 Treaty signed by all ambassadors coming to the station.

At this time, there are two Omsbuds working on the station, Wellington and Zimmerman. Together they try all criminal cases brought before them, as well as resolve any civil disputes arising from civilians or station personnel. Evidence is critically examined by the Omsbuds and as Garibaldi quickly realised, owe their loyalty to the rule of law rather than the Earth Alliance. As such, the law courts are gaining a good reputation for fairness among aliens who have spent any large amount of time on the station.

There are a variety of punishments that may be imposed for those transgressing the law, though Babylon 5 has its own unique restrictions that have forced the Omsbuds to be a little

more flexible in their sentencing than they would otherwise be on Earth or Mars. The station has no room at all for permanent prisoners, with security stations only possessing holding cells for suspects awaiting trial. In addition, the telepaths used by many alien races in legal proceedings are not permitted by the Earth Alliance. Under no circumstances may telepaths be used to ascertain the guilt of suspects, nor may any evidence gained by telepathic scans be admissible in court – such an action would violate all principles of due process. Most crimes, however, are petty in nature and easily resolved through the use of fines, compensation, seizure of goods, extradition or banishment from the station.

More serious crimes are punishable by imprisonment, spacing or brainwipe. As Babylon 5 has no permanent facilities for locking up sentenced criminals, prisoners are shipped to other Earth Alliance colonies, usually Earth itself. However, the Command Staff have begun noticing a growing reticence within EarthGov to accept prisoners at their own expense and so this has become another drain on Babylon 5's dwindling budget. Spacing, the act of placing a criminal within an airlock and overriding its safety systems to flush them into space without a pressure suit in order to die a truly agonising death, is only permitted for convictions of mutiny or treason. Gradually, capital punishment is being replaced by brainwipes, now possible through advanced neurological technologies. This is the death of personality, the eradication of the existing mind to be reprogrammed with a new set of memories dedicated to serving the community previously harmed by the criminal's actions. The subject is first scanned by a licensed Psi Corps telepath trained in criminal procedures, who wears a black band across their Psi Corps insignia for this purpose, so a comparison scan can be made after the brainwipe to ensure the new personality has taken hold. The sophisticated equipment required to carry out brainwipes is kept within a secure vault in Medlab 1 and only released by order of the Omsbuds. After the procedure has been performed and judged successful by the Psi Corps representative, the criminal is taken far from the area of the original crime to be given a new life serving others.

The system of brainwiping has been heavily criticised in many areas of the Earth Alliance. While brainwipes provide a system of justice that ensures criminals are made to work for the good of the society they have harmed and is ostensibly more Humane than execution, some contend that the death of personality is immoral in its own right. Some circumstantial evidence has surfaced that the new personalities do not always take permanent hold and old memories can resurface, though conclusive proof has yet to be produced. In addition, some believe that brainwipes allow the criminal to escape justice altogether, much preferring the quick and final solution of execution.

A Guided Tour

The Babylon 5 diplomatic station is a maze of corridors and levels, sometimes confusing even personnel who have served since it went online. To aid visitors in navigating the superstructure to find quarters, leisure facilities and business

negotiations, Babylon 5 is divided into six colour-coded sectors, each with a dedicated purpose to station operations as detailed below.

Blue Sector – Operations, Customs, Personnel Quarters, Docks

Red Sector – Habitation, Commercial

Green Sector – Ambassadorial Wing

Brown Sector – Life Support, Waste Recycling

Grey Sector – Engineering, Rotation Drivers

Yellow Sector – Fusion Core, Power Management

Movement on Babylon 5

Sectors are subdivided further down into levels and decks to give a specific location – Red 3, for example or Grey 14. Movement between sectors and decks can be attempted by foot but, for the convenience of visitors, core shuttles run the length of the habitable sectors and transport tubes travel between decks, with an aim of causing the minimum of waiting times. Core shuttles are designed to be spacious with seating for ten passengers and standing room for 16 more, though transport tubes have standing room only for eight Medium-sized passengers.

Travelling between two adjacent sectors will typically take 20 minutes on foot or three minutes by core shuttle. Thus, a journey all the way from Blue Sector to Yellow Sector would take nearly an hour and a half on foot but only 12 minutes by core shuttle. However, the typical waiting time for a core shuttle travelling in the desired direction usually takes 2d6 minutes. Three monorails run the entire length of the core shuttle service and, aside from regular maintenance programmes; all three are in constant operation, 24 hours a day.

Transport tubes provide quick and easy access to any deck or level in a sector and are placed so that an individual should be no more than a few minutes walk away from one at any one time. Waiting times for a transport tube typically run to 1d6 minutes but once on board, a visitor can travel to any level the tube runs through in the sector within a minute.

Both the transport tubes and the core shuttles are free for public use though access may be restricted by security during emergency situations such as terrorism, fire and the breaching of the station's hull. They may also both be stopped during operation by security officers and members of the Command Staff but this authority is never taken lightly, as too many people use the transit systems of the station for them to be out of action for long.

Security Response Times

Locked inside a spinning metal structure for days on end can fray the tempers of even the most veteran of spacehands and so the security officers of Babylon 5 keep a ready alert for any potential trouble and will do their best to react to any reported emergency.

However, Babylon 5 has an incredible amount of floor space for them to cover and the limited numbers of security teams mean they cannot be everywhere at once.

How quickly a security team responds to an emergency or confrontation anywhere in the station will depend a lot on which sector it is taking place in. Though security posts are present throughout Babylon 5, preference tends to be given to emergencies taking place in secure areas such as Blue or Green Sector, while those occurring in Downbelow may never be responded to. The Babylon 5 Security Response table shows typical response times for a security team by sector, though the Games Master is free to modify these times if he feels there is good reason for security to respond particularly quickly or slowly. Once at the scene of the problem, the security officers present will rapidly assess the situation and determine whether further teams should be called in. If reinforcements are required, they will likely appear within half the time listed on the Babylon 5 Security Response table.

Babylon 5 Security Response

Sector	Average Response Time	No. of Security Officers
Blue	1d 6 minutes	1d3+1
Brown	2d6 minutes	1d6
Downbelow	2d6+10 minutes	2
Green	1d3 minutes	1d2+1
Grey	2d6 minutes	1d2
Red	3d6 minutes	1d3
Yellow	3d6 minutes	1d3

Blue Sector

In many ways, Blue Sector (sometimes called the Command Sphere) is the centre of Babylon 5, though few visitors will ever see much more of it than their docking bay and customs. It is here that EarthForce operations are conducted, all run from Command & Control (also called the Observation Dome by EarthForce personnel) located just below the docking portal. All the facilities for handling incoming ships, including docking bays, dock workers and cargo transfer terminals are also found in Blue Sector, along with the private quarters for EarthForce personnel and many of the permanent dock workers. Most of Blue Sector is restricted, with only authorised persons allowed free access to all areas. Everyone else will be confined to their own docking bay, customs, observation rotunda and the Central Corridor.

Cargo Bay

This is the busiest area on Babylon 5, with over 1,500 dock workers, security guards, maintenance crews and ship crewmen all working together to transfer cargo to and from ships in orbit around the station. The loading facilities can handle almost any configuration of cargo transport, though the processing of standard Earth Alliance

cargo pods is by far the quickest and so during hectic periods of over-scheduling, ships carrying these are often given priority over alien vessels – not out of prejudice but due to simple expediency.

The cargo bay is a massive, sprawling construction, extending into the spine of the station, with elements stretching down into Blue Sector almost to the Central Docking Hub. Within the docking bays, a high throughput of arriving ships guarantees a hectic schedule for dock workers during peak times but it is within the spine that the majority of cargo is brought on board from large freighters waiting in orbit around the station. It is here that high volume traffic is routed, as well as cargo pods that must be kept in zero-g, away from the rotating parts of Babylon 5. The familiar hard dock mooring clamps that extend in front of the station are used to facilitate the movement of cargo pods brought in by maintenance pods and cargo loaders from freighters, where they await rotational scheduling that will bring them into the cargo bay. From there, cargo pods are scanned, catalogued and routed to storage bays where they await processing, either to within the station itself or to other ships waiting in orbit once traders on board have sold their merchandise. With various trade tariffs placed on each type of cargo that arrives on the station, the cargo bay generates the main source of revenue for Babylon 5 and has allowed it to continue operating with far less funding than was first dreaded by EarthGov. The Dockers' Guild appreciates their position as a fundamental part of the station's operation and has begun negotiating better conditions for its workers, including more contractors and upgraded dockside equipment to cope with the growing number of ships that come to Babylon 5 every day.

Central Corridor

The Central Corridor is a wide access way that runs around the entire circumference of Babylon 5 between Blue and Red Sectors. It is a 24 hour hub of activity with several small traders and cafes situated along its walls to take advantage of the large amount of pedestrian traffic that constantly streams through. Access points throughout its length allow easy travel between locations within Red and Blue Sectors and the constant stream of visitors going to and from customs to other parts of the station are the main targets for the traders who ply their business here. Security retains a high presence in the Central Corridor as thieving from traders and even muggings are not unknown.

Using the Central Corridor to travel between locations situated in Blue and Red Sectors on foot will reduce travel times to 15 minutes, rather than 20.

Central Docking Hub

Comprising a complex system of tunnels and lifts that direct ships to and from the Docking Portal and bays, the Central Docking Hub is a marvel of engineering design though it takes

up a lot of available space in the Command Sphere. As ships enter the Docking Portal, they surrender control to Babylon 5's Central Computer, which then automatically routes them through the hub and into their allocated docking bay. With sometimes over 100 vessels using the hub every day, it is imperative that the systems governing their movement are fully maintained at all times and Babylon 5 has a virtually spotless operating record.

Cobra Bays

Located within the support struts behind the Command Sphere are the Cobra Bays, which house the Starfuries that form the defence force of Babylon 5. Three main squadrons (Alpha, Delta and Zeta Wings) of seven Starfuries each are housed within the Cobra Bays and their pilots can be put on scramble alert to launch from the station within two minutes. At least one squadron is always on this alert status in order to react to any immediate dangers to the station and the others can be quickly brought up to reinforce their fellow squadron if under heavy attack. Once launched, Starfuries are recovered via the Docking Portal as with other spacecraft and then re-routed back to the Cobra Bays, a process that takes around half an hour. Civilian access to the Cobra Bays is severely restricted, with only EarthForce technicians being permitted to work on either the Starfuries or their launching stations.

Though each squadron on the station nominally has seven Starfuries as a full front line complement, another 16 Starfuries and qualified pilots (including Captain Sheridan, Commander Ivanova and Security Chief Garibaldi) are also present on Babylon 5 to act as reserves and replacements. In an emergency, these Starfuries can be loaded into the Cobra Bays within five minutes of primary launches.

Starfuries launched from the Cobra Bays take advantage of automated systems and the station's own rotation to exit into space quickly and safely. All four Cobra Bays are designed to throw their Starfuries into space and make them combat capable in the minimum amount of time.

Command and Control

Officially called the Observation Dome, Command and Control is situated just under the Docking Portal. It is the nerve centre of the entire station and from here every operation of Babylon 5 can be monitored and controlled by a team of highly experienced officers and technicians. A member of the Command Staff is required to be present at all times in order to handle any emergency situation. However, once every 36 hours Command and Control is placed on standby mode, during which time it undergoes various automatic maintenance duties which last up to two hours. Command and Control will be deserted during this time though it can always be fully crewed within minutes if an emergency should arise.

Customs

The first thing any visitor sees of Babylon 5 after they leave their docking ship is the customs area, staffed by security guards trained at filtering innocent travellers from smugglers and wanted criminals. Thousands of people file through customs everyday, usually without incident and so security aims to take any arrested individuals away to be processed without causing a delay or backlog. A small restaurant is located just within the customs area and serves as both a meeting place and lounge for those enduring long waits for their visitors due to delayed transports or over-scheduled docking plans.

Docking Bays

Located within the Command Sphere are 60 pressurised docking bays, all connected to the Docking Portal via the Central Docking Hub. Most docking bays are accommodated in a huge ring that runs the circumference of the Command Sphere, with ships positioned by a system of lifts and tubes upon entering the station and passengers disembarking through a terminal that leads straight to Customs. However, 12 docking bays have their own sealed compartments and are used to hold the personal craft of ambassadors, sensitive EarthForce military ships and the few businessmen willing to pay extortionate rates in order to maintain the secrecy of their negotiations. Nominally, any visiting ship is permitted to use a docking bay, though those who have not filed travel routes with Command & Control prior to arrival may be required to wait in orbit outside the station until one becomes vacant. EarthForce reserves the right to refuse access to any ship believed to contain hazardous materials, illegal goods or criminals. Ambassadorial ships, however, enjoy normal diplomatic privilege and so may never be searched or detained, a state of affairs that some diplomats have taken advantage of in the past.

The majority of the dock workers can be found unloading cargo in these docking bays and so the area is a constant hive of activity. Cargo is unloaded from incoming ships and then either transferred to other vessels, routed to transfer terminals for processing or taken directly to Red Sector for sale. Despite over 1,500 dock workers being employed by the station, their guild often complains about over-scheduling and the necessary maintenance of dockside equipment, problems Captain Sheridan is all too aware of but unable to correct due to a lack of funding from Earth Central.

Only spacecraft of Large superscale size or smaller can be handled by the docking facilities on board Babylon 5 and so most large space liners and warships will use shuttles and other landing craft to gain access to the station. Visitors are charged 6,500 credits per day (or part thereof) for their ship to use a docking bay, though those wanting a sealed bay will face charges

of up to 20,000 credits per day and are advised to reserve such space at least a month in advance.

Docking Bay 13

One of the sealed docking bays, Bay 13 is the location in which Vorlon Ambassador Kosh keeps his personal transport. Soon after Kosh arrived on Babylon 5, dock workers began refusing to go anywhere near Bay 13, claiming that they had started having dreams about the Vorlon transport and that it had begun talking to them in their sleep, though none elaborated on these claims. However, it has become apparent that the Vorlon transport needs no maintenance and so Bay 13 has been restricted to all personnel not within the Command Staff.

Docking Portal

The Docking Portal is the main entry into the station for incoming ships, routed from here, through the Central Docking Hub and then on to their allocated bay. Located on the central axis of the spinning section of Babylon 5, ships must match the rotation of the station, a process taken over by the Central Computer when vessels surrender navigation to Command and Control. The Docking Portal is automatically sealed when the station's blast doors are activated and it can also be closed by Command and Control to deny access to any rogue ship trying to enter the Central Docking Hub without authorisation. All ships entering the Docking Portal are rigorously scanned by Babylon 5's sensor arrays to confirm they are not carrying any proscribed substances or illegal weaponry.

Only spacecraft of Large superscale size or smaller may enter the Docking Portal and so gain access to Babylon 5. Larger vessels must stay in an orbit allocated to them by Command and Control, their crew and passengers entering the station by shuttle. Most ships of this size carry their own smaller landing craft but Command and Control can offer the use of the station's own shuttles and pilots if necessary, at a cost of 2,000 credits per trip.

Medlab

Officially known as Medlab One, this is the largest of the five medical facilities on board Babylon 5 and contains the Isolab and a research laboratory as well as patient services. Under the leadership of Dr Stephen Franklin, patients are treated quickly and efficiently, with few needing to stay for long-term care and to the relief of alien visitors to the station, the biologies of species other than alien are rarely a hindrance to the skilled staff of Medlab. The full details for the Medlab facilities on Babylon 5 can be found on page 138.

Mess Hall

The Mess Hall has facilities for the feeding of up to 100 at any one time and is open for use by all EarthForce personnel serving on the station. However, it has never enjoyed a high reputation for good food and so it remains busiest at the start of shifts, with officers often taking breakfast here but enjoying better fare later in their shifts by frequenting one of the many cafés or restaurants on Babylon 5.

Observation Rotunda

There are four Observation Rotundas, mounted on the Command Sphere support struts ahead of the Cobra Bays. They are large, circular constructions mounted on the exterior hull of the station, designed to give an unrestricted viewpoint into space. They are often booked out for private ceremonies and political meetings by both corporations and ambassadors. This generates a strong revenue stream for the station's operation and so far, public access is restricted... though any private individual is free to pay the fees to hire an Observation Rotunda. During quiet hours, they are often used as a relaxation area for diplomats and EarthForce personnel.

Post Office

In terms of communication for the residents and serving personnel on the station, the Post Office can be more important than StellarCom. Talking to friends and loved ones may make an EarthForce officer's day but getting a surprise package containing items hard to find on the station (fresh foods are particularly well received) can make their entire week. All packages are scanned and reviewed by customs before being passed on to the Post Office, located just off the Central Corridor. The transport contract for these packages is granted only to a few trusted corporations and is partly subsidised by EarthGov.

Packages sent through the Earth Alliance Postal Service cost 95 credits per pound for every jump gate the package passes through (including its destination point). Delivery times taking roughly a fortnight. This can be reduced to a week or less by using an expensive express service costing 495 credits per pound though this is only available for destinations a single jump gate away. The maximum weight of packages is commonly restricted to 50 pounds though serving EarthForce personnel can get special dispensation from their commanding officers for larger packages. It should be noted that the Earth Alliance Postal Service only delivers packages to its own offices and recipients must travel to the Post Office in order to pick them up. On Babylon 5, recipients of packages will usually be notified of an arrival via the BabCom service.

Quartermaster's Office

Located nearby the Post Office for logistical and security reasons, the Quartermaster's Office is the central repository for all EarthForce equipment on Babylon 5, before it is distributed to different departments and personnel. Within its storerooms can be found supplies of almost any nature, from power pods and PPG caps, to pens and paperclips. Due to the obvious value of stock, security is as tight here as it is in the Post Office and, to date, no one has successfully robbed the Quartermaster of anything beyond the occasional EarthForce officer pushing his quoted allowance. All weaponry, however, is kept in secure armouries within security stations all over Babylon 5, which are perhaps the only impregnable locations on the station.

Red Sector

This is the principal public service area and contains the vast majority of available quarters on board Babylon 5. In addition, Red Sector is also features hotels, casinos and many bars, as well as housing the greater portion of the hydroponics garden responsible for replenishing the station's oxygen supplies. It is possible for a visitor to have all his needs met without being required to leave Red Sector, though few treat Babylon 5 as a holiday destination and business is often conducted elsewhere in the station.

Business District

The Business District runs from Red 7 to Red 28 and comprises a loose collection of hotels, bars and a small number of shops and stores, all serving the main habitation centres of Red Sector. The area is ripe for expansion and new business concerns are moving in almost by the week, as Babylon 5 continues to grow in prosperity and demonstrate to the entire galaxy the success of its mission.

Charges for hotel rooms typically run between 100 to 600 credits per night, depending on the quality of service being offered and even the lower class establishments are reasonably luxurious by the standards of most races. Many visitors to Babylon 5 spend just a few days on board and so even these high charges (twice as expensive as a typical on-planet hotel) tend to be more acceptable than those demanded for quarters. In addition, the services provided by the hotels tend to be very good, with all rooms given BabCom terminals with access to StellarCom if required.

Casino

The Casino is the largest gambling establishment on Babylon 5, though there are dozens of smaller ones supporting multitude of games from worlds throughout the galaxy spread throughout Red and Brown Sectors. The majority of games available here are those brought by the management from Earth. Patrons are mostly Human though visitors of other races, especially the Centauri, are increasing in number. Wheels of fortune, cards and other games of chance are all popular, with several tables reserved for those willing to bet high stakes against the house. The operation of the Casino is strictly monitored by security and, in return, has the endorsement of the Earth Alliance. Though the odds of each game are naturally stacked against patrons, they do at least have the assurance of not being outright cheated, a guarantee not in place among other gambling establishments.

EarthForce personnel are permitted to take part in the games within the Casino but are restricted to no more than 50 credits per week for gambling, primarily to ensure no debts are accumulated, which could later be used for blackmail purposes and so compromise station security. Telepaths are allowed to visit the Casino but are strictly prohibited from gambling, for obvious reasons.



Dark Star

The Dark Star has gained a poor reputation as a sleazy dance bar though it is largely undeserved and tells more of people's preconceptions than of the way it is run. Specialising in Human and Centauri exotic dancers, the Dark Star also supports a thriving poker scene and many gamblers soon find their way to the tables during their visit to Babylon 5. Cheating is not tolerated in the Dark Star and while brawls are uncommon, every regular is willing to help oust newcomers who push their luck just a little too far. Interference with the dancing girls is also strongly discouraged by regular patrons.

The bar is also known for being a place where the more powerful criminal bosses of the station come to discuss business, as the Dark Star is considered neutral territory no matter what disputes or grudges they have between each other. This does not stop them from bringing bodyguards, however and new arrivals to the station are advised

to watch who they speak to when in the bar. A frequent visitor to the Dark Star is Centauri Ambassador Londo Mollari, who enjoys watching the exotic dancers and is a keen poker player.

Earharts

Named after the American aviator of the 20th Century who became the first woman to pilot an aircraft across the Atlantic Ocean on Earth, Earharts is the officers' lounge on Babylon 5 and is open to all EarthForce officers and their friends. It has a fully stocked bar and can get quite noisy in the evening when the majority of shifts end – officers looking for a quieter setting are encouraged to go elsewhere. Regular celebrations are organised by the Command Staff to herald diplomatic milestones or newly gained commissions and promotions, ostensibly to continue the station's high level of morale. This has helped develop the strong sense of loyalty EarthForce officers serving on Babylon 5 have towards one another. Visitors will note that the crests of every major EarthForce ship that has voyaged to the station adorn the walls, a common tradition in many officer's messes throughout the Earth Alliance.

There is a rule within Earharts that no officer is permitted to bring official business into the officers' lounge, on pain of buying a round for the entire bar. Though regarded as a joke, long-serving officers are deadly serious about enforcing this entirely unofficial rule and many young officers have seen their month's salary decimated in one night, to the good-natured jeering of their comrades.

Hydroponics Garden

The Hydroponics Garden stretches across Red and Green Sectors and is nearly one and half miles in length, forming an inner core to Babylon 5 penetrated by the core shuttles and maintenance access ways. The main purpose of the Garden is to serve as the most efficient atmosphere processor possible with Earth Alliance technology, as even in the 23rd Century plants are still the best source of oxygen production. However, the aesthetic qualities of the Garden have not been ignored in favour of the pragmatic and many visitors spending long periods of time on Babylon 5 will come here for relaxation, leisure or simply in order to see something other than grey metal walls.

The system of hydroponics is defined as growing plants without soil, typically using a mixture of water-soluble nutrients fed directly into roots. This avoids the cost of transporting millions of tons of soil across space which will likely require replacing every few years due to inevitable over-farming. There are several variants to this technology, the most common of which is aeroponics, where plants are grown in a weightless environment within a cloud of water vapour. This system is generally used on board spacecraft and the centre sections of Babylon 5.

As well as vast areas set aside for plants used in oxygen production, the Garden also contains a small amount of woodland, farms,

orchards, artificial lakes, a baseball pitch and a mosque. Beneath the Garden, forming a barrier between it and the living quarters in Red Sector, are 20 metres of storage and silage units, support systems, water and waste reclamation units. Birds and insects have been introduced into the Garden in order to facilitate the growth and pollination of plants but several species have since crossbred with others brought to Babylon 5 by visiting transports and have now proved to be something of a headache for maintenance crews to keep under control. However, the sounds of birds and insects is noticeable in the less developed regions of the Garden and many claim they add to its authenticity, truly allowing Babylon 5 to become a home away from home. Day and night are artificially created through the advanced lighting systems that duplicate true sunlight throughout the Garden, following Earth Standard Time.

Law Courts

There are three law courts available on Babylon 5, though only two are in use at any one time by the Omsbuds. Each is supported by a small holding area run by security officers to detain prisoners before trial and every visitor is scanned before entry to ensure no weapons are brought into trial proceedings. The public galleries of the law courts are not large but few major trials are prosecuted on Babylon 5 (more drama takes place in the Council Chambers which are sealed against public access), so overcrowding is rarely a problem. Omsbuds Wellington and Zimmerman, being the only official legal adjudicators on the station, like to keep a tight schedule during proceedings but have also gained a reputation for hard fairness in the application of the law in the cases set before them.

Sanctuary

Located at the base of one of the support struts surrounding the Command Sphere, the Sanctuary is a larger version of the Observation Rotundas and is used to host larger gatherings. Unlike the Rotundas, however, the Sanctuary is open for public access at all times when it is not booked. There is enough space to host gatherings of over one hundred individuals in somewhat cramped circumstances.

Security Central

Though the security forces of Babylon 5 have stations throughout all sectors, including customs and the ambassadorial wing, it is from Security Central that patrols are co-ordinated and the majority of holding cells are located. From the main office, the Security Chief can monitor SecureCams throughout the station, co-ordinating security teams to where they are most needed in emergencies and accessing Earth Alliance databases during complex investigations.

30 holding cells are based here, three times as many as other security stations, with a full team guarding and monitoring any prisoners at all times. In times of civil disturbance, such as riots or strikes, Security

Central can be sealed from the rest of the station with armoured blast doors, ensuring that teams elsewhere can still be properly co-ordinated even if these headquarters come under direct attack.

Zocalo

The Zocalo (a word meaning 'great marketplace') is one of the most heavily populated areas of Babylon 5, for it is here that many small traders gather to sell items and services from a hundred worlds. Businessmen come here for souvenirs, thieves and pickpockets come to steal and station personnel come to make essential purchases. It forms a natural meeting place for any visitors to the station and so a number of cafés and bars (such as the famous Dug Out, a sports-themed bar) have also sprung up since Babylon 5 went on line. The Zocalo never closes and the most successful traders hire additional staff to cover off-peak periods that can still take advantage of the constant stream of visitors coming through customs and into the rest of the station, making it a truly 24 hour market.

Almost anything may be purchased in the Zocalo, if one knows where to look, and with over 50 traders selling at any one time with more room being set aside to further expand the market, this is not always an easy process. Several traders are known to work just outside of the law, with false permits, licences and even contraband being sold under counters, though security makes regular sweeps to cut down this kind of trade. In addition, visitors are warned to keep an eye on their identicards and credit chits at all times, as thieves and pickpockets make a handsome living of their own by targeting new arrivals who are often a little overawed by this city in space. However, careful perusal of the small traders located here can provide a long-term resident of Babylon 5 with a multitude of bargains and rare alien items that would be extremely difficult or expensive to obtain elsewhere. Many EarthForce personnel and ambassadors have developed exotic tastes from time spent shopping in the Zocalo, experiencing alien food, drink and entertainment from the traders. The main goal of Babylon 5 is to promote peace and greater understanding through diplomacy but it may fairly be said that there is nowhere on the station that different races come closer together than in the Zocalo.

Traders of the Zocalo

- The Pawn Shop
- Galactic Boutique
- Book Universe
- The Dug Out
- Earth History Exhibition
- Eclipse Café
- Finagle's Place
- Glory Shop
- The Green Tiger
- Liquid Bliss

Green Sector

Green Sector is the diplomatic wing of Babylon 5 and so forms a central hub of activity for the station, as this is where all the ambassadorial quarters and facilities are located. With the main ambassadors and diplomatic personnel from all the main races and League of Non-Aligned Worlds located here, security is very tight and the only public access permitted is to the hydroponics garden that extends through Green Sector, including the park, maze and Zen Garden. However, ambassadors can grant access to civilians with whom they intend to do business and diplomatic privileges can sometimes mean that there is very little EarthForce personnel can do to restrict visitors. Communal offices, meeting rooms and the Council Chamber are all available to ambassadors, as only the major races are automatically granted full diplomatic facilities in their own spacious quarters. With more races arriving on Babylon 5 every year, there simply is not enough room to provide the same level of services to every ambassador and it is often those within the League of Non-Aligned Worlds who find they must share facilities.

Alien Sector

The Alien Sector was originally conceived as a way of keeping all requirements for alternate atmospheres in private quarters to a restricted part of the station, for ease of maintenance and configuration. A range of quarters were originally set aside for the use of aliens who could not survive in standard atmospheres without breather masks or encounter suits but it was soon felt to unnecessarily segregate these races from the rest of the station. With additional funding contributed by various alien governments, mostly from within the League of Non-Aligned Worlds, more quarters throughout Red Sector were refitted to provide sealed alternate atmospheres upon request. The Alien Sector is still in operation and is even desired by some races who enjoy their privacy but it is gradually being wound down to fully integrate all aliens with the rest of the station's population.

Council Chamber

Acting as the diplomatic centre of the station, the Council Chamber is where the Babylon 5 Advisory Council, comprising of all the ambassadors present on board, meets to discuss any issues its members raise. Seating at the main table is provided for the five major governments (Earth, Centauri, Minbari, Narn and Vorlon), facing the representatives of the League of Non-Aligned Worlds in a gallery across the speaking floor. The Council Chambers are sealed by security whenever a meeting is in session, though they are available for ambassadors to use for private meetings at all other times, though most prefer to conduct business in more refreshing surroundings, such as the Garden, Observation Rotundas or even one of the many bars and restaurants available on the station.

EarthForce Office

This is the central hub of EarthForce authority on Babylon 5, the personal working place of the commander of the station. It is here that he will conduct meetings with officials and ambassadors, as well as plough through the mountains of paperwork that come with the job. Overall, the office seems sparse with little more than a desk for the commander to work behind, chairs to seat visitors and the EarthForce seal mounted on a wall behind him. Across from the commander's desk is a portal that provides a stunning view across the entire length of the Garden, overlooking the Fresh Air Restaurant. It is also has direct links to both BabCom and StellarCom, including fast access to a variety of Gold Channels for communications to EarthGov and EarthForce.

Hydroponics Garden

Though the Hydroponics Garden takes up much of Red Sector, a portion of it extends into Green Sector. It is the only part of this sector that remains open to public access. Within this part of the Garden can be found a Japanese stone garden (unofficially called the Zen Garden), a public park and a hedge maze. Those hoping to court an ambassador without an appointment are advised to spend a great deal of time in this part of the Garden, as many diplomatic representatives are known to spend time here after difficult negotiations. Security teams commonly patrol this area, however, in order to protect visiting ambassadors from harm.

Brown Sector

This is the location of Babylon 5's industrial area, where waste recycling systems and life support manage vital functions necessary to the continued up keep of the station. It is a dark and foul place, reeking of treatment chemicals and raw waste. Much of Brown Sector is taken up by an undeveloped area of the station known as Downbelow has its greatest area here, home to lurkers, criminals and 90% of the crime rate on board Babylon 5. Visitors are cautioned not to enter Brown Sector without a security escort.

Downbelow

Throughout its construction, Babylon 5 was victim to both ongoing financial cutbacks and dwindling political will. The result was several undeveloped parts of the station that had been set aside for expanding facilities and then cancelled when the credits were no longer available. Downbelow is the name given to the largest of these areas in Brown Sector. It is an unpleasant and dirty place, as many of the station's waste management systems are in operation here.

Many, both Human and alien, come to Babylon 5 hoping for a new start and a new life among the stars but for most, their dreams fail to become reality. Trapped on the station, they are forced to take part time jobs for low pay and when these dry up, they are ejected out of their rented quarters. With no money remaining to return to their homeworlds, they are forced to become lurkers in the undeveloped parts of the station, sleeping rough and scavenging for food just to survive. With resources required elsewhere, security teams make few patrols in the several square kilometres that form Downbelow and so the crime rate has soared, with many of the station's criminals operating from the scattered shantytowns that lurkers congregate together to create. The strongest and most intelligent lurkers can make a good living in Downbelow, however and there are several illegal brothels, drug emporiums, bars and other diversions. In addition, the extortion rackets that plague the smaller traders of Brown and Red Sectors from time to time are usually run by criminal gangs based in Downbelow. After thievery and scavenging, barter is the most common form of trade and acquisition of goods in Downbelow. Raw credits do not always have the same power among lurkers as they do elsewhere on the station – after all, credit chits cannot be eaten and do not keep the homeless warm.

Downbelow is a dangerous place with muggings and murder common both among the lurker residents and visitors who dare to tread in Babylon 5's underworld. Even security officers will not travel alone and public access, while not restricted, is severely discouraged.

Happy Daze

It is said that those calling the Dark Star a dive have not seen the Happy Daze. It is a less than well regarded bar located in Brown 5, its dark and smoky atmosphere drawing in unsavoury elements who are interested in little else other than seeking the happy void of drunken oblivion. Despite the intimidating demeanour of the clientele to a first time visitor, very few fights ever develop in the Happy Daze, as patrons are typically too drunk or too wrapped up in their own problems to bother anyone else. The drinks served, however, are extremely potent and while they would insult a connoisseur, the beverages here can guarantee unconsciousness within an hour at an extremely affordable price. Lurkers who manage to scrape together a few credits are known to visit the Happy Daze bar, if only to escape from Downbelow for just a few hours before their money runs out and they are forced to return.

Grey Sector

Located to the aft of the station and stretching across much of its spine is Grey Sector, which holds most of the engineering, power facilities and rotation drivers of Babylon 5. Only authorised EarthForce personnel and civilian engineers are permitted access to Grey Sector, though security is not as tight here as in Blue and Green Sectors. Much of Grey Sector is still incomplete due to EarthGov financial cutbacks during the

construction of the station and it is a little known fact that Grey 17 is actually missing, an oversight on the blueprints of Babylon 5 not noticed until the main structural work in Grey Sector was finished. Running for nearly two-thirds the length of the entire station, the spine of Babylon 5 is also part of Grey Sector and does not rotate. Connecting to Blue Sector's docking area, it contains engineering facilities that require zero-g, as well as the powerful thrusters necessary to keep the station in orbit should it ever be knocked out of position.

Commercial Research Laboratories

The Earth Alliance has managed to gain extra funding for Babylon 5 from corporations interested in the use of the zero-g research laboratories located within Grey Sector along the spine of the station. Such facilities are almost impossible to replicate on a planet's surface and only the very largest corporations can even consider pouring billions of credits into projects to create their own in space. Babylon 5 can provide the necessary conditions for zero-g research to any commercial organisation, though competition between corporations to reserve the time and space is becoming increasingly fierce and the laboratories are already booked up three years in advance. This has prompted the Earth Alliance to increase the costs for using the facilities in the future. This all goes to providing another source of income and thus allowing the station to possibly become self-sufficient in later years, without being a permanent and massive drain on public taxes.

Fabrication Furnaces

Located towards the rear of Grey Sector are a small complex of fabrication furnaces used for the production of tools and spare parts required for the station's operation. Babylon 5 was never designed to be completely self-sufficient but the presence of this manufacturing facility, operated by civilian contractors, means the station is less reliant on incoming ships for basic items vital for basic functions.

Holding Tanks

Mounted on the exterior hull of Grey Sector, for safety reasons, are two specialised holding tanks designated for hazardous liquids and inert gases. Each has several sealed compartments to hold incoming shipments brought to the station and they may be ejected into space in the event of disaster. Active safety systems can automatically flush gases or liquids if they become unstable and both tanks are heavily armoured against exterior attack.

Yellow Sector

Yellow Sector houses the giant fusion reactor and power management systems that drive the entire station, from the rotation drivers of Grey Sector to the lights of an ambassador's

quarters. For obvious reasons, the reactor is constantly monitored by security teams and as yet, there have been no breaches in security in this most sensitive of areas.

Fusion Reactor

Actually comprising of eight separate Tokamak 790 high-energy reactors, the fusion reactor and its support systems take up nearly a third of Babylon 5's overall length, safely quarantined from the commercial and habitation sectors. All eight reactors are in constant use, providing a total energy output of over 4.7 gigawatts, though up to two may be powered down for maintenance and reconfiguration without causing any disruption of services throughout the station, so long as the defence grid is not in operation. They are further supplemented by the continuous input of the six giant solar panels mounted on the exterior of the station.

12 cooling fins run the length of the fusion reactor on the outside of the hull and are restricted to EVA travel in pressure suits as only shielded spacecraft, such as maintenance pods, can approach them safely. Waste from the reactors is kept in a HazMat storage location in space, in a parallel orbit seven kilometres behind Babylon 5. All access to the fusion reactors and their support systems is closely monitored by security for they make obvious targets for terrorist activity, something Security Chief Garibaldi will take no chances on, given the recent violence on Mars Colony.

Personalities of Babylon 5

There are many notable personalities to be found on Babylon 5, made famous by their work on the station. Games Masters are free to use these personalities in their own scenarios, utilising the characteristics and personality notes for each individual detailed here. The statistics given are for the characters in 2259.

Captain John Sheridan

The universe doesn't give you any points for doing things that are easy.

Fleet (6 terms and ongoing)

Str 8, Dex 8, End 9, Int 8, Edu 9, Soc 9

Skills: Admin 1, Athletics 0, Broker 1, Computers 1, Diplomat 2, Gun Combat (energy) 1, Gunnery 2, Investigate 1, Knowledge

(Babylon 5) 0, Knowledge (Minbari) 0, Leadership 2, Pilot 2 (spacecraft), Pilot 2 (small craft), Tactics 3,

Standard Equipment: EarthForce wrist link, EF-7 PPG.

The son of a diplomatic envoy, John Sheridan is strong-willed and will never back down when he believes he is in the right. Maintaining a keen interest in all faiths, beliefs and alien races, he had a brief obsession with the Dalai Lama, whom he met in Tibet at the age of 21. A dedicated patriot, Sheridan joined EarthForce before the draft in the hope of being able to serve something greater than he was, to make a difference somewhere while doing important and necessary work.

His EarthForce career began under the command of then Commander Jack Maynard on the Moon-Mars patrol but his attention to detail and strong leadership qualities guaranteed a swift rise through the ranks. When he was promoted to commander, he was briefly posted to the transfer point off Io before being assigned as executive officer to the *EAS Lexington*, under Captain Sterns. It was here he gained his fame, providing the only real victory Mankind achieved during the Earth-Minbari War. Separated from the main battle group during a Minbari ambush, Sheridan took command of the *Lexington* upon the death of Captain Sterns, luring the attacking Minbari warcruiser into the asteroid field between Mars and Jupiter. There he seeded several asteroids with thermonuclear warheads, detonating them as the warcruiser closed range to finish the *Lexington* off. The warcruiser was the *Dark Star*, one of the flagships of the Minbari fleet and its loss was a grievous blow to all Minbari, many of whom have sworn revenge against Sheridan for his actions. Even now, 12 years after the end of the war, Sheridan is still known to the Minbari as 'Starkiller'.

The destruction of the *Dark Star* and subsequent morale boost across the entire Earth Alliance guaranteed Sheridan's promotion to captain. After the war's conclusion, Sheridan was assigned to one of the new Omega-class destroyers, the *EAS Agamemnon*, a great warship built specifically to protect the Earth Alliance from more advanced alien races.

Tragedy struck Sheridan's life in 2257 with the loss of his wife, Anna, a scientist on board an exploratory ship, the *Icarus*. The



Icarus mysteriously exploded during a mission to a world far out on the Rim while collecting data on ancient civilisations. Sheridan is still coming to terms with his loss and has rededicated his life to EarthForce, despite the best efforts of his sister, Elizabeth, to reconcile their grief.

Roleplaying Sheridan: John Sheridan is a tactical genius, with a gift for coming up with radical solutions to knotty problems. This gift brought him success in EarthForce but also makes him a masterful diplomat and leader. Underneath his impressive façade, Sheridan is a relatively simple, down-to-Earth man; his ties to his roots keep in grounded in the face of alien armadas and million-year-old conflicts.

Commander Susan Ivanova

No boom today. Boom tomorrow. There's always a boom tomorrow.

Fleet (4 terms, ongoing)

Str 6, Dex 9, End 7, Int 9, Edu 9, Soc 8

Skills: Admin 1, Broker 1, Computers 2, Diplomat 1, Engineering 2, Investigate 1, Leadership 1, Science (astrophysics) 0, Knowledge (Babylon 5) 1, Medic 0, Pilot 2 (small craft), Sensors 2, Stealth 1, Tactics 1

Standard Equipment: EarthForce wrist link, EF-7 PPG

Susan Ivanova has enjoyed a successful military career within EarthForce and has gained her current position as Babylon 5's first officer through hard work and loyalty, without the help of a patron or being forced to compromise her high ideals and morals. She is proud of serving within EarthForce and distinguished herself while serving on Io. It is her role to supervise all of the day-to-day operations of the station, a job that she performs with utmost efficiency. Her quirky sense of humour keeps her colleagues' spirits high, though strangers often mistake it for pessimism.

Born on August 30th 2230 in St. Petersburg, though educated overseas, Ivanova has had to cope with many tragedies in her life. Her mother, a telepath forced to take sleeper drugs, committed suicide when she was just a child. Her brother, Ganya, was killed during the Earth-Minbari War where he served as a Starfury pilot. She joined EarthForce to follow in Ganya's footsteps, despite having been forbidden to do so by her father. Raised as a Russian Jew, Ivanova is proud to consider herself as both, though her dedication to career has left little time to reflect on either.

Ivanova has little time for any real personal life and aside from irregularly associating with her colleagues during off-duty hours, rarely socialises much. Hating to show any kind of weakness, every officer who has served with Ivanova knows her to be loyal, honourable and extremely capable. Her first

year on board Babylon 5 has been one of danger, strife and personal loss. However, she has excelled in her duties, despite attacks on the station, seeing one of her old flames join Home Guard and losing her father, the last member of her family. The reassignment of Commander Sinclair has placed additional burdens upon Ivanova, as she now has to contend with resolving the disputes among ambassadors, the station's budget and staff management, as well as her usual operational duties. The death of Earth President Santiago shook Ivanova's faith in her own ability to resolve any problem but she has remained strong for the rest of the crew of Babylon 5, demonstrating extraordinary qualities of leadership.

Roleplaying Ivanova: Ivanova's quintessentially Russian fatalism and occasional bouts of self-doubt war with her near-constant exasperation at the stupidity and incompetence of pretty much everyone else in the universe. Characters who screw up around her are likely to be treated to a truly inspired stream of verbal abuse.

Security Chief Michael Garibaldi

Commander, this little breach of security isn't going to affect my Christmas bonus, is it?

Fleet (5 terms, ongoing, including GROPOS)

Abilities: Str 10, Dex 10, Con 9, Int 7, Edu 8, Soc 7

Skills: Athletics 2 (co-ordination), Computers 1, Deception 2, Diplomacy 0, Engineering 1, Gun Combat (energy) 2, Investigate 2, Knowledge 2 (Babylon 5), Melee (unarmed) 1, Gunnery 1, Pilot 2 (small craft), Stealth 3

Standard Equipment: EarthForce wrist link, EF-7 PPG (+13/+8, 2d8 dam, 19-20 crit, 60 ft., 12 shots, AP 1, Automatic).

The son of a security officer, Garibaldi has served in a variety of postings across the Earth Alliance and fought as a ground-pounder in the Earth-Minbari War. Joining several security



teams after the war, he has worked in such colonies as Orion IV, Europa, Mars Colony and finally Babylon 5. It was while serving on Europa that he developed the drinking problem that has dogged his career ever since. He had been fired from five prior assignments due to his alcoholism before meeting Jeffrey Sinclair on Mars Colony, where the two became firm friends. When Sinclair was awarded the post of commanding Babylon 5, he asked Garibaldi to go with him, knowing that the security officer's addiction to drink was beginning to come under control. Babylon 5 may well be Garibaldi's last chance of redemption.

Despite his personal problems, Garibaldi is a superb Chief of Security and has won the loyalty of the men under his command. No one knows Babylon 5 or its residents as well as he does and few criminals are able to escape justice for long. Those who continue to operate know that they do so only at Garibaldi's sufferance. It seems that he has finally begun to find a real purpose to his life on board the station. However, his 'colourful' service record continues to plague him and all too many people in EarthForce are extremely nervous of having such a character in an important position on the station.

At the end of 2258, Garibaldi was shot in the back while uncovering the plot to assassinate President Santiago. He remains in critical condition under the ministrations of Dr Franklin, who has, as yet, been unable to rouse him from his coma.

Roleplaying Garibaldi: Garibaldi knows more about the characters' secrets and dealing than they do; he knows when they came onto Babylon 5, what they are doing here and what they had for breakfast this morning. Garibaldi is not above blackmail or threats to enforce order on Babylon 5 – characters who annoy him are in for a world of trouble.

Doctor Stephen Franklin

People come to doctors because they want us to be gods. They want us to make it better or make it not so. They want to be healed and they come to me when their prayers aren't enough. Well, if I have to take the responsibility, then I claim the authority too.

Scholar (Fleet-sponsored, 5 terms)

Str 7, Dex 9, Con 6, Int 11, Edu 11, Soc 10

Skills: Admin 1, Computers 2, Investigate 2, Knowledge (Babylon 5) 1, Medic 4, Science (Biology) 2, Science (Xeno-Biology) 1.

Standard Equipment: EarthForce wrist link, first aid kit, hand computer.

Not wanting to face a long internship on Earth after graduating from medical school, Franklin took to the stars, trading his services as ship's doctor for free passage to dozens of worlds. This was by no means an idle pastime after years of study, however, as he collated copious notes on the biologies of a multitude of races throughout the galaxy. This study put Franklin in good stead for his future career but nearly caused him to be arrested and thrown out of EarthForce when he refused to turn over his notes on Minbari physiology during their war with Earth.



Son of the almost legendary General Richard Franklin, he gained the post of Chief of Medical Staff on Babylon 5 through hard work, utter dedication and an incredible knowledge of xenobiology in all fields. However, he possesses a strong moral character and is willing to bend or break any rule if he can keep his oath to preserve all life. This trait can often cause a great deal of consternation for fellow EarthForce officers though he is also known as being a man who can be relied upon under any circumstances.

Roleplaying Franklin: Characters are unlikely to run into Franklin anywhere except Medlab – the driven young doctor spends virtually every waking hour working there. He is relentlessly competent in dealing with his patients; although stress and the sheer workload mean that his bedside manner is occasionally brusque.

Talia Winters

I don't want to do this again. I was inside a killer's mind before, on the Mars Colony. There's got to be another way.

Psi Corp, 5 terms ongoing

Str 6, Dex 7, End 5, Int 8, Edu 8, Soc 9, Psi 5

Skills: Computers 0, Deception 1, Diplomacy 1, Knowledge (Babylon 5) 0, Knowledge (Psi Corp) 1, Stealth 1.

Talents: Blocking, Communication, Scanning/Probing, Sensing

Standard Equipment: Psi Corps insignia and gloves.

After working on Mars Colony within the Political Bureau, Talia was assigned to Babylon 5 at the beginning of 2258 to replace Lyta Alexander as the resident commercial telepath. Taken in and raised by the Psi Corps at the age of five, Talia never knew her parents and like many other Human telepaths, regards everyone within the Psi Corps as her family. She had an intimate relationship with her instructor, Jason Ironheart but later married another telepath named Matt Stoner when the Psi Corps judged them to be genetically compatible, thus increasing the chance of her bearing telepathic offspring. This marriage was annulled, however, when Stoner lost his telepathic abilities.



Talia has had her own fair share of problems throughout 2258, including witnessing the death of her former lover, Jason Ironheart, who had been subjected to Psi Corps experimentation, as well as attracting the leery attention of Ambassador Kosh. However, her relations with Susan Ivanova, once characterised by the Lieutenant Commander's open hostility to Psi Corps, have begun to soften and the two have struck up a friendship of sorts.

Before he died, Jason Ironheart left Talia with a psychic gift she has only recently begun to explore. Though officially still rated as a P5 commercial telepath, Talia has noted that other abilities have begun to manifest themselves, including very limited telekinesis. This new strength frightens her somewhat, for she has never fully understood exactly what Ironheart did to her and her experimentation has been both slow and haphazard, not least because she fears what the Psi Corps may do to her if they ever discover what happened.

Talia has trouble making friends on Babylon 5, due in part to her innate shyness but also to the fact that few are willing to get close to a telepath.

Roleplaying Winters: Winters tends to hide behind her Psi Corps badge even though her loyalty to the Corps becomes more and more ambivalent as time goes on. Unless she trusts the characters, she will keep any dealings with them strictly formal. She has a sharp tongue when provoked.

Ambassador Delenn

I would never tell you anything that was not in your best interest.

Minbari/Human Hybrid (religious caste) Diplomat

Str 8, Dex 9, End 7, Int 11, Edu 11, Soc 10

Skills: Admin 2, Advocate 1, Computers 1, Diplomacy 4, Investigate 1, Knowledge (Babylon 5) 1, Knowledge (Centauri) 2, Knowledge (Human) 2, Knowledge (Minbari) 3, Knowledge (Minbari Religious Caste) 3, Knowledge (Narn) 2, Pilot (small craft) 0, Social Science (psychology) 1, Social Science (history) 1

Standard Equipment: Diplomatic attire

A member of the Minbari religious caste, many on Babylon 5 suspect that Ambassador Delenn knows far more about galactic events than she openly admits. Her assignment to Babylon 5 was to observe and learn about Humanity.

Delenn has been a figure of some mystery throughout 2258 and those who have had dealings with her always get the feeling that she knows far more than she reveals. Though it is not common knowledge, some have discovered that she is Satai, a member

of the Grey Council, though what a personage as this is doing playing ambassador on an Earth Alliance outpost has yet to be discovered. It has also become apparent that she is playing some role in the ongoing disputes between the Minbari warrior and religious castes, with even members of the Star Riders clan bowing to her wishes.

Conversely, Delenn has also been seen as a force of ultimate good by some on the station, for she is always willing to help those most in need and has presided over many disagreements between governments, particularly among the League of Non-Aligned Worlds. However, she has added to the mystery and controversy that surround the Minbari race as a whole, for she sealed herself in her quarters at the end of 2258 and rumours abound as to what is happening within. The truth soon became evident – Delenn had transformed herself into a Minbari/Human hybrid in order to aid understanding between the two races.

Roleplaying Delenn: Steeped in Minbari mysticism and tradition, Delenn's greatest strength is perhaps her pragmatism and practicality. She is capable of seeing what must be done to solve a problem and is prepared to make whatever sacrifices and changes are required.



Ambassador G'Kar

I will confess that I look forward to the day when we have cleansed the universe of the Centauri and carved their bones into flutes for Narn children. It is a dream I have.

Abilities: Str 12, Dex 8, End 10, Int 8, Edu 8, Soc 9

Skills: Advocate 1, Athletics 1, Computers 0, Diplomacy 2, Gun Combat (energy pistols) 1, Gunnery 1, Investigate 1, Knowledge (Babylon 5) 0, Knowledge (Centauri) 1, Knowledge (Human) 1, Knowledge (Narn) 2, Melee (unarmed) 2, Melee (small blade) 2, Pilot (small craft) 1, Stealth 1, Social Science (psychology) 1

Standard Equipment: Diplomatic attire, knife

Since the Narn War of Independence that threw the Centauri occupation from their homeworld, Ambassador G'Kar has dedicated his life to furthering the cause of the Regime. As an adolescent, G'Kar watched his father die at the hands of the Centauri, hung from a tree because he had accidentally spilt hot jala over a noble lady. Killing his first Centauri the next day, G'Kar became a noted resistance leader and was offered a position within the Narn ruling body, the Kha'Ri, when freedom was finally achieved and the Regime was born. When Babylon 5 was built, it was G'Kar who was chosen to speak for all Narn among the other races of the galaxy.

G'Kar's experiences in the War of Independence, like those of many Narns, have coloured his perceptions and he nurses a dark inner hatred of all things Centauri. He views the destruction of the Centauri Republic as not only a duty of all Narn but also a matter of galactic justice. When dealing with other races, G'Kar will always place the Narn Regime first, which has caused some diplomatic friction in the past. Many others see the ambassador as compulsive and hot-headed but he has a highly developed sense of personal honour, refusing to see another Narn suffer if he is able to act.

The loss of the Narn colony in Quadrant 37 has given G'Kar a moment of pause, for he quickly deduced that none of the races present on Babylon 5 could have engineered such a complete victory. Returning to the Narn homeworld, G'Kar used his reputation and influence to lead an exploratory mission to the Rim where he believes he will find the clues necessary to determine who attacked Quadrant 37.





Roleplaying G'Kar: Those who meet G'Kar in 2258 or early 2259 will find him brash, arrogant, amusing and conniving. The war with the Centauri and subjugation of Narn pushes G'Kar into fits of berserk rage and black despair. Nevertheless, there is a philosopher and statesman hidden within this creature and G'Kar never quite loses his sense of impish humour. Of all the ambassadors, G'Kar is perhaps the most likely to employ Player Characters as agents on some mission.

Ambassador Kosh Naranek

The avalanche has already started. It is too late for the pebbles to vote.

Of all the alien ambassadors assigned to Babylon 5, it is the Vorlon Kosh who is shrouded in the greatest mystery. Before he arrived on the station, it is believed that only the Minbari had any form of contact with the Vorlon Empire and then only rarely. Kosh comes and goes from Babylon 5 as he chooses, on missions whose purposes none can guess at and even his activities on board create consternation for other ambassadors and the Command Staff. He has a reputation for burying the truth within riddles and never revealing more than he deems fit for the Younger Races to know. What Kosh's greater mission is and why the Vorlons have chosen Babylon 5 to reveal themselves at long last, nobody can even begin to speculate.

Ambassador Kosh's arrival on Babylon 5 represented the very first contact Humans had ever had with a Vorlon but tragedy struck when a rogue Minbari assassin using a changeling net managed to poison the alien as soon as he left his transport. It was only the highly controversial actions of Lyta Alexander and Dr Benjamin Kyle that saved the life of the Vorlon and enabled Commander Sinclair to avoid being charged with murder. However, the fact that Kosh was poisoned at all suggests that his encounter suit is little more than a disguise, further adding to the mystery surrounding this most enigmatic of aliens.



As a Vorlon, Kosh has access to powers and technologies millions of years in advance of the other races and so works according to very different rules. The Vorlon's abilities and powers are virtually limitless and therefore statistics for him are largely irrelevant. Should a particular skill be required, assume Kosh has it at Level 3 as a minimum – with no upper limit on the range of skills he has access to.

Roleplaying Kosh: Kosh's appearances in the game should be kept to an absolute minimum and even then, most interactions should be limited to the Vorlon showing up, having a brief and enigmatic conversation and then departing. He acts according to his own timetable and it is not yet time.

Ambassador Londo Mollari

On the issue of galactic peace, I am long past innocence and fast approaching apathy. It is all a game, a paper fantasy of names and borders.

Str 7, Dex 6, End 9, Int 10, Edu 10, Soc 11

Skills: Admin 1, Advocate 1, Computer s 1, Deception 2, Diplomacy 3, Gun Combat (energy pistol) 1, Investigate 2, Melee (unarmed) 0, Jack of all Trades 1, Knowledge (Babylon 5) 1, Knowledge (Centauri) 2, Knowledge (House Mollari) 3, Knowledge (Human) 1, Knowledge (Narn) 1, Social Science (psychology) 2, Stealth 1

Standard Equipment: Diplomatic attire.

The Centauri Republic never viewed the post of ambassador to Babylon 5 a particularly safe position, as the other four stations had all been destroyed or disappeared, so it fell to Londo Mollari, a noble of low standing, to represent their people among the other races of the galaxy. With little waiting for him on Centauri Prime and a career in great decline, Mollari longs for a return to the 'good old days' of the Republic, when the Centauri dominated vast regions of the galaxy and he himself led the life of a young officer. Now cut off from the Royal Court and left to rot on board a Human diplomatic station, Mollari spends much of his time gambling, drinking and enjoying female company.

Mollari married a young Centauri dancer when he was young but was forced to annul the marriage by his family or face a loss of wealth and prestige. In her place, his family arranged marriages to three other noblewomen who came from politically important houses. Mollari cares for none of the three, nicknaming them Pestilence, Famine and Death, joking that their personalities could shatter entire planets, though never in

their presence. However, knowing they wait for him on Centauri Prime motivates Mollari sufficiently to stay on Babylon 5.

Believing the Narns should have never been allowed to fight their War of Independence, much less win, Mollari clashed immediately with Ambassador G'Kar on the station though the Narn has so far managed to retain the upper hand. However, like many other Centauri, Mollari has seen his death in a dream. In this vision, he saw both himself and G'Kar 20 years in the future with their hands wrapped around each other's throats, squeezing the life out of their bodies. This knowledge has done nothing to deaden Mollari's wish for a subjugated Narn homeworld and a humbled G'Kar.

Roleplaying Londo: In public, Londo is a carouser and raconteur who enjoys the finer things in life – wine, women and song, not to mention gambling. He is a man of great mirth but greater melancholy. His appointment to Babylon 5 was a joke to most Centauri but all Londo has left is his personal honour and sense of patriotism to the grand Centauri Republic.



Lennier

Understanding is not required. Only obedience.

Str 9, Dex 9, End 7, Int 9, Edu 7, Soc 7

Skills: Admin 1, Advocate 1, Computers 1, Diplomacy 2, Knowledge (Minbari Religious Caste) 1, Knowledge (Babylon 5) 0, Knowledge (Human) 1, Knowledge (Minbari) 3, Melee (unarmed) 1, Social Science (psychology) 1.

Standard Equipment: Hand computer.

Lennier's life on Babylon 5 has proved to be quite a shock after his prior life in temple on Minbar. Utterly faithful to Ambassador Delenn, Lennier has been trained to serve his people without question or hesitation and has proved to be a valuable assistant. He has a passion for history and takes any opportunity to learn the background of any other race on board the station, happily taking

time to trade information with those who visit his ambassador whenever his duties allow.

His studies at the temple on Minbar have made Lennier an incredibly knowledgeable individual, though he remains a little naive when confronted with all the wonders of Babylon 5. Some have managed to take advantage of Lennier because of this but his primary responsibilities to Delenn and the Minbari serve to keep him out of harm's way most of the time.

Roleplaying Lennier: Lennier is Delenn's shadow, always at her side when she needs him. He is quite willing to help others should they require it and he combines wide-eyed innocence with the great insight and intelligence of the Minbari race.



Vir Cotto

It's a celebration of life. It comes from a time in our world history when two dominant species were fighting for supremacy. Our people and a species we called the Xon. At year's end we'd count how many of our people survived and we celebrated our good fortune!

Str 5, Dex 6, End 7, Int 8, Edu 8, Soc 8

Skills: Admin 2, Computers 0, Diplomacy 1, Knowledge (Babylon 5) 0, Knowledge (Centauri) 2, Knowledge (House Cotto) 2, Knowledge (Human) 1, Social Science (Linguistics) 1, Stealth 0.

Standard Equipment: Hand computer.

Assigned to Babylon 5 as Ambassador Mollari's diplomatic staff, Vir Cotto quickly found himself far out of his depth. Rejected by his family and sent light years away to serve on the Human diplomatic station, Vir has few illusions about his future and possesses little ambition. All he really wants is a small title with few responsibilities back on Centauri Prime, with maybe a wife he can actually love. Receiving little respect from Mollari, who clearly has problems of his own, Vir has all but forgotten his dream, resigning himself to face events on Babylon 5 that he may never fully understand.

Vir is a personable individual who can easily make friends, once they get past his sometimes clumsy demeanour. He does not possess the typical Centauri love for politicking and advancement of status, which alone has earned him a small measure of respect among others on Babylon 5, though many tend to simply ignore him due to his low rank and station. This usually suits Vir just fine.

Roleplaying Vir: Vir is seen as comic relief by many on the station and certainly he is overeager, naive and easily manipulated. There is an innate bumbling goodness to him, though, that becomes a strength when he learns to harness it.



Regular Visitors to Babylon 5

The following are notable personalities who regularly seem to visit Babylon 5. Their actions have ensured a kind of fame – or notoriety – on the station. Games Masters are free to use these personalities in their own scenarios, utilising the characteristics and personality notes for each individual detailed here. The statistics given are for the characters in 2259.

Mr Morden

We carved up the galaxy, you and I.

Str 5, Dex 7, End 7, Int 9, Edu 8, Soc 8

Skills: Advocate 1, Computers 2, Deception 3, Diplomacy 3, Investigate 2, Jack of all Trades 2, Knowledge (Babylon 5) 1, Knowledge (Centauri) 1, Knowledge (Human) 1, Knowledge (Shadows) 2, Stealth 1

Standard Equipment: Hand computer.

The enigmatic Mr Morden first arrived on Babylon 5 late in 2258. He visited each of the representatives of the major powers in turn, asking them a simple question – what do you want? G'Kar said that he wanted to destroy the Centauri and ensure the safety of the Narn, nothing more. Delenn recognised Morden as the agent of a dark and terrible power and refused to speak with him. Kosh warned Morden that *'they are not for you'* and told him to leave the station. Only Ambassador Londo Mollari of the Centauri Republic gave the answer that Morden was looking for – Londo ambitiously dreamed of re-establishing the Centauri Republic. That answer began the Shadow War.

Morden is the Human face of the Shadows; he is their main representative and agent in their dealings with the Younger Races. He spends much of his time on Babylon 5 but is also involved in extending Shadow influence in other places, from EarthDome to the Rim. He shows up in many places and in many guises but there is one constant – Morden is never alone. He always has his Shadow allies nearby.

Roleplaying Morden: Morden is always confident, unflappable, controlled. He can afford to be – with Shadows by his side at all times, he need fear nothing in the galaxy. Morden serves the Shadows willingly and wholeheartedly, as he is convinced they freed his wife and child from their entrapment in a hyperspatial hell.

Alfred Bester, Psi Cop

Be seeing you.

Str 7, Dex 8, End 10, Int 9, Edu 9, Soc 9, Psi 12

Skills: Admin 1, Advocate 1, Computers 1, Deception 1, Diplomacy 1, Gun Combat (energy pistol) 1, Investigate 3, Knowledge (Human) 1, Knowledge (Psi Corps) 2, Knowledge (Mars) 1, Melee (unarmed) 1, Melee (blades) 1, Pilot (spacecraft) 2, Stealth 2,

Telepathy: All Talents and Powers

Standard Equipment: Psi Corps insignia and gloves, EF-7 PPG

The Psi Cop Al Bester is a long-running thorn in the side of the Babylon 5 crew. He has a knack for turning up when he is least wanted in pursuit of some fugitive or other Psi Corps business. Bester has already gained a wide-ranging reputation within the Psi Corps and it is said he can make even other Psi Cops nervous by his presence. Utterly dedicated to the safety and training of all telepaths, many who meet Bester believe him to take his Psi Cop mandate just a little too broadly. He has a position of some authority within the Corps and it is clear his duties go further than just tracking down rogue telepaths and ensuring Psi Corps members follow its rules.

Roleplaying Bester: Bester has a dry sense of humour and is always ready with an ironic observation or quip. He is well aware of how mundanes distrust and fear telepaths in general and him in particular – he finds it pitiable, as he is convinced that telepaths are the next step in Humanity's evolution and that mundanes are simply... obsolete. Bester is utterly loyal to his telepath brethren and the Psi Corps.

Sample Characters

There are many more individuals present on Babylon 5 at any one time than those who have achieved fame. Over 1,000 dock workers toil everyday to load and unload cargo from incoming ships, security guards patrol the entire station keeping order, while many corporations and governments will prefer to bring their own commercial telepaths rather than use the station's resident. The Games Master can use the following sample characters as a guide to creating new personalities or as a quick and handy reference when he needs the characteristics of a Non-Player Characters during a scenario.

Humans

Commercial Telepath

Str 6, Dex 7, End 7, Int 8, Edu 8, Soc 8, Psi 4

Skills: Admin 1, Diplomacy 1, Broker 1, Investigate 1, Gun Combat (any) 0, Melee (unarmed) 0, Knowledge (Psi Corps) 1,

Telepathy: Blocking, Sensing/Probing

Dock Worker

Str 9, Dex 8, End 9, Int 5, Edu 6, Soc 6

Skills: Athletics (strength) 1, Carouse 1, Computers 0, Knowledge (docks) 1, Mechanics 1, Melee (unarmed) 1,

Lurker

Str 7, Dex 8, End 8, Int 7, Edu 6, Soc 5

Skills: Deception 2, Knowledge (Downbelow) 2, Gun Combat (energy pistol) 0, Melee (blade) 1, Stealth 1

Standard Equipment: Knife

Market Trader

Str 7, Dex 7, End 6, Int 7, Edu 7, Soc 7

Skills: Broker 2, Diplomacy 1, Knowledge (Human) 1, Knowledge (Zocalo) 1

Medlab Personnel

Str 6, Dex 7, End 7, Int 9, Edu 9, Soc 8

Skills: Computer 1, Investigate 1, Knowledge (any one specific culture) 1, Knowledge (Babylon 5) 1, Knowledge (Human) 2, Medic 1, Science (Biology) 1, Science (Xenobiology) 1

Standard Equipment: EarthForce wrist link, first aid kit

Security Officer

Str 9, Dex 8, End 8, Int 7, Edu 6, Soc 7

Skills: Advocate 0, Athletics (co-ordination) 1, Gun Combat (energy pistol) 1, Investigate 1, Knowledge (Babylon 5) 1, Knowledge (Human) 1, Melee (unarmed) 1, Melee (blade) 1, Tactics 1, Stealth 1

Standard Equipment: EarthForce wrist link, padded armour shock stick, W&G Model 10 PPG

Centauri

Dancer

Str 6, Dex 10, End 7, Int 7, Edu 7, Soc 6

Skills: Athletics (co-ordination) 1, Art (dance) 2, Knowledge (Downbelow) 1, Knowledge (Centauri) 1, Stealth 1, Subterfuge +3

Guard

Str 8, Dex 8, End 9, Int 7, Edu 6, Soc 7

Skills: Athletics (strength) 1, Diplomacy 0, Gun Combat (energy pistol) 1, Gun Combat (energy rifle) 1, Knowledge (Centauri) 1, Melee (blade) 1

Standard Equipment: Centauri guardsman's rifle, dress uniform.

Money Broker

Str 7, Dex 7, End 5, Int 10, Edu 8, Soc 7

Skills: Advocate 1, Broker 2, Computer s 1, Diplomacy 1, Investigate 1, Knowledge (Babylon 5) 1, Knowledge (Centauri) 1, Knowledge (Human) 0

Noble

Str 11, Dex 12, Con 13, Int 13, Wis 8, Cha 14

Skills: Advocate 2, Diplomacy 1, Gun Combat 1, Knowledge (Babylon 5) 1, Knowledge (Centauri) 1, Knowledge (Centauri House) 1, Knowledge (Human) 1, Melee (blade) 1

Standard Equipment: Diplomat's attire

Narn

Assassin

Str 9, Dex 10, End 10, Int 8, Edu 7, Soc 5

Skills: Athletics (co-ordination) 1, Deception 2, Gun Combat (energy pistol) 2, Gun Combat (energy rifle) 2, Investigate 1, Knowledge (Babylon 5) 0,

Knowledge (Centauri) 1, Knowledge (Narn) 2, Medic 1, Melee (blade) 2, Stealth 3

Standard Equipment: 2 doses of vin'rath poison, knife, Narn stun gun, padded armour.

Bodyguard

Str 10, Dex 10, End 11, Int 7, Edu 6, Soc 7

Skills: Athletics (strength) 2, Investigate 1, Knowledge (Narn) 1, Knowledge Gun Combat (energy pistol) 1, Gun Combat (energy rifle) 1, Melee (unarmed) 1, Melee (blade) 2, Tactics 1

Standard Equipment: Padded armour, W&G Model 10 PPG

Engineer

Str 8, Dex 7, End 8, Int 7, Edu 7, Soc 7

Skills: Computer s 1, Drive (ground vehicles) 1, Engineering 2, Knowledge (Narn) 1, Mechanic 1

Standard Equipment: Engineering toolkit

Soldier

Str 10, Dex 9, End 10, Int 7, Edu 6, Soc 6

Skills: Athletics (co-ordination) 1, Gun Combat (energy pistol) 1, Gun Combat (energy rifle) 1, Knowledge (Narn) 1, Gunnery 1, Stealth 1, Survival 1, Tactics 1

Standard Equipment: EF-PRPPG rifle, Narn battle suit, W&G Model 10 PPG

Minbari

Priest

Str 9, Dex 7, End 9, Int 11, Edu 9, Soc 8, Psi 9

Skills: Diplomacy 1, Knowledge (Minbari) 1, Knowledge (Religious Caste) 1

Telepathy: Communication, Scanning/Probing

Standard Equipment: Diplomat's attire (DR 1)

Ranger

Str 9, Dex 10, End 8, Int 8, Edu 9, Soc 7

Skills: Athletics (co-ordination) 1, Computers 1, Diplomacy 1, Gun Combat (energy pistol) 1, Knowledge (Human) 1, Knowledge (Minbari) 1, Knowledge (Religious Caste) 1, Medical 1, Melee (Denn Bok) 2, Pilot (small craft) 1, Stealth 2

Standard Equipment: Denn'bok, Ranger pin, Ranger robes

Warrior

Str 11, Dex 8, End 7, Int 8, Edu 7, Soc 8

Skills: Computer s 1, Gun Combat (energy pistol) 2, Gun Combat (energy rifle) 2, Knowledge (Minbari) 1, Knowledge (Warrior Caste) 1, Medic 0, Melee (blade) 2, Pilot (small craft) 1, Tactics 1

Standard Equipment: Minbari battle armour, Minbari fighting knife, Minbari holdout laser

Worker

Str 8, Dex 7, End 7, Int 9, Edu 6, Soc 6

Skills: Admin 1, Computer s 1, Electronics 2, Knowledge (Human) 1, Knowledge (Minbari) 1, Knowledge (Worker Caste) 1, Medic 1, Science (physics) 1, Science (Minbari Biology) 1

Standard Equipment: Excellent electronics toolkit

League of Non-Aligned Worlds

Abbai Negotiator

Str 4, Dex 9, End 7, Int 9, Edu 10, Soc 10

Skills: Advocate 1, Diplomacy 2, Knowledge (Abbai) 2, Knowledge (Knowledge (Human) 1, Social Science (psychology) 1

Standard Equipment: Diplomat's attire

Brakiri Trader

Str 7, Dex 7, End 8, Int 8, Edu 9, Soc 8

Skills: Broker 3, Deception 1, Diplomacy 2, Knowledge (Brakiri) 1, Knowledge (Zocalo) 1, Stealth 1

Standard Equipment: Knife

Drazi Hired Goon

Str 12, Dex 7, End 10, Int 6, Edu 6, Soc 6

Skills: Athletics (strength) 1, Gun Combat (any) 1, Knowledge (Downbelow) 1, Knowledge (Drazi) 1, Knowledge (Human) 0, Melee (unarmed) 1, Melee (blades) 1, Survival 1

Standard Equipment: Club, padded armour

Pak'mara Fence (Lurker)

Str 9, Dex 6, End 11, Int 7, Edu 7, Soc 5

Skills: Admin 1, Broker 2, Investigate 2, Knowledge (Downbelow) 3, Knowledge (Human) 1, Knowledge (Pak'mara) 1, Stealth 1

Standard Equipment: Translator

VOICES IN THE WILDERNESS

This chapter provides sub-sector maps for *most* of the Universe of Babylon 5.

The major races (Earth, Minbari, Centauri and Narn) and most of the League of Non-Aligned Worlds are charted, although space precludes the minor races scattered between the major subsectors and holdings.

Although the traditional subsector mapping approach is used in this chapter and various stars and worlds are shown with their jump route connections, it should be noted that the standard *Traveller* distance of one parsec (3.26 light years) per hex is not observed, mainly because *Universe of Babylon 5* does not use the standard Jump measurement found in the *Traveller Core Rulebook*. The subsector maps indicate *relative* distances between stars and worlds but what is most important is the linkage between Jump Gates and whether or not gates are linked by major or minor Jump Gate routes. Travel along Jump Routes is detailed in Space Travel and Ships chapter, earlier.

Of course, if a true sense of scale is needed, then the standard distance of 1 hex to a parsec can be used but this will greatly distort the real distances involved.

Each system is codified by its sphere of ownership or alliance. For example Earth Alliance, and the number of Jump Gates within that system. Worlds within a system are codified using the standard Traveller World Profile (see page 170 of the *Traveller Core Rulebook*).

Earth Alliance

Beta Durani System

Jump Gates: 1; **Ownership:** Earth Alliance

~~Beta Durani~~ **0705 D362A5C-8N NaA**

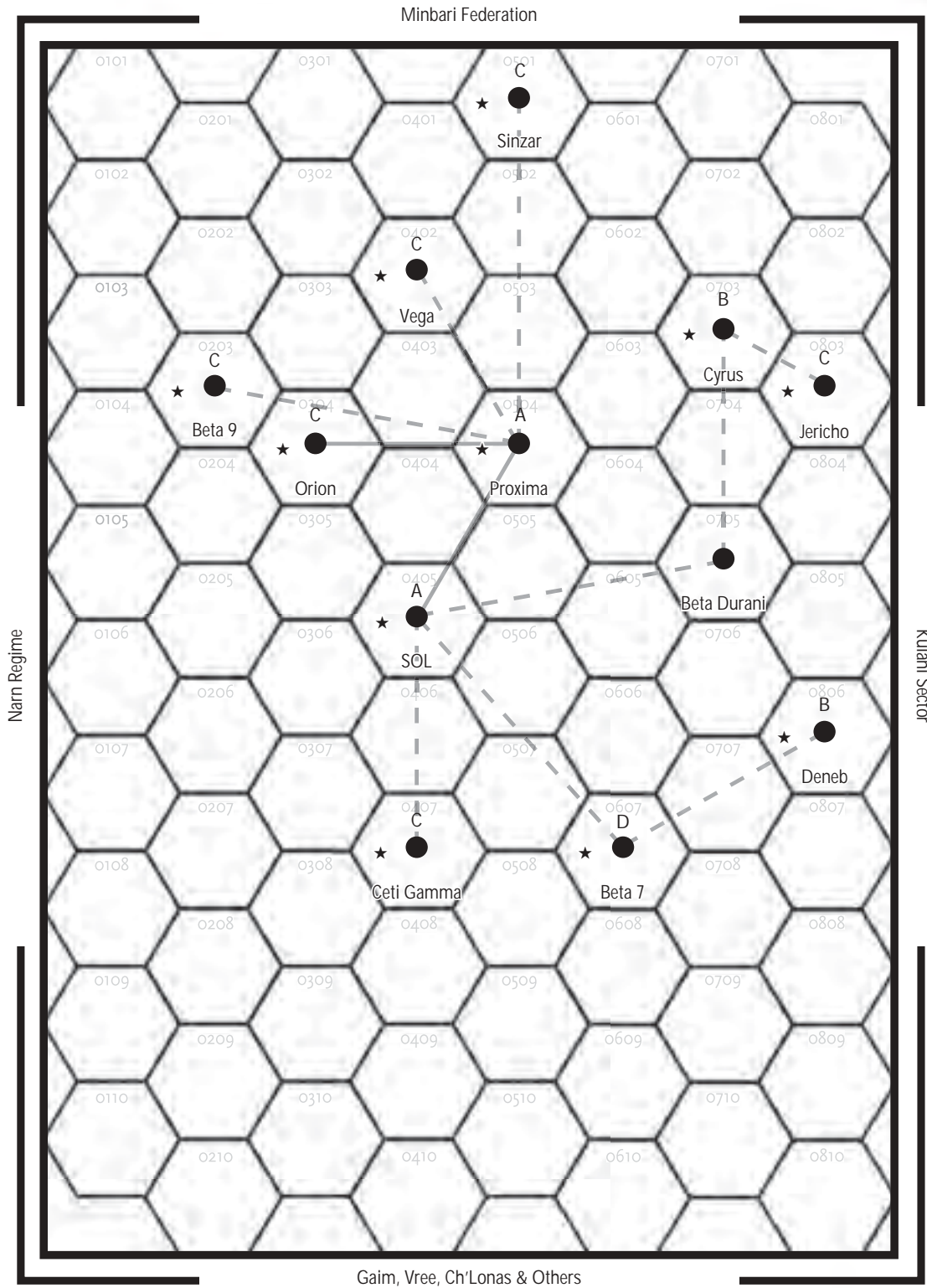
The colony on Beta Durani exemplifies some of the best and worst traits of the Earth Alliance. On the positive side, what was once a barely-habitable Mars-like world has been rendered, if not warm and lush, at least warmer and lusher. The once-waterless world sports a planetary ocean covering one fifth of its surface and the colonists can freely walk around outside. An entire food web has been constructed from the ground up – literally, as the creation of soil was a fundamental step. The world is not only habitable, it is self-sustaining, requiring no technology to maintain its ecosystem.

That is the good news.

The bad news is that, even with this effort, Beta Durani is a hostile place. Two suns blaze in the sky, making true night rare and playing havoc with long-established instincts. Odd day/night cycles occur on all colony worlds and always require adjustment but no other colony has the complex shifts of day and night that Beta Durani does. Many earth lifeforms simply could not adapt and the scope of the planned ecosystem had to be curtailed. Because of this and because so many more promising worlds were available for colonisation, Beta Durani required 'incentives' to settle. These incentives appealed mostly to the desperate, so Beta Durani was settled by the poor, the outcast and in many cases the criminal. While some such situations create a commonality of purpose and a brotherhood of the oppressed, this was not the case with Beta Durani; the world quickly factionalised along ethnic or cultural lines. The various corporations and government agencies charged with maintaining the colony ended up shifting their best people off-world, leaving the world in the hands of those who could not be fired but who were not suitable for work on important tasks. Corruption set in quickly.

Eventually, the Alliance took firmer control, establishing a strong central government to try to bring order to the chaos but the best it can do is quash full-scale riots. Beta Durani is known as a criminal and black market haven, where almost anything is for sale and where nothing, except life, is cheap.

Babylon 5 Revealed



In spite of these facts, the rich mineral wealth, which prompted the settlement of Beta Durani in the first place has created some wealth; the factories of the world are very productive and shipbuilding and pharmaceuticals are dominant industries. Whether legitimate wealth will eventually heal the social problems of Beta Durani or just provide more money for the criminal element to war over is unknown.

Beta 7 System

Jump Gates: 1; **Ownership:** Earth Alliance

~~Beta 7/IV 0607 D555465-8 N In~~

Zone: Cold; **Size:** Medium (7,900 miles); **Grav:** 1.0g;
Moons: None; **Atmo:** Thin (0.8) Inert; **Geology:** Rugged;
Volcanism: Very Active; **Hydro:** Moist (55%); **Continents:**
 1 Supercontinent; **Climate:** Cold; **Bio Density:** Scarce;
Bio Complexity: Simple; **Pop:** 12,000; **Tech:** Advanced;
Cities: New Anchorage Mine (6,500), New Siberia Penal
 Institute (4,000); **Gov:** Earth Alliance (P7, D4, C5, S8);
Orbital Pop: 500, **Colonies:** None, **Bases:** 1 Military

Beta 7 was settled at least in part to provide a buffer for Earth, to force travellers from Ch'l'on or Koulani space to pass through a monitored system. Economic constraints required some other use be made of the system and so the almost-habitable world of Beta 7/IV was selected for development. A harshly glaciated planet with a terrain consisting of rocks, ice or sometimes rocks sticking out of ice, there was little there to appeal to colonists. An icemining colony was established but Earth never had the desperate need for fresh water that many other races did and there were ample ice mines in the Sol system, so the colony mostly became a dumping ground for the desperate and the borderline criminal. As this became apparent to the EarthGov, some genius decided to 'play to the planet's strengths' and ordered the construction of a maximum security penal colony on the world.

During the 2240s and 2250s, the New Siberia Penal Institute was home to Earth's most violent criminals, those who merited the harshest punishment short of death of personality. Criminals had to *work* to get to New Siberia. At least, until Clark took over. He used the New Siberia colony as his personal dumping ground for 'dissidents' and 'traitors', tossing political activists, journalists, artists and others into a cesspit filled with violent psychopaths. The threat of this served as a terrifyingly effective deterrent to dissent but not so much that the prison transports ever left Earth half-full. The prison staff, headed by Major John Clemens and consisting almost entirely of Clark appointees, took special care in making sure 'traitors' were suitably dealt with and encouraged their abuse by the other prisoners. Hundreds died of exposure or violence and many more suffered permanent injuries.

Under the new Earth government, the New Siberia colony is scheduled for conversion to a standard ice mine, as the ISA has opened up new possibilities in the rimward regions of the galaxy for trade. The prisoners held there who actually merited such treatment will be dispersed to other facilities. Those imprisoned for 'crimes against the State' have been freed and are being compensated, as best they can be, for their treatment.

Beta 9 System

Jump Gates: 1; **Ownership:** Earth Alliance

~~Beta 9/III: 0203 C552415-8 N In~~

Beta 9/III is a world tilted wildly askew and swinging around its central star 'like it was walking home after an all-night bender'. As such, the climate varies wildly over the course of the year, with most of the planet experiencing cycles of extreme heat and cold. While not much life managed to evolve in this, that which did is tough and adaptable, and is the source of much genetic analysis.

The world is mostly rock with scattered outgrowth of tuberoot and brackleaf. One ocean coils like a snake along the equator; a second forms a somewhat triangular patch in the north. Between the two winds a thin river, which long ago gouged a ravine to rival any on Earth; the city of Canyon is located where it empties into the equatorial sea. Beta 9 was settled both for

access to its mineral wealth (which is considerable) and as a scientific outpost. The two major cities both serve equal duty in these areas and the miners and scientists maintain a comfortable co-existence, despite their very different interests and habits. One thing both groups had in common was a dislike of the Clark administration. The miners found their numerous small syndicates and consortiums were being seized on specious grounds and sold at cut-rate prices to Clark-friendly corporations; the scientists were instructed to make their work focus on bioweapons and organic technology, not farming and pharmaceuticals. A dozen scientists died during these 'reassignments' and twice as many went insane, when Clark had fragments of a Shadow vessel sent to Canyon for analysis.

As a consequence, when Sheridan's rebellion began to spread, Beta 9 was one of the first worlds to sign on, with the local military, sympathetic to the populace, switching sides instantly. Several vessels loyal to Clark were escorted to Beta 9, where their crews were held until the war was over.

Ceti Gamma System

Jump Gates: 1; **Ownership:** Earth Alliance; **Features:** Asteroid Belt (Dense)

Ceti Gamma II: 0407 C568414-8 N As Ca Ri

'The Living World'

This is what Ceti Gamma has sometimes been dubbed by those familiar with it. It may have the single most robust ecosystem in the Earth Alliance, if not the known galaxy. The planet *teems* Niches which normally hold only microbes on Earth hold advanced multicellular creatures. Specialisation is amazing; there are webs of symbiosis 20 species deep. Hive dolphins dwell in vast coral castles and the lethal snark kills a dozen sports hunters every year. Life on land is no less spectacular; trees shape themselves into nests for specific species of birds, while packs of hunters composed of different species co-operate to bring down prey, apparently communicating by pheromone signal. Unlike many worlds with a similar degree of biological vibrancy, Ceti Gamma is not especially overflowing with predators.

When the planet was first charted in 2230, the nations of the Earth Alliance were desperate to colonise it but the Dilgar War intervened. After the Dilgar War, the Earth Alliance saw a special use for Ceti Gamma. Seeing first hand the effectiveness of biological weapons, the Earth Alliance decided, somewhat secretly, to greatly increase its own research into that field, and the richness and remoteness of Ceti Gamma made it a prime location for such investigations. In order to cover up the founding of a colony solely for warfare, a secondary purpose – advanced agricultural research – was agreed upon and made the apparent primary focus of the colony. The Ceti Landing colony was so successful in this that a second colony, composed of various factions seeking to return to a more agrarian lifestyle, was founded soon after; this was the Ceti Collective. Lastly, by special charter, the Pro Zeta corporation was granted access to the world's third-largest continent to use for research and production. It rapidly became the Earth Alliance military's leading supplier of synthetic foods.

A publicly acknowledge bioweapons research facility exists about 200 miles north of Ceti Landing but dozens of clandestine labs, disguised as everything from wilderness safety patrol bases to food synthesis plants, are scattered throughout the planet. The bulk of the inhabitants do not know this, though many suspect. Occasionally, 'tragic accidents' happen to those who come too close to figuring out the extent of biological weapons engineering on Ceti Gamma; these increased to alarming proportions under Clark.

Cyrus System

Jump Gates: 1; **Ownership:** Earth Alliance; **Features:** Asteroid Belt (Standard)

Cyrus III: 0703-B688415-8 N As In

Cyrus III was colonised in the early 2200s when rich deposits of Quantum-40 were detected at various spots around the planet. Whereas most colonies tended to focus on a single central colony with only slow planting of additional sites, the Cyrus colony was opened up for homesteading by anyone who could file a claim and prove they could work the world, under an experimental system which was not repeated, though this was due more to political shifts than to any grand failure on Cyrus. For decades, the dozens of small mining colonies on Cyrus thrived, supported by agricultural domes planted along the small seas. Tube systems and shuttlecraft linked the disparate settlements and Cyrus boasted the greatest cultural diversity of any Earth Alliance colony. Then the Minbari came. Seeing the military value of the colonies, they felt obliged to destroy them, but the dugin nature of the miners made orbital attacks unlikely to succeed. Thus, Cyrus III saw some of the most brutal ground fighting of the Earth-Minbari War. 'Tunnel warfare'

was something the Minbari had little experience in but, in turn, the miners of Cyrus were not trained soldiers. The result was a brutal death toll on both sides. The fighting was still going on in the mines when the Minbari surrendered. Legends of Minbari soldiers deep in the planet's crust, who do not know the war is over and who ambush miners who wander off the main tunnels, have persisted since the war.

Deneb System

Jump Gates: 1; **Ownership:** Earth Alliance; **Features:** Asteroid Belt

Deneb IV: 0806-B568625-8 N(x2) Ag As In

Deneb IV is a somewhat hot but otherwise comfortable, Earthlike world, home to a very widespread colony. The Deneb settlement was one of the first truly *planned* settlements in Earth Alliance history, with the various nations of the Alliance being given a chance to claim territory according to population and needs. As such, Deneb has a great deal of cultural variety, with each major settlement retaining a great deal of the 'flavour' and culture of its founders.

Deneb is rich in agricultural and biological wealth but its main function is to serve as the hub for the exploitation of the Deneb system, which includes several uninhabitable, but resource-rich, world. The Deneb system is also the gateway to Tokati space, which unfortunately involves first crossing the region claimed by the hostile Koulani. While a state of truce currently exists allowing free passage, occasional incursions and 'accidental' attacks on travelling craft are not unknown.

Jericho System

Jump Gates: 1; **Ownership:** Earth Alliance

Jericho III: 0803 C53A66-8 N Wa

The Jericho system was first charted in 2190 but preliminary scans showed nothing of any value on the only marginally habitable world, so exploration was curtailed. In 2205, a group of colonists from Israel, fearing their country might join the Earth Alliance during a period of unusually high unification sentiment, purchased a colony vessel and set out for the world, after assurances from the Earth Alliance that they had 'no interest' in the distant and almost useless planet. The settlers named the system Jericho, after the first great conquest of the Promised Land, and began to build. Jericho has precious little land. Its unprocessed atmosphere made lungs burn like fire and ultimately led to an agonisingly slow death. Yet the thin atmosphere was coupled with a heavy gravity, rendering even a few hours labour exhausting, which strained the heart to its limits. Life existed only in stagnant, sheltered bays. The perseverance of the early colonists was astounding; even those who vehemently disagreed with their fanatical separatism (ironically misplaced, since Israel never did join the Earth Alliance) had to admire the sheer grit shown on the sporadic reports back to Earth. Domes were set up on the largest island and biologists learned how to process the local life into edible food. Filters to strain the lung-rending irritants from the air were perfected, and compressor and filtration systems kept the dome's air fresh and plentiful. Water, at least, was no problem. Life was far from easy but it was not an impossible settlement.

Later scans and explorations, though, showed the Jericho system had amazing value – it was a junction of *seven* jump routes! The Earth Alliance, eager to build trade and alliances, were loathe to let such a system slip away. A vote to rescind the colony's charter and place the world under Earth Alliance control failed by just two votes in the Senate. A compromise, the building of an Earth Alliance military base in orbit, passed by a wide margin. The Jerichites protested mightily but there was little they could do about it and grudgingly came to accept the compromise. This proved to be nearly fatal. The Jericho base outfitted and equipped the Prometheus, the ship which inadvertently launched the Earth-Minbari War. After its encounter with the Minbari fleet, it limped home – leading the Minbari after it. They destroyed the orbital base and for good measure, blasted the colony below. The devastation was appalling. Of the nearly 20,000 colonists, only 3,000 survived, mostly those who managed to seal themselves in the tunnel systems beneath the domes. The destruction of the atmospheric processing plants killed hundreds more. The next few weeks were a desperate struggle to fully seal the underground and set up new atmosphere processors, a race against the lifespan of stored air, breathing masks and portable emergency filter systems forced into full-time duty. Ultimately, the colony barely survived, and the survivors (with some justification) blame the Earth Alliance more than the Minbari. However, they also began to realise that ignoring the universe does not make it go away.

Today, Jericho has reached a painful compromise. An Orion Starbase has been built around the planet and serves as a trading post, with profits from the station being funnelled to help rebuild the colony, which still receives a trickle of new colonists every year. The system as a whole is claimed by the Earth Alliance, allowing it to respond to any attacks but the planet of Jericho III is technically independent.

Orion System

Jump Gates: 1; **Ownership:** Earth Alliance; **Features:** Asteroid Belt

Orion III: 0304 C46965-8 N (3) As Wa

Orion III is a water world, which has undergone severe climactic shifts in the past, wiping out a prior indigenous race (sadly for the Human settlers, the race had not progressed past the iron age and left no advanced technology behind). With not large or even small continents, settlement on Orion III took place among the islands, with each group of settlers or licensed corporation being given a region to colonise. Thus, there are few large cities; communities form around clusters of islands, each with only a smattering of buildings. Aircraft, hovercars and motorboats link most of the colonies, with bridges and tubes used only for islands which are very close together.

The sealife of Orion III, as befits such an old world, is very highly evolved, with the most spectacular being the aquatic leviathans. The land-dwelling life forms, however, are much more primitive – unable to adapt to the sudden climactic shifts which shaped the world to its present form, the higher forms of life perished and the survivors have yet to begin to fill all the niches left behind. With a Human ecosystem taking root on the land, it is likely they never will.

Orion VII: 0304 D45765-8 N, Wa

Orion VII is a poor cousin to Orion III. While Orion III is an old world, long rich in life, Orion VII only became habitable relatively recently, leaving it almost barren. Only single-celled creatures dwell in its massive planetary ocean and its three large continents are nothing but empty rock. The colonists on Orion VII are there because of the world's extensive mineral wealth. With no native ecosystem to speak of, mining operations can proceed at a pace which would not otherwise be permitted on a habitable world. The prospect of great wealth for hard work attracted the poor and the colonies became a place for those who had no other opportunities.

Extensive terraforming is underway in an effort to create a more habitable environment but it is far from complete. At this point, the world is somewhat more habitable than Mars but the colonies must still be built in domes or underground and the thin air can sustain life for only a few minutes before hypoxia sets in.

Proxima System

Jump Gates: 1; **Ownership:** Earth Alliance

The Proxima system contains Proxima Station, a major military base not located in orbit around any world but freely established in deep space. It was a 'proof of concept' of unsupported deep space stations. Because it was still within a few days sublight flight of the Proxima colonies, it was classified as a 'Mid-Range' station, to distinguish it from planned 'Deep Range' stations which would truly be on their own.

Proxima III: 0504 A467525-8 N Ag In

Proxima III was Earth's first colony world founded after the purchase of jump gate technology from the Centauri. Astounding fortune made it a virtual twin of Earth, unspoiled and lovely, and fortune which transcended astounding made it a world with no previous claimants – a perfect first colony for mankind. A handful of worlds, such as Sh'lassa, were settled by sublight craft but poor communication kept Earth from knowing about their successes. The news of such a jewel sparked a mad rush on Earth, with every faction desperate to stake its claim on the planet.

Proxima was, thus, settled by many different groups, each of which claimed different parts of the world and set up shop. To the great credit of humanity's recently discovered sense of racial unity, conflict between these factions was very limited; the world was big enough for everybody.

Except, perhaps, for itself. Proximan life, less evolved than Earth's, took a lethal hit. The native ecosystem was shattered by the introduction of Earth plants and animals and never recovered; today, large swathes of the world are virtually indistinguishable from Earth, due to the accidental, but near-total, annihilation of the local animals. Only areas far from Human settlement retain their original character. Extensive bioengineering efforts to restore the native life have begun but are far from complete.

During the Clarke years, Proxima was the largest Human colony world to openly rebel against Clarke's tyranny and the atrocities Clarke committed to quash this rebellion helped to galvanise other worlds into openly defying his rule, including, most importantly, the Babylon 5 station. Today, Proxima remains a thriving world, despite the scars of the Earth-Minbari War and the Clark administration.

Proximans are culturally varied but tend to share a strong love of personal freedom; many of the earliest colonists were those seeking to escape from an over-regulated Earth and this attitude has become part of Proximan culture.

Proxima IV: 0504 A58642-8 N

Proxima IV is a habitable but dangerous world, filled with predatory lifeforms and lethal plagues. While it could be settled with enough effort, the presence of the much more hospitable Proxima III makes such effort mostly pointless. A small number of research outposts and a military training camp (known to the GROPOS as 'Camp Jurassic') are the only Human settlements on the world.

Sinzar System

Jump Gates: 1; **Ownership:** Earth Alliance

Sinzar IV: 0501 C566425-8 N In

The Sinzar Colony was founded in 2230, one of the last colonies founded prior to the Earth-Minbari War. Sinzar is a cold and rugged world and the colonists were mostly from Sweden and Norway. The original intent for the colony was to serve as a forward base for spinward expansion, as early scans showed it was a good source of water, minerals and food. An ice mining base was established at New Zurich and a military training compound, Fort Sinzar Alpha, was constructed 500 miles to the south. Agricultural colonies in the warmer equatorial zone were established five years later and an orbital communications and sensor base was constructed in 2239.

Sinzar Colony was not the best destination in the Earth Alliance but it offered both beauty and freedom. Low population and a solid economic foundation, plus a chance at being the lynchpin world of future expansion, attracted a steady stream of colonists, most from Northern Europe but all areas of Earth contributed at least a few. In 2247, the Minbari came. The orbital forces fought with valour and fell with alacrity. The ground forces likewise did their best but were quickly overwhelmed. By this time, the Minbari had learned to distinguish combatant from noncombatant, but decimated the ice mining colony as it was seen as vital for supplying the military with water. The agricultural colonies at the equator would have been left alone, except that several units from Fort Sinzar Alpha had moved there in an effort to protect the colony, not knowing this would only draw Minbari fire. By the time the Minbari were finished, half the planet's population was dead. Today, Sinzar Colony is recovering. The dreams of being the forward base for expansion are gone but not those of simply having a world to shape. The hatred for the Minbari is strong, though, especially among the equatorial farmers and when Nightwatch was looking for recruits with a willingness to strike directly against the Minbari, they found many on Sinzar.

Sol System

Jump Gates: 2; **Ownership:** Earth Alliance **Features:** Asteroid Belt (Dense), Oort Cloud, Trade Hub;

The Sol system is the home of the Earth Alliance. It has long been covertly visited by extraterrestrials – 1,000 years ago, the Shadows had ships hidden on Mars and Ganymede and it is possible they had other bases as well. Certainly, EarthGov has secretly dedicated considerable 'black' funds to searching for just such relics, as well as looking for other evidence of extraterrestrial contact prior to the coming of the Centauri. It is now an open secret that telepaths were engineered into humanity by the Vorlons during the 21st century, who did much of their work under the cover of 'contactee' cults. Further, the 'angelic' appearance of the Vorlons to Human eyes is evidence of much older contact and conditioning. In addition, it is known that the Vree regularly visited Earth, capturing and examining Humans before releasing them back to the populace. Their motives for this remain unclear, as do many of their other actions. Two worlds (Earth and Mars) and two moons (Europa and Titan) in the Sol system have naturally evolved life. Of these, only Earth and Europa support multicellular life and only Earth has any kind of truly advanced organisms. There are several moons in the Sol system which have Human colonies, including Io, Ganymede and Europa.

Sol III (Earth, Terra) 0405 A867926-9 N Ag In Hi

Earth is the third planet in the Sol system and homeworld to humanity, one of the fastest-rising races in the galaxy. Only the Narn can seriously compete with them in terms of the speed in which they have moved from backwater obscurity to major player on the galactic stage. Earth has a population of 7 billion, widely distributed across the planet. Most of the populace is concentrated in large cities, leaving the majority of the surface sparsely inhabited, with large regions containing no visible signs of sentient life. It has a unified planetary government (the Earth Alliance) and it is moving, slowly, towards a monoculture. At present, though, the old nations of Earth remain powerful entities in their own right and there is constant tension between national and planetary needs. This tension sometime provides a dynamic balance forcing the government away from the quick and easy solution and sometimes it proves a block preventing vital action from occurring.

Despite the planetwide communication network and rapid travel, individual regions of Earth retain a strong cultural identity. Indeed, there are deliberate efforts to maintain this diversity in the face of a tendency to let differences vanish. There is a Human belief that diversity is good, that many viewpoints are superior to one. While this can, and has, led to violent wars, it is also the case that the strongest Human societies have been those which accepted many cultures, while the isolationist societies have withered and perished. Humans took this lesson with them to the stars; it was this belief that led them, and not any other race, to create a place such as Babylon 5. Humans continually struggle to master the delicate balance of working together without losing individuality, on a personal, national and interplanetary scale.

The world of Earth is one of many extremes. There are frozen wastelands, blazing deserts and lush forests. While most worlds have diverse terrain, Earth sometimes seems especially varied.

Humans extensively explored their own solar system and sent deep-range 'sleeper' ships into space during the late 20th to 22nd centuries, establishing several vibrant colonies within the system. Their contact with the Centauri in 2156 opened the galaxy to them and a jump gate was constructed near Io, a moon of Jupiter, the system's largest gas giant. Most interstellar travel comes through this gate; it is not recommended for ships to open jump points elsewhere in the system without securing permission. The Sol system is very well defended against attack and while the Earth- Minbari War taught Humans that it is dangerous to shoot first, there is always the chance someone manning the defences has not fully grasped that lesson.

Earth is surrounded by a network of defensive satellites and orbital bases. Prior to the Earth-Minbari War, there were numerous colonies in Earth orbit, many being legacies of the earliest days of spaceflight; most were destroyed in the Battle of the Line, as the Minbari swept aside all targets before it. This battle is part of the reason for the strength of Earth's planetary defences.

Non-Humans are generally welcomed on Earth, as tourists, workers or immigrants – in small numbers. In recent years, a mild xenophobia has come into practice. The willingness to tolerate diversity among Human cultures does not always extend to alien influences and those who hated Human diversity (and there remain many) found it easier to preach against aliens than to turn one sect of humanity against another. Despite this, tourists are generally welcome and the difficulty of obtaining permission to travel Earthside is low.

Sol III-Alpha (Luna): 0405-B200425-3 N De

Earth's satellite was the first extraterrestrial body ever reached by mankind and it marked a temporary high point in Human space exploration. To a large extent, Humans raced to the moon as a man might race up a high mountain, then after arriving exhausted, they looked around and said 'Why did I bother?'. It was decades from the first group of landings to the formation of permanent colonies. The first attempt at a colony was in 2018, when the United States of America laid the groundwork for Luna Colony in the Sea of Tranquillity. The first stage of the construction was completed without a hitch but shifts in priorities at home caused the base to be abandoned after only a few years.

The next to colonise Luna were the Chinese, who established a long-term scientific research facility in the Sea of Tranquillity, using the infrastructure still in place from the failed Luna Colony. Named Kuang-Han-Kung, it was brought online in 2078 – just four years before China's entry into World War III. The resulting forced separation from Earth forced the scientists to learn to improvise – and fast – and in the process, developed many of the techniques which make lunar sustainability possible. The collapse of China following World War III further isolated the colony, making a rescue mission impossible. None of the nations of Earth were capable of building or launching the craft necessary to return the scientists to Earth and they spent the next 22 years surviving and, as a side note, producing the first Human children born on the moon.

The next major advance came in 2101, when the newly formed Earth Alliance began construction of Grissom at the north lunar pole, close to sources of meteoric ice. An offer to migrate the by-now overcrowded colonists in Kuang-Han-Kung to Grissom was met with refusal; the inhabitants considered their colony, small as it was, to be their home. With China newly part of the Earth Alliance, however, they were able to request that resources be directed to expanding and strengthening the colony. China's lack of a surviving space infrastructure meant that they were unable to aid it directly, however. The main function of Grissom was as an industrial colony, with a strong focus on mining – very often, ice mining. Initially, it had a large central dome but after a tragic accident in 2105, the colony began to sprawl, spreading settlement domes around, so that no single disaster could kill a large number of people. The colony existed to build and then support the nearby Von Braun shipyards, which used a mass driver to send large components into orbit. Smaller craft were assembled whole and then launched there, as well.

Today, Luna has a population of fifty thousand, concentrated in several key cities. The largest, Grissom, holds over half the population. As with Mars, the majority of inhabitation is underground. Oxygen is extracted from the rock itself, and water is mined from underground deposits of cometary ice. The surface of Luna is far more hostile than that of Mars, so the inhabitants tend to be closely tied to their cities. Going outside involves full pressure suits, not the relatively lightweight models used on Mars.

The largest lunar city, Grissom, is located near the north pole. It has a permanent population of roughly 25,000 people and is considered one of the most well-established environmental-support colonies in the Earth Alliance. From the earliest days, full self-sufficiency was the guiding protocol and the city can survive indefinitely without any support from Earth. Oddly, this has enhanced rather than hindered relations, as there is no resentment or feelings of forced dependency to taint political relations. Grissom is primarily a research and manufacturing centre, taking advantage of low gravity and easy access to Earth to become an industrial powerhouse. Many of the components used in spaceship assembly are manufactured here, at the Von Braun shipyards, prior to being shipped out to the various spaceyards where the actual construction takes place. Hidden deep in many sections of Babylon 5 are the words 'Manufactured in Grissom'. Grissom base sprawls, a network of maglev tubes and small domes. Each dome is self-sealing; in the event of a serious breach, each section of the city can sustain itself for three days on stored and recycled oxygen, more than long enough for emergency teams to fix the problem.

Generally, the inhabitants of Luna are characterised by a rough stoicism and pride. Luna is actually much more comfortable than many colony worlds but the fact that there is nothing but hard vacuum beyond the domes is drilled into the heads of both natives and visitors. The natives thus accept any inconvenience – even those wholly unrelated to the needs of survival – with casual acceptance, disdaining as 'whiners' all those who complain. As a consequence, the numerous indignities and restrictions of the Clark years were likewise tolerated with little dissent. One persistent point of social stress is the tension between native-born 'Loonies' and the transients. The native-born, having spent their entire life in one-sixth of Earth's gravity, rarely travel to Earth and can do so only with considerable preparation and medical care. They do very well in EarthForce and are often assigned to ships with no rotating sections, where they adapt much better to microgravity than their Earth or Mars born comrades.

Sol IV (Mars): 0405-B551625-3 N In

Mars is the largest colony world in the Solar system. It was settled in fits and starts in the mid-22nd century, with the first permanent colony being an IPX front established in 2155. The real history of Mars truly begins with the aptly named John Carter leading a group of colonists in 2169. This was done without the authorisation of any Earth government and this act of defiance set the pattern for Martian history for the next century. John Carter was killed in 2177 by isolationist terrorists. Since then, the history of Mars has been one of ever-increasing tension with Earth, even as countless domes spread across the crimson surface of the planet. Tension turned to out-and-out rebellion during the Clark years, finally culminating in a truly free Mars in 2262. It remains to be seen if the old wounds can heal now that Earth and Mars can interact as political equals.

Vega System

Jump Gates: 1; **Ownership:** Earth Alliance

Vega VII: 0402-C541425-3 N In

Vega is one of the more hostile worlds in the Earth Alliance to sport a permanent colony. A glaciated world gifted with an extensive cave system, it was originally settled as a base for IPX, who had found what seemed to be promising ruins under the ice. When this came to naught, the based was sold to a consortium of Russian settlers, who moved in, expanded the research station into the cave networks below and began to mine. According to rumour, the consortium was hastily assembled by an IPX employee who had seen the mineral scans on the world and had then altered them to make the world look valueless to them.

Life on Vega is hard but rewarding. The upper atmosphere is toxic but the caves are sealed and filtered. Water is plentiful. The underground ecosystem is not well developed and there are no predators which pose a threat to man but there are a variety of edible fungi. Most food is shipped in or grown in vats.

The mines of Vega produce rare earths, gems, unusual minerals and some weapons-grade crystal. The icy rings of the world are also rich in ores and while Vega claims them and collects a high tax on mining them, many prospectors try their luck at dodging the patrol craft and making off with a prize. Those who fail in this find that the mines are much less tolerable as criminals working off a ten year sentence.

Centauri Republic

Batain System

Jump Gates: 1; **Ownership:** Centauri Republic

~~Batain II: 0705 C368535-A~~

The Batain system is surrounded by dangerous fluxes and storms in hyperspace, making travel to it difficult. This might have spared the Batair (the indigenous race) their fate, had not the hubris of the Centauri been so great. Despite the difficulties of travel, the Centauri found and conquered Batain early in their expansion and it remains a subjugated world, even as most other such worlds have been liberated or abandoned.

Batain is a large, stable world with a thriving ecosystem. It produces resources but not many; nonetheless, it has a large Centauri population which has become comfortable and settled there, enjoying being in a position of unquestioned superiority. The Batair, very primitive when the Centauri arrived, were beaten down and broken and have been slaves so long they cannot conceive of any other way of life.

Centauri Beta II System

Jump Gates: 1; **Ownership:** Centauri Republic

~~Beta II: 0605 D566535-A N In~~

Beta II is a world which could be a habitable colony world, if the Centauri cared to try; as it is, they prefer to strip it of worth, killing it by inches over the course of centuries. It is a ragged world with many bays, inlets and waterways, and from orbit it looks beautiful. The atmosphere is tainted with a mild toxin and the tectonic activity which gave the world its current turbulent landforms has not yet fully subsided but these would not be serious impediments to true colonisation. However, none of the series of Great Houses which has controlled the extensive mining operations on Beta II has ever expended the effort to make the world a true home.

The world is given entirely over to production and resource extraction; every city and base has no other function. The few non-mining businesses and services which operate are controlled entirely by House Callo and serve to funnel whatever ducats a miner might be paid back into the House's coffers. An economist studying the books of the operation proclaimed that for every ducat a worker on Beta II is paid, he spends one and a tenth in the company stores, until he – and his descendants – are mired in permanent debt. The 'trade' stations in orbit around Beta II are primarily ports to transfer minerals from the planet to bulk haulers.

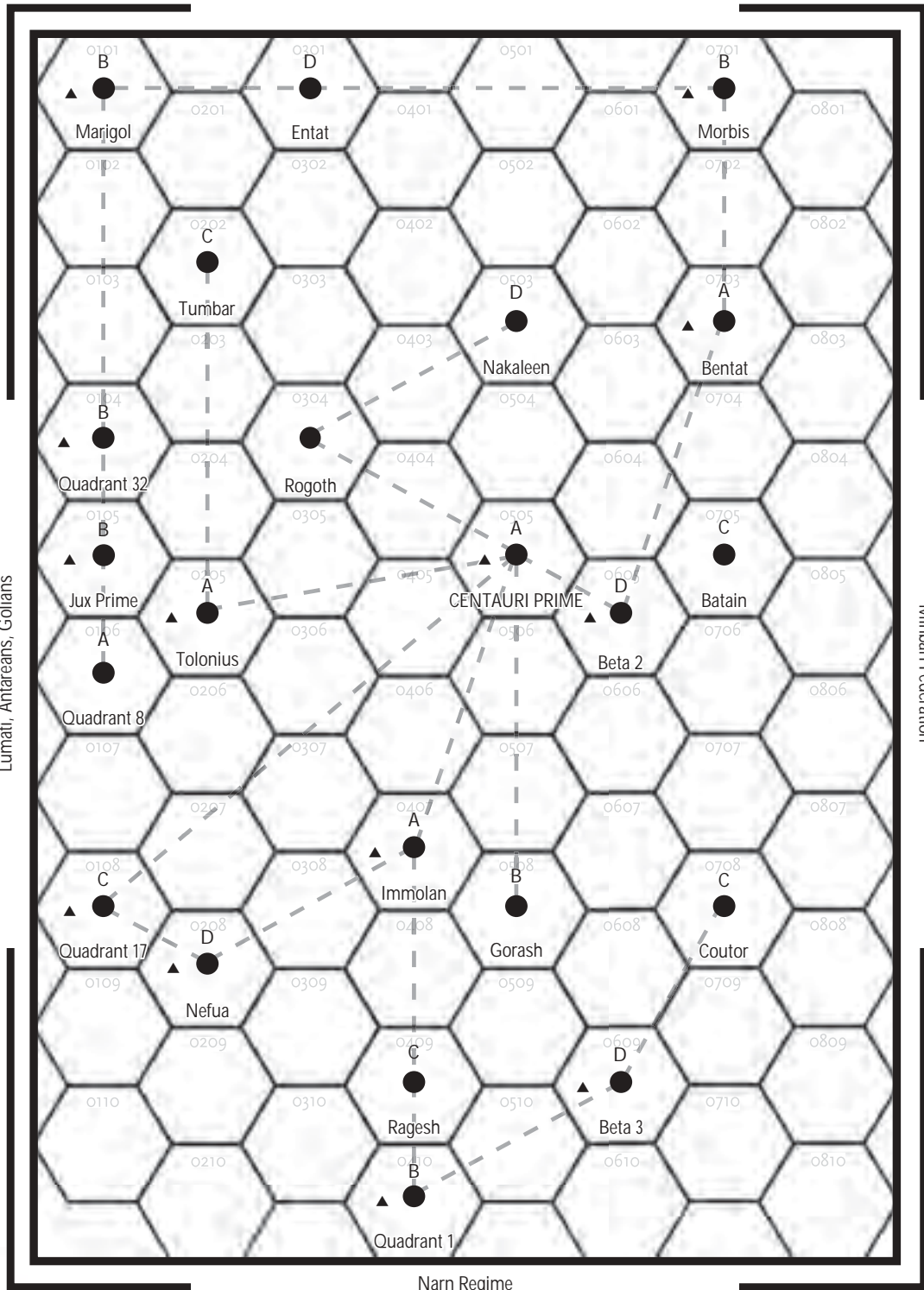
Centauri Beta III System

Jump Gates: 1; **Ownership:** Centauri Republic

~~Beta III: 0609 D698635-A N (x2)~~

Beta III is a stormy, windy world, home to a fairly unusual breed of Centauri – independent, free-spirited and unconcerned with formality. The consensus at the Royal Court is that 'It is something in the water'. The world teems with hostile life – not so bad as Nakaleen but enough that a trip outside the security of the towns requires a good rifle and a cautious mien.

There are many small cities on Beta III and a surprisingly large percentage of the population live in isolated communities or townships scattered around the world. The world lures Centauri who wish to have a more rustic or independent lifestyle and even the nobility is 'laid back'. The Court endures this taint of rebellion because the world's wealth of Quantum-40 is key to the strength of the Republic and because the last attempt to 'do something about it' ended in embarrassing failure.



Lumati, Antareans, Gollians

Minbari Federation

Narn Regime

Bentat System

Jump Gates: 1; **Ownership:** Centauri Republic

Bentat III: 0703 A663435-A N

Bentat III is a premiere holiday world in the Republic, a world blessed with several unique conditions. Firstly, despite the small amount of surface water, the planet has an incredible supply of sub-surface aquifers, making all but the poles lush with vegetation. Second, it is remarkably poor in minerals, making it useless for mining. Third, nonnative plants grow poorly and native plants do not take well to cultivation, due to complex forms of symbiosis which means that every 'useful' plant requires a half-dozen 'weeds' in order to grow properly. The result is a world with no value but its natural beauty and the Centauri have exploited *that* with gusto. The entire economy of the world is given over to resorts and hotels, with the entire population being employed to that end.

Centauri System

Jump Gates: 2; **Ownership:** Centauri Republic **Features:** Asteroid Belt (Dense), Oort Cloud;

Centauri III (Centauri Prime, Durana): 0505 A667935-A N (x6), Ag In

The capital of the Centauri Republic and the homeworld of the Centauri people, Centauri Prime is still one of the most important worlds in the galaxy, even if its star has dimmed considerably over the past several centuries. Centauri Prime is a slightly cool world with two major continents. At one point, it was home to two sentient races – the Centauri and the Xon. The Xon once dominated and enslaved the Centauri but, long ago, the Centauri managed to turn the tables and exterminate the Xon. Unfortunately for many races, and for the Centauri themselves, they learned exactly the wrong lesson from this.

Centauri Prime shows many of the environmental scars of any industrial world but they are old wounds and mostly healed. The Centauri have moved most of their most destructive enterprises off-world, preferring to destroy other planets rather than their own. The planet also has a relatively low population for a major race's homeworld – the Centauri are surprisingly responsible in controlling their numbers. Some would speculate that this is due primarily to the desire of the nobility to not have too large a population of commoners to keep in line.

Centauri III-Alpha (Vodalo): 0505 C200435-A N

Vodalo is the largest moon of Centauri Prime, and it is immense, as large relative to its primary as Earth's moon is to Earth. The second moon of Centauri Prime, Akari, is smaller and has a more distant orbit. The first Centauri space flights were to Vodalo and Akari but, whereas most races would view these as important triumphs, the nature of how the Centauri gained space flight (see the *Centauri Republic Fact Book*) meant that, to them, it was more of a proof of concept. With a working stardrive at their disposal less than a decade after their first moon landing, they spread throughout their system, which was blessed with a second, mostly habitable world. Every world of value in the system was colonised but Vodalo had little worth. Its closeness to Centauri Prime meant that it eventually became a major military base, with much of the fleet stationed in orbit around it.

Centauri IV (Beta I): 0505 B567635-A N (x3) Ag In

The Centauri were fortunate to find a second world in their own system which was habitable with minimal effort. Beta I was both the first colony settled by the Centauri and the last active colony remaining in their home system; the rest of the worlds have been tapped out.

Beta I is very similar in size and geography to Centauri Prime, though life on it clearly evolved separately, and the atmosphere is somewhat difficult to breathe without a filter (it is high in chlorine; a few hours exposure brings painful irritation and, given time, the destruction of the respiratory tissues). The colony on Beta I was thus relatively easy to establish and it provided a model for future Centauri efforts off-system.

The people of Beta I are generally content, prosperous and well-settled. Few new colonists arrive anymore; the vast majority of the population, other than the million or so troops garrisoned at the Brutarin Military Base, are nativeborn.

Coutor System

Jump Gates: 1; **Ownership:** Centauri Republic

Coutor II: 0703 C636535-A

Coutor was a world ravaged before the Centauri managed to find it. Once, it was a fairly lush and green world, but today it is mostly arid desert, seemingly the result of terraforming gone awry. The former inhabitants left behind considerable technology, which the Centauri eagerly recovered; most of the old 'tech recovery' sites are closed but a few remain. The world has a harsh glory to it; the broad, flat, plains which were once submerged continental shelves and the expanses of desiccated forest, preserved from rot by the dry heat, can be soul-stirring... to the right soul. The southern hemisphere is home to one of the few truly deviant cultural offshoots of the Centauri, a group of desert nomads descended from escaped slaves.

Entat System

Jump Gates: 1; **Ownership:** Centauri Republic

Entat IV: 0301 D663635-9

The Entat system is one of the few examples of worlds where the native species did not feel the boot of Centauri oppression. The Entouro are primitives, barely Neolithic, of little use as slaves and few in number. When the Centauri discovered them, seven years after colonisation, they felt something akin to pity, and the Entouro are protected and cared for. This confuses many other races; some speculate that the Centauri are just waiting for the Entouro to evolve to usefulness.

Entat has a single large continent but much of it is frozen under polar ice. Only the southern 'tail' of the continent is inhabited. Entat is especially rich in hardwoods and that is the world's major export. The three moons of Entat all contain mining colonies, making this system one of the most profitable in the Republic.

Gorash System

Jump Gates: 1; **Ownership:** Centauri Republic; **Features:** Asteroid Belt (Standard);

Gorash IV-Alpha: 0503 E200415-A In

Gorash is a large, uninhabitable and unexploitable world. Gorash-IV-Alpha, its largest moon, is also uninhabitable – but much more exploitable. Ripped free from Gorash during the planet's molten stage, it is a dense treasure trove of metals and rare compounds. The moon is usually referred to as Gorash; if the planet is being discussed, it is called 'Gorash Prime'.

Gorash is a locked world; it does not rotate on its own axis. The 'hot' side is uninhabitable, even for advanced Centauri technology; the 'cold' side is the site of all mining operations. Gorashi colonists have adapted the 'we're too tough to die' credo common on such harsh worlds and have an independent streak which is sometimes troubling to the Court. Gorash is also unusual in that no Great House owns the world; commoner business interests run the colonies under Imperial Charter, with only a token noble presence for administration. In 2241, a force of raiders staged a daring assault on Cendar Dome; the attackers were routed in large part by the leadership of visiting nobleman Urza Jaddo, who became known as the 'Hero of Gorash' for his efforts in this.

Immolan System

Jump Gates: 1; **Ownership:** Centauri Republic

Immolan V: 0407 A663735-A N Ag In

The largest remaining Centauri colony world, Immolan is one of the jewels of the Republic. It is a perfect match for Centauri Prime and, some would say, more than perfect – it is a fresh and unspoiled world, whereas Prime is somewhat worn and ragged.

The world's geography is slightly unusual; it has a single large continent girdling the planet, forming a sort of sine wave pattern. A few spots in the 'band' are very thin and until recently (geologically speaking) were open, allowing the northern and southern oceans to intermix. Occasionally, there is talk of adding a canal but very few goods are transported by water anymore and most of the major cities are well inland, so this rarely amounts to much more than an attempt by House Mollari to funnel a little money into their own coffers for 'feasibility studies'. Immolan is surrounded by a vast warfleet, the second largest permanently stationed in the Republic. Only Centauri Prime is better protected.

Jux System

Jump Gates: 1; **Ownership:** Centauri Republic

Jux IV (Jux Prime): 0105-B669535-A N (2) AgIn

Jux Prime is often considered 'next to go' when discussing the dwindling Centauri Republic. It is a wet world of countless small continents and archipelagos, a world constantly battered by infall from the nearby Jux Belt. This has left the world battered in many places and what land there is often cratered. Unlike some similar worlds, such as Thenavi, there are no documented 'safe zones' where no meteors fall.

Long ago, Jux Prime was designated an auxiliary capital of the Empire, in anticipation of planned expansion which never came. A perfect replica of the Imperial Palace was constructed here long ago and every change to the Palace on Centauri Prime is mirrored. However, the Emperor has never bothered to stay in it, or even visit it, a fact of supreme annoyance to the Jux colonists.

The inhabitants of Jux Prime have an arrogance out of proportion to their actual position or importance to the Republic; this may well be an attempt to keep themselves always in the Royal Court's eye, a reminder that they are still here. If so, this strategy is backfiring badly.

Marigol System

Jump Gates: 1; **Ownership:** Centauri Republic; **Features:** Asteroid Belt (Light);

Marigol II: 0101-B46435-A N Wa

Marigol is the wettest world in the Republic, with no meaningful land masses at all and this makes the world extremely valuable, as the planet-girdling ocean consists entirely of *fresh* water – enough to supply the Republic for millennia, if it lasts that long.

There are no true colonies on Marigol, although the Fendo Transfer Point (which serves to 'mine' fresh water and package it up for shipment offworld) has been controlled by the same guilds for generations. There is also a permanent naval base where the Centauri 'wet navy' maintains a shipyard and training facility. In addition to its military function, the Miamal base plays host to a steady stream of off-duty military personnel who have chosen to spend their allotted vacation hours here, enjoying the pleasant weather, the company of fellow military men and the spectacular deep-sea fishing.

Morbis System

Jump Gates: 1; **Ownership:** Centauri Republic

Morbis III: 0701-B567535-A N In

Morbis is comfortable world with two notable features – it is rich in veins of heavy metals, which make it desirable for mining, and it has an unusually active magnetosphere which plays havoc with communications. Because the world is nicely habitable, the Centauri are somewhat careful in their mining; the world is not being decimated, merely harvested.

The permanent colonists on Morbis enjoy the fact that the world's magnetic interference often places them out of touch with their homeworld; it frees them from some of the tedium of the eternal political struggle. There is an auxiliary Imperial Palace on the southern continent; the Emperor uses it when he wishes to be disturbed as little as possible. 'The Emperor has gone to Morbis' is a phrase meaning 'Expect big trouble' – it implies the Emperor is alone to think and plan, without interference from any but his most trusted advisors.

Nakaleen System

Jump Gates: 1; **Ownership:** Centauri Republic

Nakaleen I: 0503 D563635-A

To the Centauri, Nakaleen is synonymous with 'Hell'. It is the most deadly planet in the Republic, and one of the few worlds even the Centauri at their height could not conquer. 20,000 colonists died in the first and only attempt to settle the world.

Nakaleen is a much moister world than it would appear to be. Though only 35% of the surface is covered with water, a complex natural system of chasms and aquifers keep water well distributed across the planet, with few areas where there is no water more than 20 or 30 feet below the surface. The Nakaleen trees have deep roots to exploit this omnipresent bounty. Nakaleen is home to uncounted hostile species but the dominant predator is the semi-sentient Nakaleen Feeder.

Nefua System

Jump Gates: 1; **Ownership:** Centauri Republic

Nefua VI: 0208 D490419-A N De In

Nefua should be a frozen wasteland but high levels of geothermal activity and an atmosphere which traps heat make it surprisingly hot. Unfortunately, trapping heat is all the atmosphere does; it cannot sustain life. Nefua is a waterless, barren world, inhabited only because it is rich in valuable metals which are easily extracted.

The entire population of Nefua consists of workers at the mines, the transfer point or the orbital administration satellite. There are no permanent colonists, and indeed, the only females on the planet are those serving administrative or 'recreational' functions. Being assigned to Nefua is usually considered a punishment, if not a death sentence; while conditions in the mines are better than those on worlds with a native slave population, it is a very high-risk job and not one which any commoner would volunteer for if he had a choice. The only thing keeping the mines from breaking down into rebellion are the high bonuses paid for successful mineral strikes.

Quadrant 1

Jump Gates: 1; **Ownership:** Centauri Republic

Quadrant 1/II 0410 B793635-A N Ag In

Quadrant 1 is a vital world on the new borders of the Republic. Rich in agricultural and mineral wealth and situated in an advantageous position for trade and observation, it is also a primary target for hostile forces; no fewer than three major assaults have been levelled against the planet since the Centauri first colonised it. The garrison fleet surrounding it was decimated by the Narn during the early days of the War of Retribution and is only now being rebuilt.

The debris field around the planet from the many space battles which have been fought there is such that craft passing through it are treated as if passing through a Medium density asteroid belt; it will take five turns to pass through this debris.

Settlements and outposts are scattered across the world, with five of the six smallish continents holding major cities. The long history of war against this world has left the colonists with a stoic courage; they can take anything and come back fighting.

Quadrant 8

Jump Gates: 1; **Ownership:** Centauri Republic; **Features:** Asteroid Belt

Quadrant 8/II: 0106 A469635-A We

Given how the Centauri enjoy living to excess, it is surprising that there are so few 'pleasure planets' in the Republic. Quadrant 8 is one of those few. A world of scattered archipelagos

and warm climate, it is home to a few million very lucky colonists and countless resorts. It is one of the places Centauri commoners will save their ducats for years to afford and a very common spot for romantic trysts by the nobility.

The pragmatic (some would say, greedy) side of the Centauri personality cannot leave paradise unpaved, however, and extensive underwater mining and extraction operations do exist on the world. These have grown in scale as the Republic has shrunk, leaving it fewer worlds to exploit and making the setting aside of one world solely for entertainment a luxury it can ill afford. Nonetheless, the operations have yet to seriously damage the environment and there are enough Great Houses with stakes in the resort industry that it is likely mining will not get *too* out of hand.

Quadrant 8 is a favourite vacation spot for non-Centauri looking for someplace 'exotic'; there are three resorts which cater specifically to Human tourists and one which offers a mix of environments and options for other species. Humans or others are a rare site at the remaining resort areas but not utterly unknown.

Quadrant 17

Jump Gates: 1; **Ownership:** Centauri Republic

Quadrant 17/I: 0103 C568685-A N (x2) In

Quadrant 17 is a testament to the Centauri tenacity which made them great in the first place and which is rarely seen today. It is a world with a harsh, almost toxic, atmosphere and only sparse life. The world was conquered by the Centauri from the Orieni and they have clung to it since then, despite a series of attacks on it from several League worlds. Most of them wanted it because the Centauri had it and the Centauri hold onto it because, well, other people want it. Some would claim this is the history of the universe in microcosm.

A significant amount of the population still works on tech reclamation at Oro Base; the rest hold a variety of jobs. The colony is self-sustaining and settlements are widespread; anywhere the world could support a town, whether via agriculture or mining, a town was planted. The folk of Quadrant 17 are stubborn and proud but also slightly bitter; the Republic is occasionally seen as willing to let the world go, despite their long and valiant struggle to hold it. If the Republic ever withdrew support, it is likely that the local fleet, staffed almost entirely by natives, would remain behind.

Quadrant 32

Jump Gates: 1; **Ownership:** Centauri Republic

Quadrant 32/III: 0104 B45845-A N (x3) AgIn

Quadrant 32 is a very typical colony world physically while being a very *atypical* one politically. It is shared, with reasonable grace, between three governments – the Centauri, the Antareans and the Golians. Its strategic position as a gateway to Lumati, Antarean and Golian space made it valuable but the Centauri were unwilling to fight too hard to keep it – they had ignored it when colonising Golia, for example, and only their shrinking borders made it newly valuable.

While the planet's three populations remain physically separate, except for a few towns set aside to serve as trading posts, there has been some degree of cultural interchange. The Centauri of Uldain have a taste for Antarean Flarn and some of the Golians at Golostara have begun to incorporate elements of Centauri design into their clothing, to the disgust of many back on their homeworld. The treaty of Quadrant 32 strictly controls the dispersion of population; all citizens live in central, urban areas, giving this world none of the small outposts and isolated homesteads common on colony worlds.

Raghesh System

Jump Gates: 1; **Ownership:** Centauri Republic

Raghesh III: 0409 C668435-A AgIn

Raghesh 3 is a peaceful agricultural colony, one which is almost rustic in nature. One large continent sprawls awkwardly over the world, with various climactic zones along it providing a wide range of environments in which to grow crops. The world is so blessed

in fertile soil that it is a centre for Centauri agricultural experimentation; the native farmers tend to shake their heads in bemusement over the antics of the scientists who understand everything about agriculture except how to grow crops.

Raghash was attacked by the Narn in 2258, who destroyed the orbiting agricultural research station and landed troops at Keffa as a prelude towards securing the whole planet. Claims that the locals has 'asked' for the Narn 'protection' were dismissed without consideration. Shrewd diplomatic manoeuvring on the part of Jeffrey Sinclair helped liberate the world without bloodshed but the brief occupation greatly troubled the peaceful farmers, making them painfully aware of how war can strike anywhere, at any time. As of 2262, the orbital research facility has not been rebuilt but a much stronger military garrison has been put in place.

Tolonius System

Jump Gates: 1; **Ownership:** Centauri Republic

Tolonius VII: 0205 A868735-A N AgIn

Tolonius is a world with a mild climate, a continental structure seemingly designed by the Great Maker to ensure the best possible distribution of water and limit inclement weather, stable tectonic structure, fertile soil and rich mineral veins. It was settled early in Centauri history, via a scheme which certainly looked like a good idea at the time – the worst nobles of Centauri Prime were packed up and shipped to Tolonius, in the hopes they could make something of themselves and it. It did not work. The inbred, arrogant and lazy colonists, resentful at being shipped off against their will, did as little as possible to develop the planet, and turned whatever wealth the world did produce (via the onerous labour of the commoners drafted along with them) to their own luxury, not the good of the Republic. The ensuing centuries have reinforced the very traits which got the original colonist selected in the first place and today, Tolonius is a world renowned for having the most obnoxious nobility in the Republic and, as G'kar once noted: 'They're up against some pretty good competition!' An exception to this general rule is Hevaria Orbital Shipyard, run independently of the planetary government. It maintains its own military-controlled mines and processing plants planetside and is a major source of vessels for the Republic Fleet.

Tumbar System

Jump Gates: 1; **Ownership:** Centauri Republic

Tumbar IV: 0202 C66435-A

Tumbar is a somewhat dry, well-populated world in the core area of the Republic. It is home to an unusual segment of the Centauri population – older, retired nobles and their retinues dwell here. The world has one smallish ocean but it is also gifted with countless small lakes in the centre of the main continent. Tumbar City is built around two dozen of those lakes, which are spanned by graceful bridges and walkways.

Exactly how Tumbar became a destination for retirement is unknown. 'Dreaming of Tumbar' is how a noble feeling weary of the daily grind often describes himself. The ageing population retains its grip on power, however, which is how Tumbar has been preserved from attempts to turn it into another mining or resource colony.

The Kefio Centre for Geriatric Medicine is located in Tumbar City; this is one of the leading centres of medical research in the Republic and they are kept well funded by donations from the wealthy and grateful patrons which surround them. Young doctors vie to be assigned to Kefio, not out of a desire to help the aged but because pleasing a single ageing noble can mean a favourable contact high up in a Great House and the chance to write their own ticket when their time on Tumbar ends.

Minbari Federation

Davala System

Jump Gates: 1; **Ownership:** Minbari Federation

Davala IV (Davala Than): 0302 D9314C7-B N Ag

Davala Than is a frozen world, one which would have been ignored as a colony planet, despite the breathable atmosphere (produced by extremophile algae-like growths over most of the glacial regions), except for the fact that the ice layers were exceptionally pure, making this a world which could provide water for the entire Federation at relatively low cost. It also happened that a small area of the world was geothermally warmed to the point where extensive agriculture could take place, making Davala Than a source of both food *and* water.

The general hostility of the planet limits settlement to two areas; the warm valley of Soj'nor and the extensive ice mines of Mannal, located near the north pole, where the ice is free from any taint whatsoever, apparently frozen long before even the simplest life evolved on the world. The ice mines of Mannal are one of the most common places to which Minbari send non-Minbari who have committed crimes in Minbari space. They are unlikely to escape and the concept of 30 or 40 years surrounded by dagger-sharp shards of ice deters undesirable behaviour very effectively.

Drala System

Jump Gates: 1; **Ownership:** Minbari Federation

Drala VI (Drala Toth): 0105 C7715C7-B N (x2) In

Drala Toth is a blood-red world with a cracked, lifeless surface, a lung-burning atmosphere of lethal and acidic gasses and a surprisingly rich subterranean ecosystem. It is one of the few Minbari colony worlds which is not somewhat close to Minbar in makeup; it was settled because of its mineral wealth and strategic position. It is the gateway to the foundry world of Trigati and as such is very well defended.

The seven colonies of Drala Toth are all underground, sealed off from the poisonous air above. Fortunately, the fungal ecosystem of the cavern adapted easily to Minbari air, so the colonies have a ready supply of food and there is even a small trade in exports, as the fungi of Drala Toth are very varied and offer unique textures and flavours. At one point, shipments to the Drazi Freehold almost outnumbered mining shipments, until the Minbari learned the mushrooms had an addictive and mind-altering effect on the Drazi and had been banned by the Drazi government; the smugglers, once the truth was known, were sent to Davala Than to contemplate the error of their ways.

Eshar System

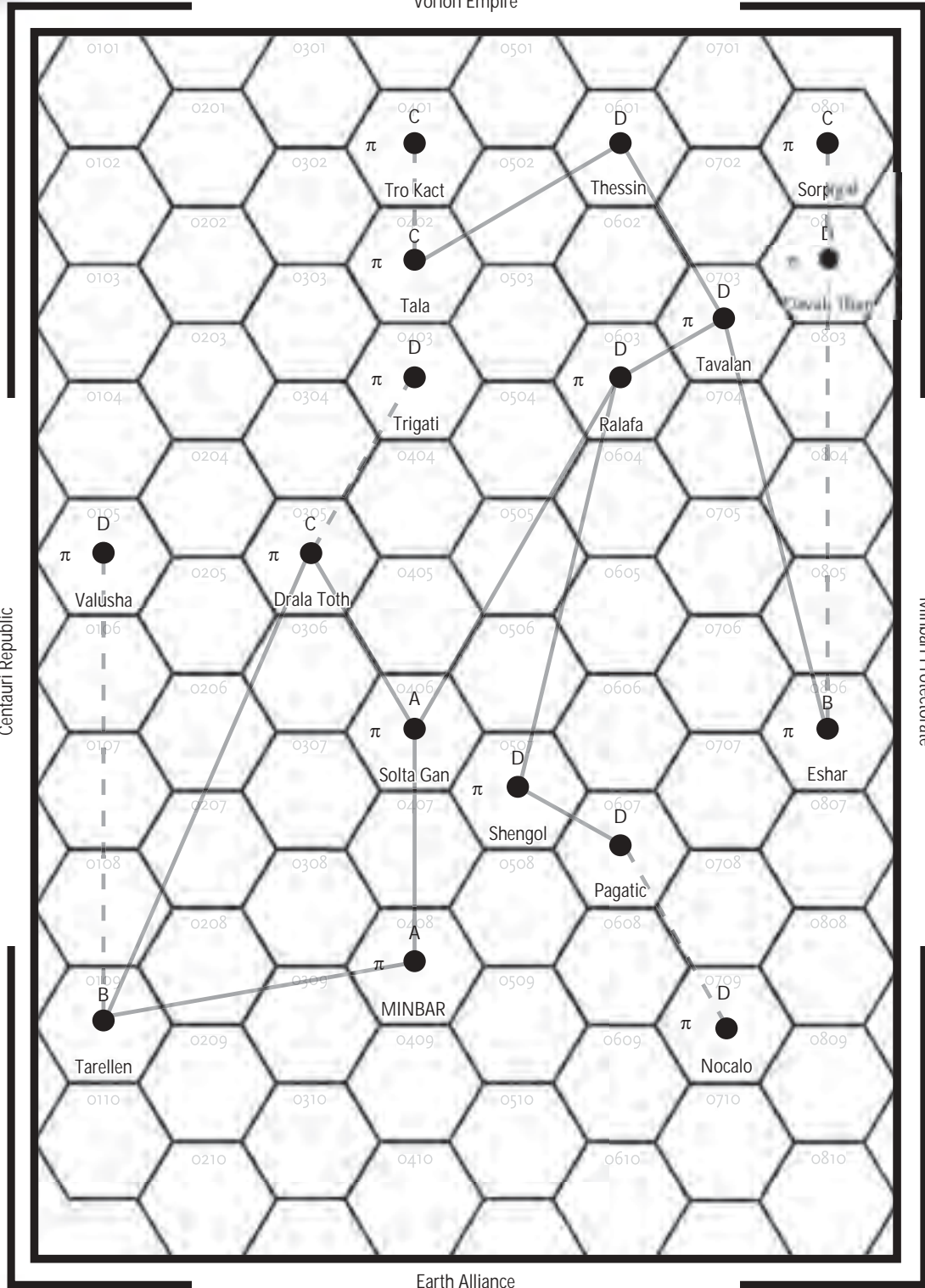
Jump Gates: 1; **Ownership:** Minbari Federation

Eshar II: 0306 B4775C7-B N (x2) In Ht

Eshar is a smallish world with a mildly corrosive atmosphere – not enough to turn those who wander unprotected into skeletons in minutes but enough that it is effectively impossible to live outside of the domes, though brief unprotected excursions can be made in an emergency. The world has native life well-adapted to the local conditions but the amount of effort required to process this life into food is more than the cost of simply shipping in supplies – especially when the wealth of Eshar in terms of Quantum-40 is taken into account.

The three domes of Eshar quite literally fuel the Minbari Federation's jump technology – while there are other sources of Quantum-40, Eshar is their richest and most vital. An orbital fleet and extensive ground troops protect the planet from any foolish enough to attempt to seize it. The three colonies of Eshar are joined by transport tubes measuring thousands of miles in length, one of the largest such structures in the galaxy. While world-spanning tube systems are common, none reach so far between connection points. Martian engineers have petitioned the Minbari for a chance to study their construction techniques on Eshar but these requests have been denied.

Vorlon Empire



Centauri Republic

Minbari Protectorate

Earth Alliance

Minbar System

Jump Gates: 2; **Ownership:** Minbari Federation; **Features:** Asteroid Belt

Minbar IV: 0403 A5629C8-B N (x4) In Ht

Minbar is a cold, dry, yet beautiful world which is home to the galaxy's most advanced extant race, the Minbari. It is a world of gorgeous crystalline outcroppings, vast glacial expanses, frigid and storm-tossed seas and cities built so as to seem merely larger stands of crystal, so well do they blend into the environment.

Despite the relatively low amount of surface water on Minbar, there are few expanses of desert, though some areas of tundra and permafrost are lifeless enough to qualify. Wind patterns disperse enough water over most of the planet to keep even the regions far from the seas relatively verdant, though this is less true the further one gets from the warmer equatorial zones. The northern and southern limits on the expansion of civilisation are greater than they are on most other major race homeworlds.

Minbar has been home to a technological civilisation for well over a thousand years but the planet shows few of the common signs of it; the Minbari managed to pass through their early industrial era while doing relatively little harm to their world, and they have carried this forward with them into space. The Minbari harvest worlds, rather than ravage them, setting them apart from much of the galaxy.

Nocalo System

Jump Gates: 1; **Ownership:** Minbari Federation

Nocalo II: 0709 D5685C8-B N Ag

Nocalo is a primitive, vibrant world. It is teeming with life but that life lacks many of the advanced adaptations found on older worlds. However, what the life lacks in sophistication, it makes up for in diversity, energy and voracity, making Nocalo one of the more dangerous worlds of the Federation, though not on par with some of the 'hellworlds' documented elsewhere. Nocalo is also a dangerous world due to the slight instability of its central star, which can play havoc with local hyperspace. The rich environment makes the world valuable for agriculture, however, too valuable to let lie fallow. It has other uses, as well. The combination of deep seas and rich minerals make Nocalo a prime location for a naval shipyard and the rich diversity of life on Nocalo inspired the religious caste to construct the city of Onada and its famous gardens, which symbolise the coming together of many diverse forms of life in a single, harmonious whole.

Pagatic System

Jump Gates: 1; **Ownership:** Minbari Federation;

Pagatic III: 0607 D7875C8-B

Pagatic has been cited by some Minbari as proof the universe has a sense of humour and enjoys reminding us not to become too sure of ourselves. More cynical Minbari, mostly warrior caste, sneer it merely proves that the universe loves a cruel joke. Pagatic is an island world of deep seas and tropical archipelagos... but it must import water. The local oceans are universally tainted with a lethal microbe that defies all but the most expensive and time-intensive filtering processes.

Pagatic is also a world of vicious storms, so strong that all settlements are located under secure domes or deep underground. Despite these traits, the rich minerals of the islands and the diversity of life forms, makes Pagatic a worthwhile colony site for mining and research purposes.

Ralafa System

Jump Gates: 1; **Ownership:** Minbari Federation

Ralafa IV: 0603 DA935C3-B N (x2) In

Massive, rugged and prone to extremes, Ralafa provides much of the raw material for the Minbari fleet. It is a huge world, pushing the upper limits of rocky bodies and very dense. That it is both of these things and still has a breathable atmosphere and an ecosystem reasonably compatible with Minbari physiology is highly unusual, though the world shows no signs of artificial modification. The largest colony on Ralafa, Diniatri'el, is located on a mountain whose peak is ten miles above the planet's seas, while the industrial settlement Shair'nal is a sprawl of floating platforms above the depths of the Kaldoon Crater, whose bottom is 15 miles below the surface of the sea. That a single world contains the highest and lowest inhabited points in the Federation is a subject of occasional wonderment. The intense pressure at the base of Kaldoon produces unique metallic alloys which form the basis of the Minbari fleet. Most of the population of Shair'nal dwells on the platforms or in intermediate mining stations along the crater walls but a few hundred live in extended shifts in domes at the very bottom, examples of the finest Minbari engineering.

Shengol System

Jump Gates: 1; **Ownership:** Minbari Federation

Shengol VIII: 0507 D3303C3-B In

Shengol is poisonous, lifeless, crater-strewn wasteland of a world, made all the more so by the ceaseless barrage of weapons systems being test-fired at it and on it. While the Centauri would happily turn a rich world into a ruin, the Minbari found an already ruined world to settle, ironically adding life to a dead world rather than killing a live one. Shengol is also rich in minerals and ores, with extensive mining colonies built well below the surface. The warrior caste, which controls the world, is supposed to keep weapons fire well away from the mines but since the systems used are often experimental, there have been occasional misfires. None have proven to be lethal but the workers in the colonies often worry that a mistake in a targeting program or a misaligned firing system could send death pouring down upon them. There are also ongoing weapons and materials research programs.

Solta System

Jump Gates: 1; **Ownership:** Minbari Federation

Solta III (Solta Gan): 0406 A6685C3-B N (x2) Ag In

Solta Gan is a warm, water-rich world with a wide range of environments, making it one of the most 'Earthlike' worlds in the Federation. Three large continents and a series of archipelagos form the planet's land but it is the water which is the focus of most of the world's activity, with a large naval shipyard and training centre being present. Several other facilities are present, including a large religious archive and several well-populated cities.

Sorpigal System

Jump Gates: 1; **Ownership:** Minbari Federation; **Features:** Asteroid Belt (Standard), Oort Cloud

Sorpigal II: 0801 C6684C3-B N In

Sorpigal is a world which might have been one of the jewels of the Federation but for one flaw – it is tectonically very unstable, so much so that spending too much effort on colonising it is seen as likely to be wasted effort. Unfortunately, this fact was not discovered until several colonies had been founded, including the Le'than University, which is one of the premiere religious schools in Minbari space. So the world remains settled and those who live there simply adjust to the ground shaking and trust in Minbari engineering to see them through. Le'than university is the only school run by the religious caste to offer courses in advanced geology and tectonics. There is also a geological research and mining facility at the Kaloval Well, a geothermal anomaly that consists of a shaft of hardened stone which reaches through the mantle and which occasionally disgorges a stream of molten rock and minerals.

Tala System

Jump Gates: 1; **Ownership:** Minbari Federation

Tala II: 0402 C5684C3-B N

Tala would be a much more inhabited world in the hands of many other races but the Minbari find what Humans would call a tropical paradise to be uncomfortably sweltering and humid. Tala was nonetheless settled long ago, when the Minbari had little choice of worlds, the colony has remained there, not growing spectacularly but never being abandoned.

The harsh conditions on Tala make it ideal for ground troop training, as the Minbari, in common with perhaps every other sentient race, believe that military training should be as close to torture as possible. The world is so alien to Minbar, yet so similar to many of the worlds the Minbari might have to fight on, that there are countless temporary training camps set up across the world, with troops being taught to fight in harsh deserts, swampy mires and sweltering jungles.

One odd feature of Tala is that the capital, Gethran, is actually split into three cities, a holdover from a caste war which predated the coming of Valen. It has remained split in part due to tradition and in part to serve as a reminder of how the Minbari were before Valen's arrival.

Tarellen System

Jump Gates: 1; **Ownership:** Minbari Federation

Tarellen III: 0109-B5655C3-B N In Ag

Tarellen is the oldest Minbari colony world, founded well before the time of Valen, and it may be the oldest colony world extant in the known galaxy. It is both wetter and warmer than Minbar but fortunate weather patterns keep it from being uncomfortable. A single continent and a few small island chains contain all the land mass of the world, with the planet's large single ocean surrounding it. An inland sea contains fresh water, which is pumped to the colonies. Most settlements are in the mountainous regions or near the poles, where the environment approximates that of Minbar.

The world is not spectacularly endowed with any one resource but it has ample supplies of many different ones, ranging from marble and granite for construction to hardwoods and textiles. Tarellen is considered a 'last chance' world for the Minbari, a place to flee to should the unthinkable happen and Minbar be destroyed or rendered inhospitable.

Tavalan System

Jump Gates: 1; **Ownership:** Minbari Federation; **Features:** Asteroid Belt (Standard)

Tavalan IV: 0703 D4684C3-B In

Tavalan is an anomalous world, a planet which should have been filled with life – but is not. Something went wrong early in the planet's history and, when the Minbari found it, it was a world with all the potential for life but none of the actuality. It also became the Minbari's first major experience in terraforming.

Some have described the world as a 'wet Mars', a world with a Martian geology and composition somehow flooded with water. The crimson continents certainly give that impression from orbit. The atmosphere was dense but unbreathable and the hydrosphere tainted with complex and poisonous chemicals. The colony at Jonalla has succeeded in changing the air, so that it can now be breathed without a filter mask and while the oceans have not been purified, a few small rivers and lakes have been.

Other features of the world include a high-pressure foundry complex located in the depths of the Sea of Yannal and extensive research facilities devoted to unravelling the planet's complex chemistry.

Thessin System

Jump Gates: 1; **Ownership:** Minbari Federation

Thessin II-Alpha: 0601 D2514C8-B

One thousand years ago, on a world called Thessin, a quarter of a million Minbari lived peaceful, productive lives. Then the Shadows came.

Today, as a form of living, perpetual memorial to that struggle, new life has been planted on Thessin's moon. Above the scoured and razed planet, the Minbari began to turn a lifeless moon into something habitable. Vents drilled into the molten core of the moon raised the temperature of the barren rock, freeing water and oxygen long frozen into the soil. The process was lengthily expensive and would not have been undertaken had it not been for the priests of Io'shan and the recommendation of Valen himself. Today, Thessin's moon is habitable, barely. It does not yet have an ecosystem but bacteria are being introduced into regions around the small seas (really, large lakes) which will begin the process of forming soil; algae is being genetically engineered to thrive in the lakes and begin to make the planet's atmosphere self-sustaining. The colonists on Thessin are there to oversee the transformation of the moon and to serve as the life which Thessin's moon is being created to sustain. Every night, they can look up at a once living world, now dead – and then, in the day, look at a once dead moon, now coming to life.

Trigati System

Jump Gates: 1; **Ownership:** Minbari Federation

Trigati III: 0403 D6884C3-B N In

Trigati is a harsh, violent world, filled to overflowing with large, primitive creatures which have very sharp teeth. The warrior caste saw the first scouting reports of the world and virtually screamed 'Ours!', albeit in a very dignified, ritualistic manner. No Minbari not of, or working for, the warrior caste is permitted on the world, which holds several major command and control bases, a few dozen boot camps and several large hunting zones, where warriors may go to test their mettle against creatures out of nightmare. In addition to the command and control centres on the ground, the orbital space of the world is filled with shipyards, for Trigati is the foundry world of the Federation. While construction occurs at several worlds, this is the heart of shipbuilding and a Trigati-built ship is considered to be especially blessed. The attention which the warrior caste focused on the shipyards at Trigati is one of the reasons the White Star fleet was constructed almost under their noses; they paid little attention to the work going on at 'lesser' shipyards. In addition to hunting, Trigati often plays host to wargames, where advanced combinedarms tactics are tested and perfected. Most of those living on Trigati are stationed there temporarily but about 5% are permanent residents, mostly retired military personnel working the hunting zones as guides or medics or living just on base as at Jhenzet, where they are often consulted by the younger officers in need of experienced advice. The high Threat Level of the Trigati system is due to the extreme exuberance the warrior caste shows in defending this vital world. Non-Minbari ships without an exceptionally good reason to be here are likely to be attacked pre-emptively.

Tro'kact System

Jump Gates: 1; **Ownership:** Minbari Federation; **Features:** Asteroid Belt

Tro'kact II: 0401 C7844C3-B N (x4) As In

Tro'kact II is an unusual world, in that its geography is entirely the result of meteor infall, rather than tectonic activity. This is evident even from orbit; its scattered oceans are clearly craters within craters, patterns of overlaid circles, and its mountain ranges are the consequence of long-ago cooling of the once molten surface, no longer uplifted by plate collision or raised by volcanoes. Nonetheless, the world is rich with life and habitable. The unusually thick mantle, the reason for the planet's locked lithosphere, cannot be breached by Minbari core drills, making power generation difficult. Fortunately, the world's mineral wealth is mostly on the surface, relatively easy to access. However, most of the wealth of the system comes from the Tro'lasha asteroid belt and from the many orbital shipyards. Fighter craft are a speciality of the Tro'kact foundries and it is a ritual that the designer of any new ship pilot the first functional prototype of his craft through the Val'kashi Cluster, an unusually dense region of the aforementioned belt. A very deep crater in the southern hemisphere holds the Falgana Foundry, devoted to deep-pressure metallurgy.

Valusha System

Jump Gates: 1; **Ownership:** Minbari Federation

Valusha V: 0105 D4641C3-B N

Valusha is a strange world, unlike any other settled in the Known Galaxy. It is a world of crystal – crystal mountains, crystal plains, crystal rifts and canyons – a world which resonates with the universe, singing to anyone who will listen. The Minbari listen very, very well. Valusha is a natural harmonic amplifier, a listening post the size of a planet. Atop the highest peak, a spire of purple diamond three miles high, the Minbari have built – with utmost care – a monitoring station which tracks every change in the vibrations of the world and builds from them a picture of every object in space up to a parsec away. A second station has been constructed precisely opposite the first; the two together provide the most sensitive set of monitors in the known galaxy.

During the Great War of Valen's time, the Shadows damaged but did not destroy Valusha; the Vorlons subsequently repaired it. Some speculate that the extreme alienness of the world implies it was built, or at least shaped, by the Vorlons. If this is true, the enigmatic elder race has never revealed it.

Narn Regime

Dross System

Jump Gates: 1; **Ownership:** Narn Regime

Dross III: 0607 D569454-9 N Ag

Dross is a valuable resource world for the Regime, a wet world with enough biology to provide a breathable atmosphere and not enough to provide an impediment to resource extraction. The seas have little life more advanced than algae and simple invertebrates and a natural process keeps the water mostly fresh, making it easily filtered and stored for shipment. The rich soil and temperate weather of the island chains make them valuable for agriculture. The Narn have developed a system of moving farms over the course of several years, allowing the soil to recover between harvests. Thus, outside of the major cities, all settlements are temporary, designed to go up in a few days, last two years, and then be dismantled and moved, other than a few structures, such as generators, which must be permanent. The farmers on the world have adopted to the mobile lifestyle and rather like it.

Dross is also well placed as a buffer world and it is heavily garrisoned, since enemy fleets will pass through it on their way to Narn.

Hilak System

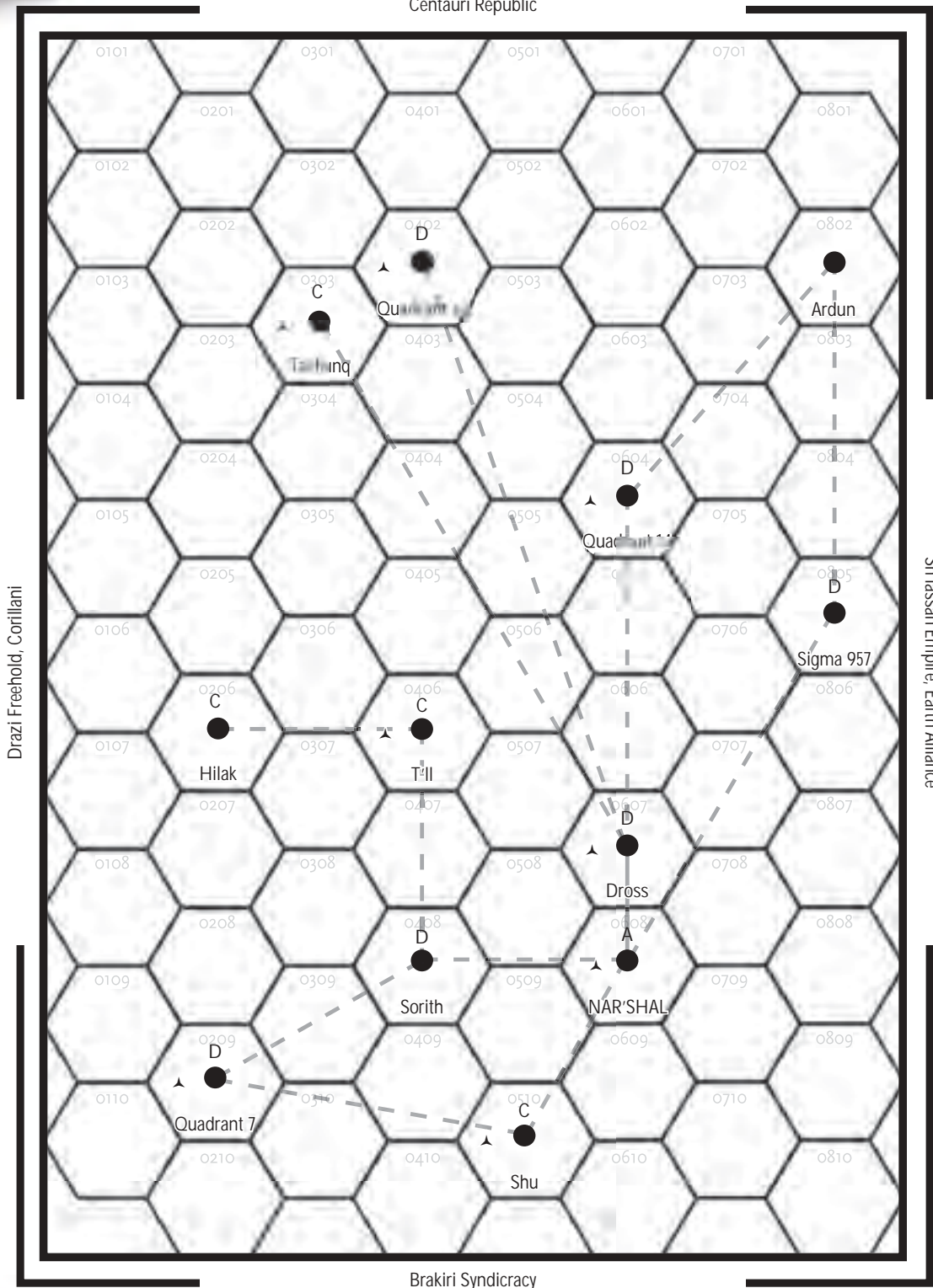
Jump Gates: 1; **Ownership:** Narn Regime; **Features:** Asteroid Belt

Hilak III: 0206 C464454-9 In

Hilak is a cold, harsh world with little to recommend it as a colony, save for two things. Firstly, it has a large supply of weapons-grade crystal, the only such source fully controlled by the Regime. Secondly, the lack of an active planetary magnetosphere makes it an ideal listening post. Conditions on the world are harsh and even the dutiful Narn find themselves seizing any opportunity to be transferred back. There are few permanent colonists here, just those who find they are never given a chance to leave and so settle by default.

One bright spot to the planet is the four kilometre long 'entertainment complex' located underground, between the two major cities. The wide range of distractions offered here – many of which are not available, at least not openly, on the Narn homeworld – makes life on Hilak tolerable. It also draws, very surreptitiously, a number of Humans to the world, who are often very free with their money provided their privacy is maintained. Hilak VII, an Icy world in the far reaches of the system, was a disputed world settled by both Drazi and Narn during the early 2200's; a Dilgar raiding fleet levelled the world in preparation for an assault on Hilak III, an assault which never came due to the shifting fortunes of the war. No attempt has been made since by either race to repopulate Hilak VII.

Centauri Republic



Narn System

Jump Gates: 2; **Ownership:** Narn Regime

Narn II (Nar'shal = Narn Homeworld): 0603 A667954-9 N (x3) In

Nar'shal is a once lush world turned dry and barren by environmental exploitation and devastating war. A single large continent, along with a few small island chains, sits in a planetary ocean. While the inner regions of the continent range from arid to desert, the outer portions should be verdant, but they are not. The Centauri ripped the world to shreds in order to tear out its mineral wealth; then the Narn, when they were freed, did the same, in order to build an empire of their own; then the Centauri returned, with mass drivers, to send what little remained of the planet's ecosystem into chaos. Narn today is a world in need of healing – but it is uncertain if it shall receive it.

There are many large cities on Narn, including the capital, Veroth. As of 2259, they lie mostly in ruins. The Narn have rebuilt what they could since the second Centauri occupation ended but the work is still ongoing. The Interstellar Alliance is doing what it can but resources are thin.

Quadrant 7

Jump Gates: 1; **Ownership:** Narn Regime; **Features:** Asteroid Belt

Quadrant 7/V: 0209 D630354-9 N

A frozen, thin-atmosphere world, Quadrant 7/V would be ignored by all races, save for the fact it is a 'treasure planet'; a planet blessed with rich sources of everything from titanium to Quantum-40. It is ostensibly controlled by the Narn but it is ruled in co-operation with the League of Non-Aligned Worlds, one of the few cases where a valuable planet is shared by treaty rather than being fought over endlessly.

The Narn and the League are not the first to value this world; a massive, abandoned strip mine, easily visible from space, cuts deep into the northern hemisphere. No amount of xenoarcheological work has revealed who built it or why they abandoned it. Not so much as a rusty wrench or the outline of a processing facility remain, yet it is obvious that 'The Anomaly' was worked for a long, long time.

Quadrant 14

Jump Gates: 1; **Ownership:** Narn Regime

Quadrant 14/III: 0604 D668654-9 N (x2) AgIn

Quadrant 14 is a biological oddity, a world with very rich, well-developed plant life... but no animals. This seems to be due to subtle poisons in the atmosphere limiting the ways in which DNA can mutate; animal life simply never appeared here. Even the first single-celled organisms were plants. A further oddity is that, early in the planet's history, plants appeared which processed oxygen into carbon dioxide; without this, the planet's ecosystem would have collapsed when the burgeoning plant life consumed all the free CO₂. These two facts are so improbable that it seems certain there was deliberate intervention in the planet's development; however, the world is two billion years old and it is unlikely even the Vorlons were active then, leading to mysteries within mysteries.

Quadrant 24

Jump Gates: 1; **Ownership:** Narn Regime

Quadrant 24/IV: 0402 D531454-9 N In

With an atmosphere just thick enough to keep the planet's pathetic supply of water from boiling immediately into space and bitter cold everywhere but the equator and not a hint of life beyond an organic sludge found befouling what few bodies of water exist, Quadrant 24 would be nothing but a notation on an astronomer's charts – except for the mineral wealth, the strategic location and

the fact the Centauri were kind enough to leave behind extensive mining operations which the Narn took over, on the grounds that it would be sad to let anything go to waste.

Some call Quadrant-24 'Ka'tol Shar', or 'Foundry of Dominion' and there is a movement to make this the official name. The world is responsible for much of the Narn Regime's starfleet, with everything from electronic components to ship hulls being assembled in high orbit.

Shu System

Jump Gates: 1; **Ownership:** Narn Regime

Shu V: 0510 C665554-9 N (2) AgIn

Shu is a fertile, temperate world on the far end of Narn space, as far from the Centauri as it is possible to be and remain in the Regime. For this reason, Shu has always been a 'fallback' world, a place that the Narn could retreat to in the dread event of the fall of Nar'shal. When Nar'shal fell, millions flooded to Shu and it is a tribute to the Narn devotion to their own people that the existing colonists welcomed the flood of desperate refugees into their homes, no matter the hardship. When Nar'shal and the rest of the Regime was liberated, many of the new settlers left but enough remained behind to increase the planet's population by about half. Post-2262, the bulk of the day-to-day work of the provisional government was being done on Shu, though for purely symbolic reasons, the official capital remained on Nar'shal.

Shu is a rocky world, with several large mountain ranges, the product of still on-going tectonic stress. The major population centres are on the plains, which are more than expansive enough to support a large population. The possibility of retreating to the mountains to fight a last-ditch guerrilla war surely occurred to the Kha'ri when they designated Shu as the Narn's last chance world.

Sigma 957 System

Jump Gates: 1; **Ownership:** Narn Regime

Sigma 957/VI: 0305 D881054-9

Sigma 957 appeared to be a gift world, a rich planet which no race had claimed, allowing the Narn to take it without a fight. Lifeless, but overflowing with mineral wealth, it was a perfect mining world, and the Regime wasted little time before setting up a colony in 2235. In 2240, it was abandoned.

Sigma 957 was found to be home to a mysterious and unearthly ship, or possibly being, which appeared randomly and which seemed to casually and without reason destroy any ship which sighted it. Contacting it was impossible; so was battling it. Rather than risk a war with the gods, the Narn simply pulled back; even Narn can tell when a fight is unwinnable.

With the departure of the First Ones (see Coriana VI and *Point of No Return*), Sigma 957 is once again safe for exploration. Whether it will remain a Narn holding or become a contested battleground remains to be seen.

Sorith System

Jump Gates: 1; **Ownership:** Narn Regime

Sorith III (Soria): 0403 D566754-9 AgIn

The history of Sorith III is a sad one, and one which can be seen as galactic history in a microcosm. The Sorians, a reptilian race, were conquered by the Centauri centuries ago. During the Narn rebellion, Sorian slaves on Narn were instrumental in helping the Narn overthrow the Centauri; as a reward for this aid, Soria was liberated from the Centauri... and then conquered by the Narn, who ruled it until the War of Retribution, when it was freed from Narn control to be reconquered by the Centauri, who left it again in 2261, as part of the general retreat from Narn space. Now it is free but how long this will last is indeterminate; the Narn are looking to Soria anew and may move on it again.

Soria is a temperate world with a well-developed ecosystem and an atmosphere readily breathable by most of galaxy's races. This makes it a very tempting prize for any species, so it seems likely that no matter what happens, 'Soria for Sorians' will remain an idle dream. Few species are idealistic enough to allow such a valuable planet to remain utterly undeveloped, though most will justify their actions by claiming they are 'protecting' or 'uplifting' the natives.

T'ill System

Jump Gates: 1; **Ownership:** Narn Regime

T'ill IV: 0406 C668554-9 N (x2)

As with Sorith, T'ill is a former Centauri occupation world which has become a Narn occupation world. Unlike Sorith, this exchange of power was relatively benign and the T'lori, a race of reptilian gliders, have little use for the parts of the world the Narn want, and vice-versa. Each race exists in its own territory in relative peace.

T'ill is a wet world with a single immense continent and very little tectonic activity; the huge mountain range of the south is a remnant from long ago, when several continents slammed together to form the current supercontinent. It is in this area that the T'lori live. Following the War of Retribution, T'ill was freed from Narn control. They have not reoccupied the world and it is dubious the T'lori will allow them to, as they have learned the Narn cannot protect them from the Centauri.

Tachunq System

Jump Gates: 1; **Ownership:** Narn Regime; **Features:** Asteroid Belt (Standard);

Tachunq III: 0303 C568354-9 N In

Tachunq follows the same pattern as Sorith and T'ill; occupation, liberation, re-occupation. In the case of Tachunq, the Narn actions are especially unforgivable, as the Latach were driven nearly to extinction by the Centauri and, when the Narn 'liberated' Tachunq, they merely continued the Centauri's work stripping the planet of all worth. Because the Latach are very sensitive to vibration and very tied to their environment, largescale industry is devastating to them – this mattered as little to the Narn as it did to the Centauri.

Tachunq is a watery world with two large continents, a plethora of medium-sized islands and countless archipelagos. It might have become a well-maintained vacation or luxury world, were it not for the desperate need for mineral wealth and the fact the Centauri had, obligingly, left behind extensive mining operations. During the War of Retribution, Tachunq was again conquered by the Centauri and then abandoned; the Narn have not yet fully moved back to their mines but it seems likely that they will, the eloquent protests of G'kar to the contrary.

League of Non-Aligned Worlds

Abbai Matriarchy, Balosian and Hyach Gerontocracy

These three races have been grouped together into the same subsector map owing to their close proximities.

Abbai Matriarchy

Abba System

Jump Gates: 1; **Ownership:** Abbai Matriarchy; **Features:** Asteroid Belt

Abba: 0406 A669939-B N (x2) In

Abba, homeworld of the Abbai Matriarchy, the founders of the League of Non-Aligned Worlds, is a watery and stormy world, an unlikely home for a starfaring race. However, fortuitous combinations of environment and racial psychology allowed the Abbai to not only develop technology, but to reach the stars.

Abba is dominated by seas, broken only by swirling island chains and minor continents. An image of the world with clouds removed gives an impression of serpents coiled on the surface of a pond. Despite this, the Abbai are air-breathers and their cities are built on the land, not below the water. However, they are all located with direct access to the seas (not that there is much choice in the matter), as the Abbai need an aquatic environment in which to reproduce.

Abba is storm-tossed. The cities exist in locations where the winds are weakest, in the 'eyes' of the planet's near continuous storm seasons. This is one reason the Abbai never allowed their industrialisation to wreak the kind of environmental damage seen on other worlds; global warming or other phenomena would disrupt the delicate balance which allowed the cities to exist in the places they did, effectively ending industrial civilisation on the world. Thus, the seas of Abba are among the cleanest on any spacefaring world, as is the sky and the land.

Land life on Abba is remarkably diverse, with each island chain having highly specialised life forms. There was never a Pangaea on Abba; each island chain was settled independently, so each cluster of land or minor continent has life forms descended from different base stocks. Biologists have calculated there are no fewer than sevenmajor branches of land life on Abba.

The Abbai are more welcoming of non-Abbai on their homeworld than most races – they are certainly the most open to visitors of any of the League worlds. While there are many who visit for purposes of trade and politics, the world also offers attractions to those interested in water sports, recreational diving and exotic foods – many of the local food sources, both plant and animal, do not ship well and must be enjoyed fresh.

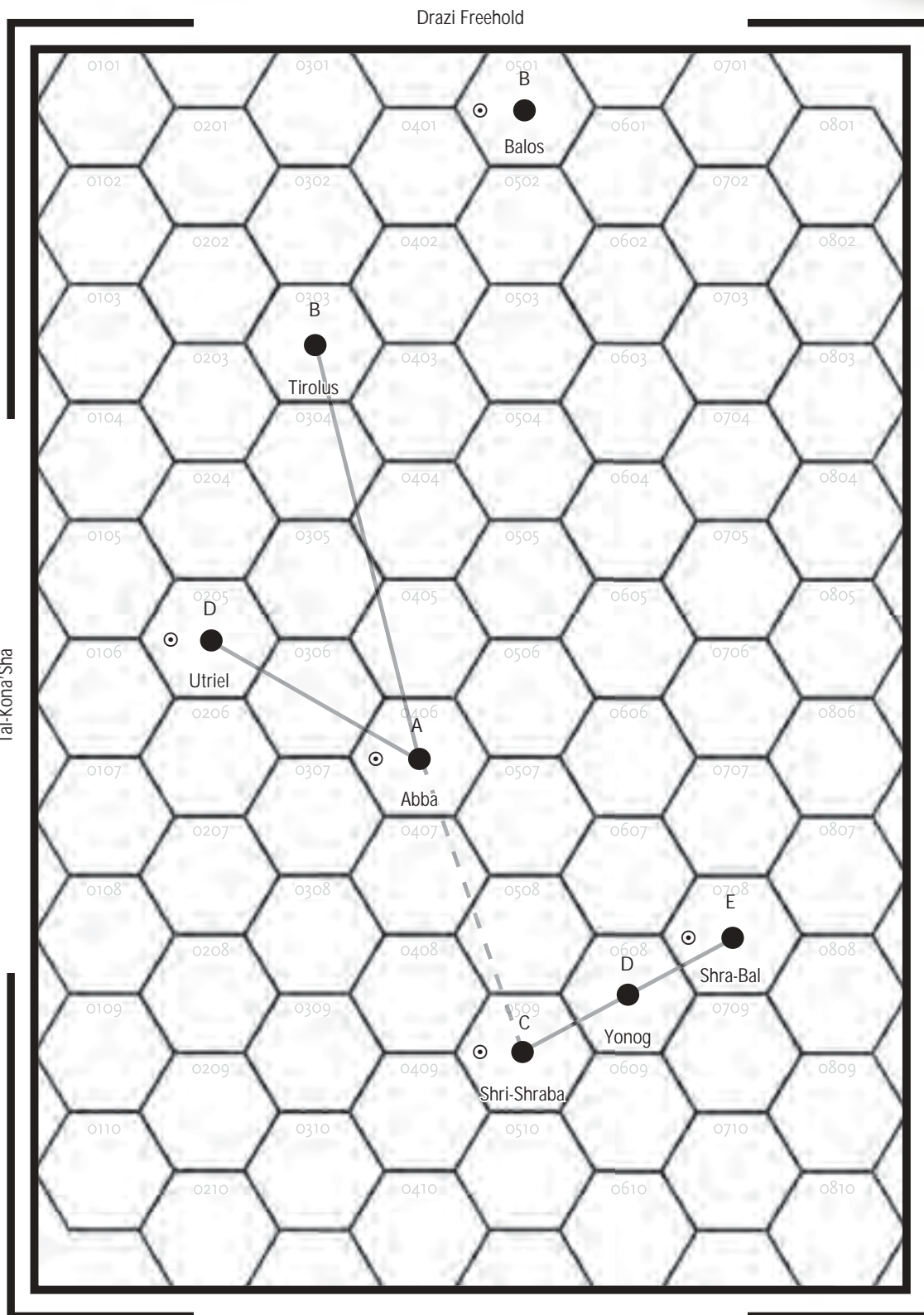
Most Abbai live in the five primary cities on the planet. The population figures given above refer to those in the city proper; roughly three times as many Abbai dwell in the outer areas of the city. The rest of the population lives in isolated and scattered colonies. Those colonies are often isolationist and visitors are cautioned to give them a wide berth. Nonetheless, there have been a handful of embarrassing and sometimes fatal incidents over the years.

Tirolus System

Jump Gates: 1; **Ownership:** Abbai Matriarchy

Tirolus IV: 0303-B366039-B

Tirolus was the Abbai's first colony world and it remains one of their greatest shames. They settled it with uncharacteristic carelessness – by Abbai standards. They did not use the extraordinary discretion towards development which they showed on Utriel but engaged in operations which resulted in a noticeable, albeit slight, disruption of the planet's ecosystem.



This would have caused few problems, were it not for the fact that the Centauri wished to have access to the rich world. When the Abbai held off their initial assaults, the Centauri returned with mass drivers and blasted the colonies below. This broke the fragile ecology of Tirolus, plunging the world into a deep freeze and causing a catastrophic collapse of the food web. Most races would blame the Centauri; the Abbai blamed themselves. They abandoned Tirolus and never explained why. Any ships entering the Tirolus system are attacked immediately; this is a well-known prohibition and few races choose to test it.

Utriel System

Jump Gates: 1; **Ownership:** Abbai Matriarchy

~~Utriel III: 0205 D568539-B N~~

Utriel is a world of exquisite beauty, very similar to Abba. Most races, if gifted with such a world in their territory, would make it a major colony. The Abbai, however, have settled it only sparsely. With half again as much land as Abba and a much calmer weather system, Utriel would seem to be an ideal world for settling. The reason for the very sparse settlement is the presence of a fish, called the utreel, a creature similar to the flying fish of Earth. This fish caused more than a bit of astonishment among Abbai biologists when it was found, for the same species existed on Abba and was accidentally wiped out early in Abbai history. At first, scientists felt this was a case of parallel evolution, but genetic studies quickly confirmed it was the same species, with very slight genetic drift due to its new environment. This meant that Abbai had been visited in the past by other races, who had taken samples of native life with them, for reasons unknown.

This caused some considerable shock among the Abbai, driving home how large and ancient the universe was and how little they truly knew about it. Ultimately, though, the Abbai viewed it as a hopeful omen, symbolising how tragic mistakes can sometimes still be recovered from; the utreel fish was a second chance incarnate.

Utriel's population is centred around a few primary cities, with a very small number of Abbai living in isolated communities or alone, as solitary fishers or gatherers. The focus of the world is on resource extraction but it is done with extraordinary care and finesse. The normal luxuries of technology are mostly foresworn by the locals, so that the only impact on the environment is that due to the necessities of survival and of making the colony of value to the homeworld. Many areas of Utriel are given over to Harvest Zones – protected areas where the utreel live. All entry into those zones is forbidden.

Because Utriel is both rich and underinhabited, it is often a target for poachers, who risk the wrath of the protective Abbai to garner rich prizes. Many of the species on Utriel have either real or imagined medical value and the utreel themselves are prized as a delicacy offworld. The Abbai tend to be merciless to those caught and rarely return them to their home governments. Poachers who survive the initial capture will most likely be working in a very wet prison camp for a very long time.

Balosian Forum

Balos System

Jump Gates: 1; **Ownership:** Balosian Forum

~~Balos III: 0501-B651946-A N~~

Roughly 200,000 years ago, Balos was a lush world with a thick, dense atmosphere. This ended when an asteroid impact blasted most of the water and atmosphere into space. The indigenous intelligent species, a race of reptilian humanoids slightly similar to the Narn in appearance, managed to survive by moving to the vast cave complexes which riddled the planet's crust. There they stayed for 200 millennia, surviving if not prospering, and developing a rich, complex culture in a realm where sunlight never came.

Voyages to the harsh surface world, slowly recovering from the cataclysm, were few but not unknown. It was on one such expedition that a scout saw something never before seen or imagined – other beings, shaped very roughly like the Balosians (but scaleless and pale, like cave worms) had occupied the surface and had brought with them great machines to tear at the crust of the planet and scrape the bottom of the dead seas. The

Balosians watched and observed these beings, whom they learned called themselves 'Centauri', as they built industrial complexes and factories and began to take the surface wealth of Balos up to the sky.

The Centauri were aware of the Balosians but considered them sub-sentient primitives, to be ignored unless they began to interfere in operations. The Balosians never did, so they tended to suffer less at the hands of the Centauri than most lower-tech species the Republic encountered. When the Centauri left Balos in 2170, the Balosians moved in. They disassembled the shuttles and freighters and patrol craft left behind; they converted the abandoned factories to their own purposes and they moved into space in craft of their own design (heavily based on Centauri tech, of course), and found the jump gate the Republic had left behind. For longer than most races had been sentient, the Balosians had lived in caves, limited to developing their culture in primarily an intellectual, rather than practical, manner; suddenly, thanks to the Centauri, they were able to build the machines they needed to explore.

The Narn, close by, considered them a potential threat and a client state, and offered to 'protect' them from Centauri reoccupation. The Balosians did not buy it and a brief, brutal ground war threw the Narn off their planet and made the Balosians somewhat sympathetic to the Centauri, who, after all, took nothing the Balosians had any use for and who left behind tremendous technological and industrial wealth. Indeed, following the rebuffing of the Narn, the Balosians turned to the Centauri to buy hulls and armaments, forming a space navy to equal their already impressive infantry. This early success caused the Balosians to gain a reputation as mercenaries and they served many races during the Dilgar War. However, their navy, built from antiquated Centauri components, could not resist the Dilgar forces, who swept aside the orbital defences to land and attempt to pacify the planet. This proved as impossible for the Dilgar as it had for the Narn; on their home ground, the Balosians were impossible to defeat. A stalemate of sorts ensued, with the Dilgar hiding in their fortresses and the Balosians harassing them when they could. Meanwhile, the remnants of their fleet harassed the Dilgar in space, stopping at League worlds for repair and resupply. Eventually, the Earth Alliance and the League liberated Balos.

Balos today is a fiercely independent world. Its inhabitants still have a reputation as ground fighters without compare and they often find gainful, if violent, employment as mercenaries, bodyguards or thugs. What many forget is that the Balosians are intelligent, smart enough to form a spaceforce out of scraps left behind. They have also learned harsh lessons about the realities of galactic politics. They do not seek either warfare or alliances and are content in their single system.

The world of Balos is still recovering from the long-ago disaster. The empty seabeds, spotted with Centauri mining equipment, bear mute witness to the world that once was. The few standing bodies of water which remain are often devoid of life and tainted with chemicals. Only below ground is there a flourishing ecology, one far richer than any other subterranean ecosystem. The Balosians have spent almost a quarter of a million years breeding lifeforms down there in the dark, creating an environment capable of sustaining a huge population. Many Balosian scientists have been asked to work on Mars, Luna and other environments where underground dwelling is required.

Hyach Gerontocracy

Shra-bal System

Jump Gates: 1; Ownership: Hyach Gerontocracy

Shra-bal I: 0703 E450336-9 N

Shra-bal is a resource outpost, not a colony. A bitterly cold, lifeless world, its red sun a dim crimson blur in the hazy sky, it is a temporary home to a few thousand Hyach painfully and slowly pulling mineral wealth out of the frozen soil. The world might be terraformed but the Hyach see no need to do so, as they do not intend to build colonies here. Shra-bal managed to avoid the fate of Yonog in the Dilgar War, as the Hyach, alerted to the threat posed by the Dilgar when they attacked Yonog, demonstrated considerably more firepower and technology than the Dilgar had expected, keeping them from extending their push into Hyach space.

Shri-shraba System

Jump Gates: 1; Ownership: Hyach Gerontocracy

Shri-shraba III: 0509 C564936-9 N (x4) In

As is perhaps fitting for their culture, the world of Shri-shraba is old and worn. The Hyach were late to evolve; their world had been without intelligence for a very long time and it seemed likely that it would never develop there, until unexpected climactic shifts gave the world's stagnant evolution a jump start. So much so, in fact, that two sentient races coevolved in the rocky grasslands of Shri-shraba, the Hyach and the Hyach-doh. The two species were very similar and shared much of the land, with both separate and mixed communities flourishing. The two races could even mate, though no offspring ever resulted from these pairings. This fact infuriated the early Hyach Elders, who saw the pursuit of pleasure without purpose as a sin. Over time, there was increased hatred and hostility directed towards the Hyach-doh, leading first to separation, then to violence, then to genocide. Unlike most races, who indulged in such acts only in their primitive state, the Hyach were already starfaring when the final extermination of the Hyach-doh took place. So intense was their religious hatred that they did not realise that, in killing the Hyach-doh, they were killing themselves.

The non-fertile matings were not without purpose. There was an exchange of genetic material and, without that additional DNA from the Hyach-doh, the Hyach's own reproduction was weakened. It took generations for the Hyach-doh genetic components to break down but, as they did, the Hyach saw a drop in birth-rate, one which is now becoming acute. Cities on Shri-shraba built to hold ten million hold one million and no Hyach colony has thrived. Unless some solution is found, the Hyach will be extinct within a handful of generations. The Hyach did not develop in the fits and starts common to sentient races but, rather had a very steady, slow climb from the stone age to the space age, with limited wars and few major social upheavals. The Hyach emerged into space shortly after the end of Valen's Shadow War. This has given them a very long time to develop technologies in relative peace and they are one of the most advanced of the League worlds.

Hyach culture is based on gerontocracy and this tends to make it ultra-conservative; the old dislike change. The Hyach are not stupid or stagnant, just... set. Younger Hyach often chafe at the system, vowing to change it when they come into age and power but, once the bones have begun to weaken and the skin sag, the fires of youthful ambition also burn low and the wisdom of the current system seems ever more apparent.

The Hyach are, except for their internal genocides, a generally peaceful race. They have joined the ISA and are law-abiding members of it, though they contribute only the bare minimum of ships to joint military action. The Dilgar War, and the failure of the League worlds to help them, has made them wary of putting too much trust in outsiders and they believe that if push ever comes to shove, they will have to defend themselves.

Yonog System

Jump Gates: 1; **Ownership:** Hyach Gerontocracy

Yonog IV: 0608 D466336-9

The Hyach have never had much desire to leave their native world. The Yonog system might have been a fine colony site but the Hyach never really developed it, preferring to use it simply as a listening post and scientific research station. Over time, more and more Hyach ended up living there and the world was on the verge of colonial status when the Dilgar came. The outpost was wiped out and has only recently been rebuilt. The chances of it becoming a true colony are very slim.

Brakiri Syndicracy

Brakos System

Jump Gates: 2; **Ownership:** Brakiri Syndicracy; **Features:** Asteroid Belt

Brakos 0506 A662974-A N Ind

As with so many other races in what is now the Known Galaxy, they were found by the Centauri while still technologically primitive. The Centauri posed as gods, ravaged Brakos and finally left – though this was due to Republic political manoeuvrings and not the efforts of the Brakiri underground, though this fact is fervently denied by the Brakiri. As happened in other places, the Brakiri eventually learned to use the machines the Centauri left behind and set out to make their own place in the universe.

Early Brakiri were controlled by religious leaders; following the retreat of the Centauri, an attempt to put the old government back into power was made but it quickly began to fall apart. It took the writings of a martyred business student named Brakir to give their society its current shape and the race its current name. The Brakiri today are ruled by the Syndicrats, the leaders of the largest and most powerful corporations. There is no 'government' distinct from this; business interests rule directly. Even the Brakiri military is, basically, controlled by a consortium of private interests, all of whom share in the common desire to protect their world and their territory from invaders. The Syndicrats have technical control over this military but it is rarely exercised except in an administrative sense.

Brakos is a dry, desolate world, one which has been made worse by Centauri exploitation, violent civil war and assault by the Dilgar. The planet has almost no visible surface water; the water table, such as it is, is deep underground, with the massive 'megacities' of the Brakiri built atop the richest portions. Even so, the world is perennially thirsty and everything from deep-core arctic drills to asteroid ice mining is required to maintain their civilisation. The steady flow of water to Brakos from space keeps the world alive; if it were ever to stop for long, Brakos would die of thirst. Maintaining control of a steady supply of water is as vital to the Brakiri as control of oil was to the nations of 20th century Earth.

Brakos has few visitors. While the Brakiri welcome trade and tourism, there is little to attract outsiders to land on Brakos itself. The blasted and ruined surface of the planet offers few opportunities for sightseers, and the megacities, while impressive, are also crowded, hot and often polluted and dangerous. Most dealing with the Brakiri occurs in orbit.

Comac System

Jump Gates: 1; **Ownership:** Brakiri Syndicracy

Comac IV: 0208 D571674-A Ind

Comac IV is a cold, dry, red world owned and operated by the Pri-Wakat corporation, who gained exclusive rights to the planet from the Syndicrats in a deal which has become legendary and is now taught as an object lesson in business schools from Lumat to Earth.

The world is dotted with mines and processing plants, all either owned by Pri-Wakat or leased from them at exorbitant rates. The only exception to this is Toren's Rift. While technically under Pri-Wakat's control, this abandoned strip mine has become a criminal haven and is known throughout the region as a place where those pursued by the law can hide. Of course, those who control it extract payment in exchange for this 'safety', and there is no law beyond 'watch your own back', but it still attracts the greedy, the desperate and the mad.

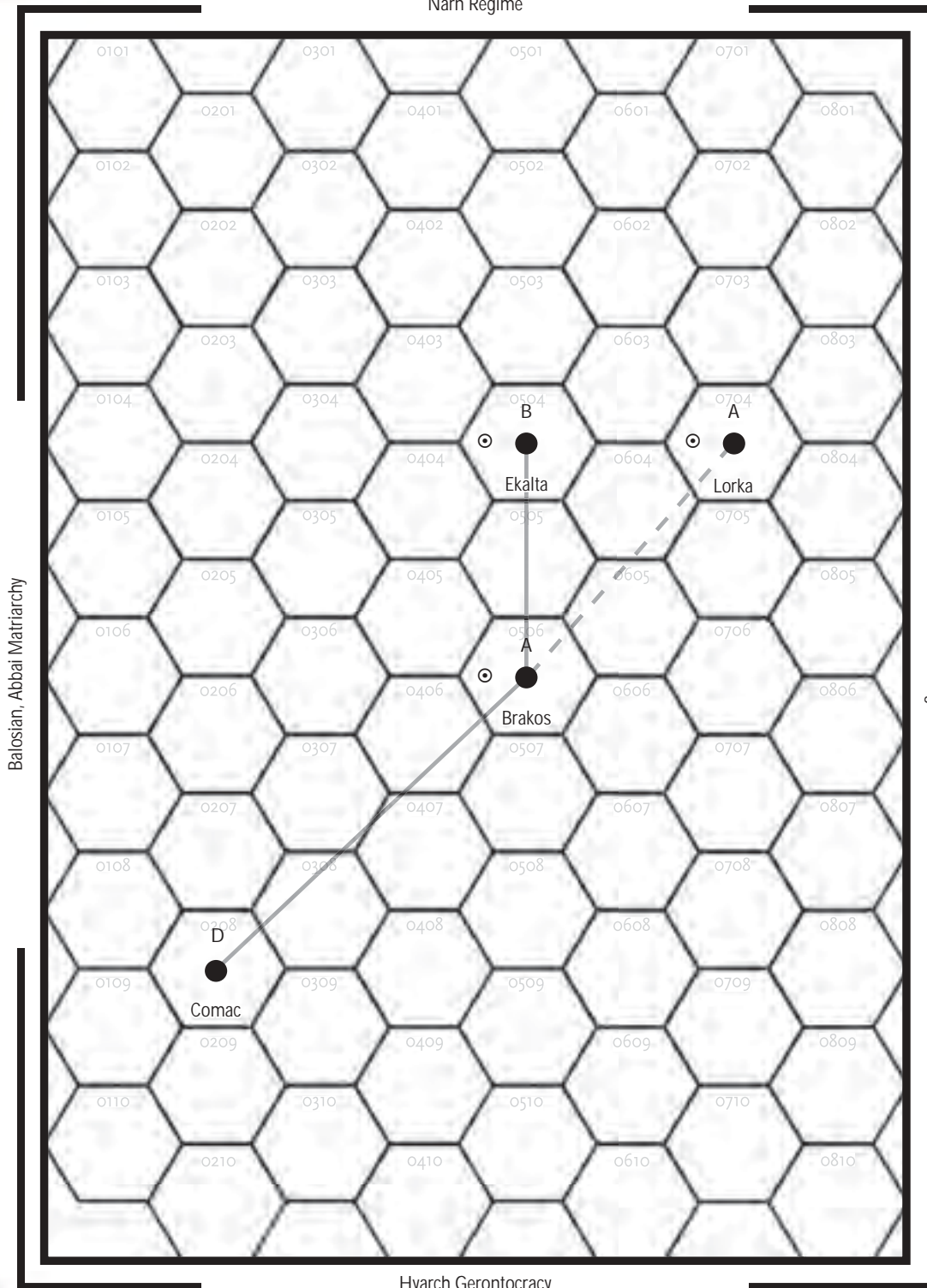
Ekalta System

Jump Gates: 1; **Ownership:** Brakiri Syndicracy

Ekalta II: 0504-B668674-A N Ag In

Ekalta is a beautifully wet world, close to Earth in atmospheric and geological composition, with a perfect climate, stable tectonics and a thriving ecosystem. Im- Relsha managed to win rights to the planet and there is still speculation on how they did it.

Narn Regime



Ekalta is home to over a million Brakiri, almost all of whom work for Im-Relsha on various research projects. The world houses three huge 'research zones' where temporary facilities are constructed on an as-needed basis. It is also home to a disturbingly large number of 'missing' individuals, who seem to have disappeared off the records shortly after arriving at Ekalta. It is suspected they are working on the blackest of black projects for Im-Relsha but those who look too closely into this matter have a tendency to disappear.

Ekalta is an extremely well-defended world. Even the militaries of other corporations contribute to its defence, as to allow Ekalta to fall would be a tragedy to the entire Syndicracy.

Lorka System

Jump Gates: 1; **Ownership:** Brakiri Syndicracy

~~Lorka II: 0704 A563674-A N In~~

It is almost impossible to imagine what the first Brakiri scouts to reach Lorka must have thought or felt. For Humans, it would have been like finding a planet made of diamonds, with rivers of molten gold. Lorka is the sort of world the Brakiri had imagined as an ideal planet – wet, lush, green... everything Brakos was not. Perhaps more importantly, it was theirs for the taking.

It was quickly controlled by the Ly-Nakir corporations, who have profited greatly by it. The world is rich in every kind of resource, but most importantly potable water and fertile land. While some mining operations go on in the mountains, they are primarily to avoid the expense of shipping in raw metals; the wealth of Lorka is in sea and soil and the Ly-Nakir will not despoil it: 'Why sell a pound of iron when you can sell a ton of fruit?' Lorka is a world of graceful, arcing continents surrounded by vast oceans. Deep oceanic rifts in the northern hemisphere have been earmarked as sites for highpressure metallurgy, if the Brakiri every buy or steal the techniques from the Minbari. Colonies are spread across the world and a good number of Brakiri have small farms or homesteads outside the main cities, working them in a form of sharecropping.

Lorka is also a world of secrets and deceptions. The manufacture of espionage equipment, the processing of information and the training of agents are as important here as the growing of crops or the transport of water.

Drazi Freehold

Drathun System

Jump Gates: 1; **Ownership:** Drazi Freehold

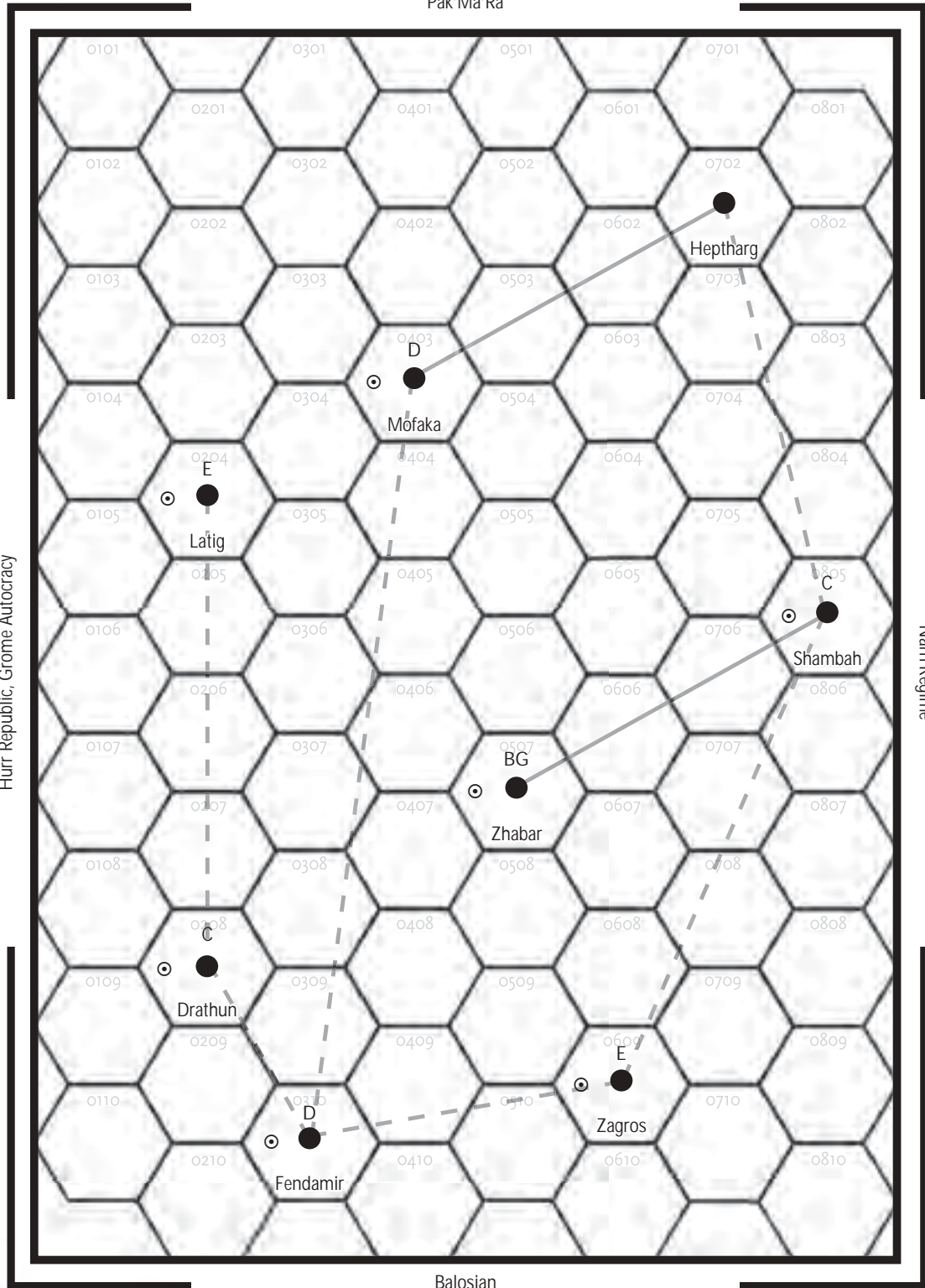
~~Drathun IV: 0203 C566454-9 N (2)~~

Drathun is a rugged but fertile world, perfect for Drazi farmers who believe even pulling life from the soil should be a test of strength and endurance. Two large continents showed the right chemical makeup to provide rich farming opportunities, something the expanding Drazi Freehold needed, but the first colonies found that the native plants were inedible and that Drazi plants fared poorly against native weeds and herbivores. This did not cause the Drazi to give up, of course. They took great pleasure in exterminating the local herbivores and in attacking any encroachments of native life with the same ferocity with which they attacked each other.

In addition, Drathun was perfectly positioned to watch the Dilgar, who swept through the system in force during the Dilgar Wars. Once the orbiting defence grid was wiped out, the farmers on Drathun waited to be exterminated, feeling more frustration at not being able to strike back than fear at impending doom. However, the Dilgar passed them by, moving their forces to take the Quantum-40 mines at Latig, planning on dealing with Drathun at a later stage. Thanks to the Earth Alliance, that day never came, but Drathun has since become a powerful military outpost as well as a farming colony. Agriculturists interested in techniques for dragging life out of an unwilling world sometimes travel to Drathun to study it.

There is a major military weapons testing facility located on the otherwise barren world of Drathun II.

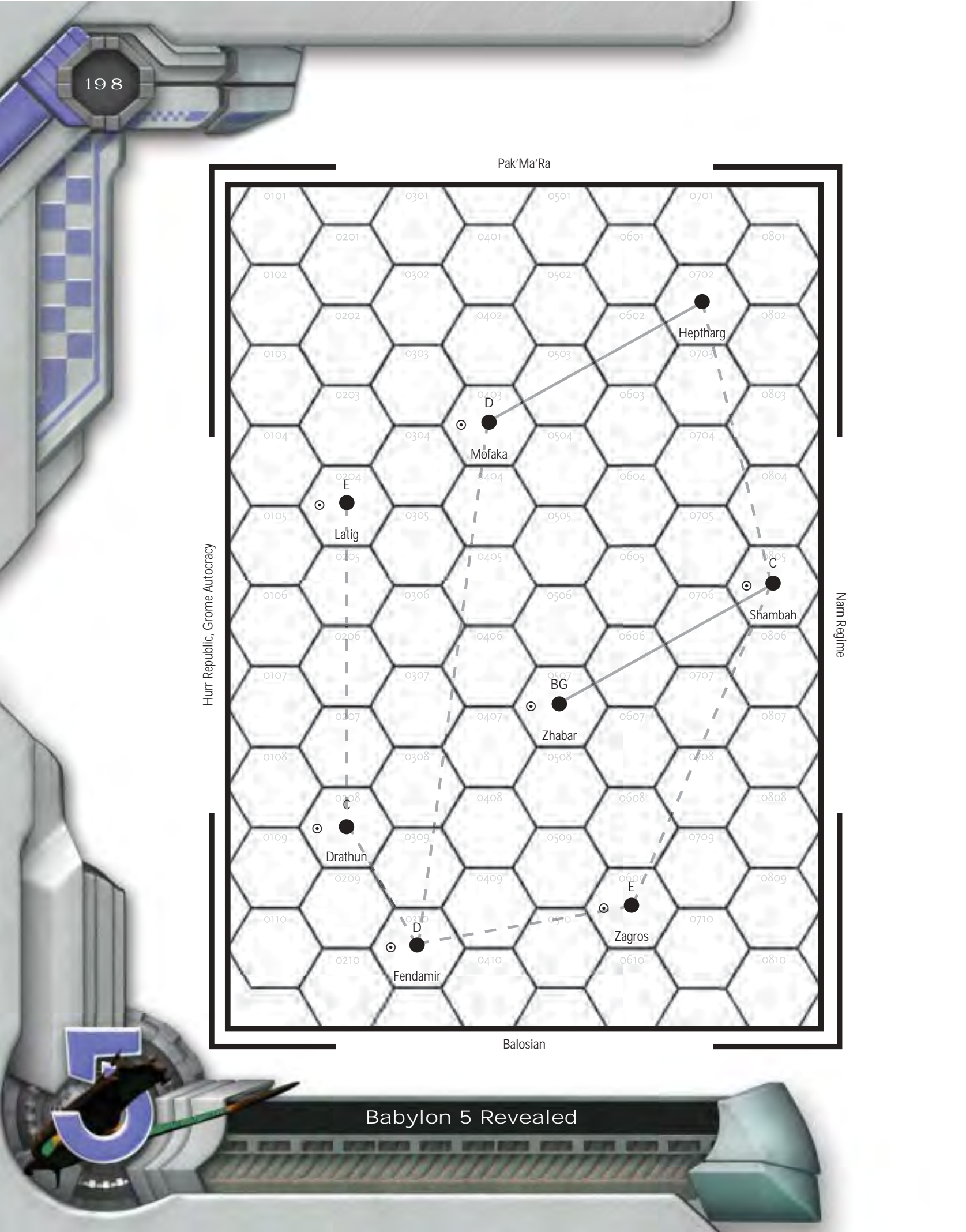
Pak'Ma'Ra



Hurr Republic, Grome Autocracy

Narn Regime

Balosian



Fendamir System

Jump Gates: 1; **Ownership:** Drazi Freehold

Fendamir IV (Fendamir Research Colony): 0310 D663454-9 N

Fendamir is called by some 'the haunted colony' and this appellation is fitting. The world is clearly anomalous, the product of advanced terraforming. It has oceans where it should have none, a breathable atmosphere where it should have a carbon dioxide haze. It is Earth, where it should be Mars. The Drazi trace this to the alien building they call 'The Fortress', an impenetrable structure that seems to be still engineering the planet.

At first, it was assumed the terraforming was done by the locals, a humanoid race called the Diranos. However, they lacked any kind of modern technology and archaeological digs indicated they were not a 'fallen' race – that is, they had no prior period of high technology which could explain the state of the world.

The initial Drazi reaction to this lucky find was 'Do not bother to count the claws on a freely-given lurn!' and settlement began at once, with the local population rapidly sub- placed into protective custody for uplift and enlightenment, at the behest of the local rulers, in full accordance with League guidelines. However, colonists began to report odd phenomenon – almost inaudible whispers, the endless feeling of being watched and other things. Telepaths of all races sensed nothing but seemed even more susceptible to the 'hauntings' than non-telepaths. Fendamir has few permanent Drazi residents and no more than a handful of children have been born there (such births are usually unintentional). There are active military and research bases, as well as mining and processing plants, but all are crewed on a rotating basis. Anyone willing to live on Fendamir permanently is viewed as slightly mad and many who initially make the commitment to do it recant after a few years.

Fendamir was one of the worlds opened to refugees fleeing the Vorlon worldkiller; none remained for long, even those with nowhere else to do.

Latig System

Jump Gates: 1; **Ownership:** Drazi Freehold;

Latig I: 0204 E200454-9 N

Latig is a charred ball of rock in orbit around a blazing blue star; projections indicate its orbit will decay into a death spiral inside of ten thousand years. Before that happens, the Drazi will have drained every ounce of worth from the world, even if it kills them – which it might. But as the Drazi noted: 'All die there once already.' In the 2240s, the Latig colony was destroyed by the Dilgar, who unleashed a plague on the world as a means of leaving the complex mining systems intact while depopulating it for easy conquest. When the Dilgar were defeated, the Drazi reclaimed the world with force, despite the fact the Hurr were sending a battle fleet towards it to claim it for their own. Need for the wealth of Latig combined with rage at the fate of the colonists gave the Drazi a fury exceptional even for them, and the Hurr, after having a very brief exchange with the Drazi commander in charge of the reclamation mission, engaged in an uncharacteristic 'strategic withdrawal'.

Latig is a locked world, one face always turned towards the blue sun, iron-meltingly hot; the other face forever staring into darkness, nitrogen-freezing cold. The Drazi colonies are on the cold side, seven of them, all small domes surrounded by extensive deep-core mining equipment, all linked by a network of transit tubes. Life on Latig is hard, though not as hard as Mofaka – exposure to the airless cold is fatal but, as Work Leader Gruza Dral once noted, 'Less fatal than Mofaka!'. The cold, after all, does not slowly corrode an encounter suit and a limb exposed to it may be frost-bitten but not filled with a horde of alien flesh-eating germs.

Latig is rich in Quantum-40, as well as a plethora of other rare earths and the blaze of the system's star provides unlimited power. Arrays of solar panels line the edge of the 'twilight zone' (any closer and the delicate electronics would liquefy) and superconductor cables carry the power back to the mining colonies. Hydroponics beneath the surface provide most of the colony's food. The only desperate need is water, which must be shipped in at great expense from other worlds. The Drazi have no 'freshwater reservoir' worlds as many other races do, so maintaining Latig is expensive – but giving it up would be a thousand times more costly.

Mofaka System

Jump Gates: 1; **Ownership:** Drazi Freehold

Mofaka VI: 0403 D4B3354-9 N (x2) In

Mofaka VI is one of the least habitable worlds in the Drazi Freehold, a world where no unprotected exposure to the outside is survivable. The planet's atmosphere is both acidic and disease-ridden; the odd, sporulating viruses which dwell on the planet are capable of infecting even the wholly alien Drazi biology. Even a few seconds exposure to the air will burn skin from flesh and then, if the victim is pulled inside a dome in time, leave him to be slowly eaten up from inside by a dozen alien plagues. Fortunately, the plagues cannot pass from Drazi to Drazi in a standard atmosphere. Some Drazi claim the original Centauri outpost on this world, which was what led the Drazi to conquer it in the first place, was a trick – in fact, it was a penal colony. Mofaka's unique atmosphere and biosphere do have the effect of leaving the surface of the planet rich in a wide variety of exotic chemical compounds, none of which can be easily synthesised elsewhere and many of which have uses in electronics and weapons manufacturing. Thus, the Mofaka Syndicate thrives, appealing to volunteers by promising high pay and the most challenging environment in the Freehold. Most prefer the challenges of Shambah, however – fighting a twelve foot long killer reptile appeals more to the Drazi than checking the seals on an encounter suit with the ritual dedication of a Minbari priest.

Because of Mofaka's value as a source of exotic materials and its status as a gateway world between other colonies, a full battle fleet remains on patrol above the world at all times. This also serves to dissuade raiders who might attack the cargo ships as they pass from the starport to the system's jump gate. The orbiting transfer point above Mofaka, Mofaka Station, accepted refugees fleeing the Vorlon worldkiller.

Shambah System

Jump Gates: 1; **Ownership:** Drazi Freehold

Shambah III: 0305 C538554-9 N In

Shambah was the first world to be colonised by the Drazi. It is a perfect world for them – savage, raw and hostile, wracked by continuous quakes and populated by vicious reptiles. It is also home to a small, weak marsupial race, which the Drazi enslaved almost in passing. All habitation, other than a few hunting camps and tracking stations, is on the large primary continent, which is also the home of the indigenous peoples. The Shambahsh, as they are known, stand five feet tall and are thin with a light covering of fur. They give birth to live young which are then carried in pouches until weaned. They had just mastered the forging of bronze weapons when the Drazi descended.

The Shambahsh of today have known no life beyond subservience to the Drazi and can no more think of rebellion than they could think of taking to the skies like birds. The Drazi are a fact of life. To their slight credit, the Drazi do not work the Shambahsh to death and do provide them with food, shelter and enough education to be useful; the cost of this is the complete destruction of their native culture. No Drazi anthropologist bothered to preserve the natives original language, rituals or social patterns and they are now long gone. A small handful of clay tablets with Shambahsh writing have been preserved as curios and are on display at the Museum of Drazi Greatness on Zhabar but no one can translate them.

Despite being a long-settled world, the harsh climate of Shamba makes it still a 'frontier', and the Drazi there are 'rough and tumble' types, even by Drazi standards. 'It's a trap! He's from *Shambah!*' is the punchline to an ancient Drazi joke which does not bear repeating here.

Zagros System

Jump Gates: 1; **Ownership:** Drazi Freehold

Zagros VII: 0605 E535454-9 N In

A planet of vast plains broken by a few regions of plateau, Zagros VII was settled by the Drazi and then mostly forgotten. Cold but habitable, due to heat-trapping atmospheric gasses and a great deal of volcanic activity, it was once a semi-valuable mining colony seized from the Centauri, but that was long ago. The Quantum-40 ran out generations back, but 'A Drazi with a world is like a Brakiri with a ducat – once it is in their hands, it never leaves'. The small colony remained because leaving would look like quitting.

Zagros VII attained brief notoriety during the Shadow War because it hosted (unknown to the Drazi government) an Anla'shok (Ranger) training base. This led a Shadow assault which, fortunately for the 50,000 colonists elsewhere on the world, targeted only the base – at this point, the Shadows were not moving openly and were merely striking at highpriority targets. Today, the Anla'shok base has been rebuilt, with the full approval of the Drazi government.

Zhabar System

Jump Gates: 1; **Ownership:** Drazi Freehold

Zhabar III: 0507-B665954-9 N (x4) Ag In

The homeworld of the Drazi is exactly the sort of world one would expect would produce such a race – it is a harsh world filled with predators and storms, a world where survival requires brute strength but where strength alone is insufficient – to prosper, the Drazi needed to out-think as well as out-fight their foes. They did so – and then managed expand their roiling anger beyond Zhabar, to carry the struggle to the stars.

Zhabar is evenly divided between land and water, with one large ocean and a major inland sea. The world's tectonic phase ended early, so there has been very little continental drift since the dawn of life. This has led to some interesting biological phenomenon. Life evolved in the planetary ocean and spread overland but the inland sea had no direct aquatic connections to the rest of the planet's water. It remained almost lifeless for a 200 million years after the first land-dwelling creatures appeared. Then it slowly became inhabited but all animal life in the sea is descended from various land-dwelling creatures who returned to an aquatic lifestyle. The Abbai call it 'Shumal'sha'halash' or 'Sea Without Fish', in wonderment.

Zhabar makes up in biological activity what it lacks in tectonic. While not quite at the extremes of 'deathworlds' such as Nakaleen or Janos VII, it is filled with a wide variety of very carnivorous lifeforms. It also contains a wide range of advanced and intriguing adaptations, from the self modifying pheromone lures used by kantilla plants to the bizarre and somewhat disturbing symbiosis of ghrak and vezzel. Drazi biological science tends to focus more on the practical uses of local lifeforms, existing to answer such questions as 'Can we eat it?' and 'How do we keep it from eating us?'.

There are several large cities on the planet but only Torvag is generally equipped to handle offworlders. There are a few hotels catering to non-Drazi and a small section of the city is known as 'Nar'shal ku Zhab', or 'Nar'shal on Zhabar', though a more idiomatic translation would be 'Narn Town'. Many Narn expatriates ended up settling on Zhabar over the decades and the population exploded during the War of Retribution. Currently, about 1,500 Narn dwell there, one of the largest Narn populations outside of the Regime. Zhabar is one of the least urbanised worlds to house a starfaring race. Nearly a third of the Drazi still dwell in rural or wilderness environments, a far cry from the usual 95% or greater urbanisation rates of most other homeworlds. Even within the cities, the legacy of the primitive Drazi lives on – their buildings are constructed with small internal areas and large balconies, allowing the Drazi to spend most of their time outdoors. The eternally harsh and ever-changing weather does not phase them.

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