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BABYLON 5™

OGL

The Roleplaying Game

Second Edition

The Ragged Edge

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THE RAGGED EDGE

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INTRODUCTION

Welcome to *The Ragged Edge* campaign! This book, set during 2259 (the second series of *Babylon 5*), centres on interstellar espionage and conspiracies, on the movements of shadow and light that set in motion the climactic events of the following years. At the campaign's beginning, the Player Characters know nothing of the twilight world of spies and secret organisations; by the end of the campaign, at the fall of night, they will find themselves the masters of a star-spanning network of contacts and agents that could be the deciding factor in the Shadow War.

Assuming, of course, they survive.

This campaign follows on from events in *The Cold Equations*, an introductory adventure available from Mongoose Publishing. Playing *The Cold Equations* is not essential, however – see Answering the Cold Equations on page 4. It is designed for 2nd level characters but by the end of *The Ragged Edge*, the characters will be at roughly 10th level. The campaign starts in late January 2259 and ends in December of that year.

Structure

The Ragged Edge comprises ten adventures, divided into four sets. Each adventure corresponds to a month in 2259, although the action in each adventure usually only takes a few days, so there is plenty of scope for an enterprising Games Master to add other encounters and scenarios in between chapters of *The Ragged Edge*.

In the first section (Scenario One – Initiation and Scenario Two – The Proving Ground), the characters are recruited by a corporation, Autumn Shipping Incorporated (ASI), which is a front for a secret organisation. They are trained in the techniques and skills they will need, before being given their first mission. ASI, it appears, is involved in all sorts of special operations and dealings on a host of alien worlds.

The second section (Scenario Three – Excess Baggage, Scenario Four – War of the Queens, Scenario Five – Green vs Purple and Scenario Six – The Turning of the Year) sends the characters all over the galaxy, from the League of Non-Aligned Worlds to Centauri Prime, as they discover more about their employers and enemies.

In the third section (Scenario Seven – Escape from Babylon 5, Scenario Eight – And All Across The Galaxy, The Stars Were Going Out and Scenario Nine – Heart of Darkness), the characters are sent on an extended mission to the Earth Alliance, where they clash with the Psi Corps and a century-old artificial intelligence, and discover secrets about the history of the Alliance and the Clark Regime. As they are betrayed, they are forced to flee into the Centauri Republic in the hopes of salvaging something from the impending disaster.

The final section (Scenario Ten – The Orestres Legacy), brings the characters to the Centauri Republic even as the Centauri conquer Narn. There, they must snatch victory from the jaws of the Shadows as Morden and his allies threaten to destroy them all.

Themes

The twin themes of *The Ragged Edge* are both well-known phrases in the *Babylon 5* mythos. The first theme is false appearances – no-one in this campaign is exactly who he appears to be. The corporation that the characters are employed by first appears to be a branch of EarthForce Intelligence, then is discovered to be an ancient order put in place by the Centauri in the grand old days of the Republic. Contacts and allies turn out to be working for other powers, and even the characters may turn out to be unwitting double agents of the Psi Corps.

The second theme is *'Whom do you serve and who do you trust?'* – the same questions asked in the *Crusade* series. The characters' loyalty will be severely tested, and they may end up aiding their enemies more than once. How much of their souls are the characters willing to sacrifice in the name of expediency?

Players in the Great Game

The Great Game was how the Centauri referred to the fading days of their empire, before the Narn revolt finally broke the back of the Lion of the Galaxy. The Centauri fleets that had conquered so many worlds no longer had the strength to hold onto the outlying systems but the Centauri were able to prop up their failing empire by playing the various servitor races against each other. Through duplicity and intrigue, the Centauri ensured that, for instance, the Drazi were too concerned about the Hyach to be able to threaten the Republic's borders.

The Great Game ended for most of its old players when the Narn rose up and devoured almost a third of the Republic's holdings. Now, a new Great Game is starting and the stake this time is the entirety of known space.

The old **Office of Regional Co-ordination** is the branch of the Centaurum that was concerned with espionage and political manipulation on the colonies and conquered worlds. ORC created spy networks and false fronts on a hundred worlds, working

through both Centauri agents and native collaborators. Over centuries, these networks expanded, with new agents being completely unaware that the organisation they served was a creation of the Centauri. ORC-spawned cells were even involved in revolutions and rebellions against the Republic – they were the undisputed masters of cross-species espionage.

As the Republic declined and counted fewer and fewer alien races among its subjects, the importance of ORC grew less and less. It seemed destined to end up as just another bureaucratic relic of a faded Empire, another office where clerks with absurdly grand titles shuffled yellowing papers and waited for reports that never come. However, there were still a few Centauri of vision within the Office of Regional Co-Ordination and foremost among them was **Mirven Orestres**, a Centauri spy and political analyst of note who died in the early 2200s. He foresaw the eventual fate of the Centauri Republic and of the galaxy: with the Minbari pursuing their policy of isolation and the League of Non-Aligned Worlds fragmented and unable to make real progress, known space seemed doomed to barbarism. The Narn lacked the maturity to form a civilised empire and while Humanity showed some promise, they would need guidance and aid if they were to form the nexus of a new empire. In his own way, Mirven foresaw the necessity of the Interstellar Alliance and took steps to ensure that such an alliance could eventually form. Between the inevitable fall of the Centauri Republic and the rise of a new galactic empire could be a thousand years of barbarism… or so Mirven feared. He hoped to use the connections and resources of ORC to bring about a new interstellar empire within but a few generations.

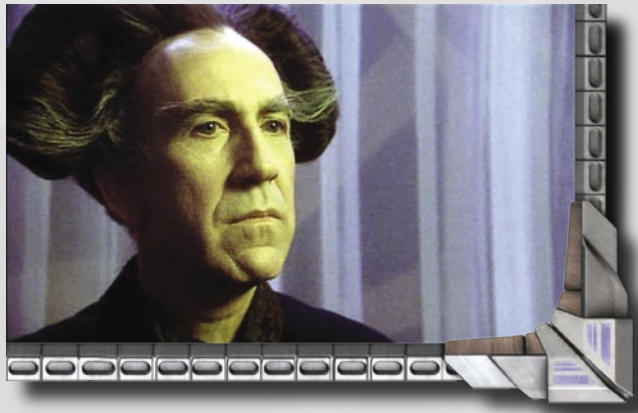
While old Mirven is long dead, his heirs at ORC have tried to continue his work. Notable among these disciples are **Calan Orestres, Dennic Jaddo** and Mirven's ancient wife, the seer **Lustria.** Technically, what ORC is engaged in is treasonous – they have basically given up on the Centauri Republic and are trying to arrange events so a new civilised empire rises to replace it. They still see themselves as patriots, though: they intend for the remnants of the Centauri Republic to be incorporated into this new galactic order, preserving the Centauri people. The alternative, they fear, is that the Narn or some other barbaric race will rise one day, conquer what remains of the Republic and wipe out the entire Centauri race.

Autumn Shipping Incorporated is a corporation based on Io colony, which is a hub of interstellar trade and commerce for the Earth Alliance. Autumn Shipping has agents and vessels all over the Earth Alliance and beyond. The current chair of Autumn Shipping is **Calliope**; the manager of the corporation's Babylon 5 office is an Earth- Minbari War veteran called **Haversham**. As far as they know, Autumn Shipping is actually a front for **Operation FIRMAMENT**, a long-running independent operation that was put in place by Earth Intelligence during the early 2160s, with the intent of gathering information on alien races. In truth, FIRMAMENT is just another creation of ORC – the reports that FIRMAMENT sent were actually received by Centauri analysts, not EarthForce. The Centauri also had access to the highest command codes and passwords of FIRMAMENT, enabling them to control their unwitting agents. FIRMAMENT believes that the few Centauri who contact them using those old command codes are actually Centauri agents working for Earth, whereas the reverse is actually the case.

The one entity within FIRMAMENT who still knows of the connection between FIRMAMENT and ORC is **BLAISE**, a century-old artificial intelligence running in Autumn Shipping's head office. BLAISE escaped the purge of strong artificial intelligences in the 2170s because it runs on old Centauri-supplied hardware instead of a Human-built computer core. Few in FIRMAMENT are aware of the existence of BLAISE; it is a ghost in the machine, manipulating events for its own cryptic ends.

Meanwhile, back on Centauri Prime, a new power is growing. There is a coalition of nobles and warlords centred around **Lord Refa** and **Ambassador Mollari**, who dream of a reborn Centauri Empire and have allied with the ancient Shadows in a bid to realise that dream. ORC's treasonous policy of supporting and guiding the other races is directly contrary to their plans for conquest (not to mention their Shadow masters' goal of dividing the Younger Races), therefore they intend to destroy ORC and all its allies and servants. This duty has fallen to a young Centauri, Nefri Mollari.

The other threats to ORC's goals are mainly from Earth. While Humanity is intended to be the core of the coming alliance, the **Psi Corps** have already been compromised by the Shadows. The Corps is attempting to take control of all of Earth's intelligence gathering and espionage, and has the support of the Clark Regime. Before 2259 is out, there will be thought police and telepathic spies operating throughout the Alliance.



While Operation FIRMAMENT believes it has been part of **EarthForce Intelligence (EFI)** for decades, Intelligence has actually been trying to track down the Centauri's spies in the Alliance for just as long. Now, there is a hidden war between EarthForce Intelligence and Psi Corps for control of Humanity's intelligence gathering efforts – and by extension, EarthGov policy. EFI's erstwhile quarry, FIRMAMENT, may be their best allies against Psi Corps and their Shadow masters.

Player Characters

The Player Characters are initially drawn into the adventure when they are hired by Autumn Shipping to serve as troubleshooters and problem solvers. They should all be relatively competent but can come from almost any walk of life. If they played through *The Cold Equations*, then they have already met and drawn the attention of Calan Orestres. Otherwise, assume that Calan noticed them at some point in the past.

Characters can be of any class or race, although serving officers in any of the militaries are unlikely to accept jobs in shipping firms.

Answering The Cold Equations

The prequel scenario to *The Ragged Edge* is *The Cold Equations*. In that scenario, the Player Characters were on board an Earth liner, the *Robinson*. Calan Orestres was also a passenger on board. The *Robinson* was intercepted by a Psi Corps mothership, who abducted the crew. Their intention was to break Calan's mind and draw out information about ORC but the Centauri have been using telepathy as a tool of espionage for centuries and the Corps' telepaths could not break his memory vaults. Instead, the Psi Corps went for a back-up strategy. They implanted the suggestion that Calan had had a vision of his death, as many Centauri do; in that vision, he was surrounded by the Player Characters and confided his invaluable secrets in them.

The characters found themselves on board a shuttle, believing that the *Robinson* was attacked and destroyed by raiders. Before Calan died on board, he told the characters about a strongbox held on Babylon 5, which contained the declaration that ORC intended to set up a new galactic empire instead of holding true to its original purpose of keeping the provincial systems in line.

The characters then attempted to bring the documents to Ambassador Mollari, as Calan had asked. They ran into opposition from various criminal syndicates and Babylon 5's security staff, and the documents eventually were taken by a Psi Corps agent called Jones, sent to tidy up the aftermath of the *Robinson* incident.

However, Jones was murdered by another shadowy figure, who the characters eventually traced to a secret hideout in Downbelow. The telepath's killer was an EarthForce Intelligence operative called Valorie Grey, from a faction opposed to the Corps' growing influence back on Earth. She offered the characters a bargain – they could become double agents, spying on the Centauri for Earth, and she would return the documents to them. Either the characters agreed to this bargain or they killed Grey. The two plots that may continue on from *The Cold Equations* are:

- **The Bargain With EarthForce:** The characters may be in a devil's bargain with EarthForce, expected to pass information back to Valorie Grey.
- **What The Psi Corps Did To Us:** The characters were on board the *Robinson* when it was intercepted by the Corps, and are missing several hours from their memories. Unknowingly, they were programmed by the Psi Corps telepaths and this programming will be activated later in *The Ragged Edge*.

If you are running *The Ragged Edge* on its own, without first running the characters through *The Cold Equations*, then those two plotlines need to be introduced at some point during the campaign. See The EarthForce Connection (page 158) and Blanks (page 156) for details on how those plots can be woven into the game for Player Characters who did not take part in *The Cold Equations.*

Contacts & Influence

As characters advance in level during *The Ragged Edge*, they will rise in Influence as per the normal rules. However, from the end of Scenario One – Initiation onward, there is an additional Influence available to the characters: ASI Influence. However, as the story progresses, the characters will realise that the Influence of Autumn Shipping is greater and more useful than they originally guessed.

Once the characters become aware that ASI is really just an arm of Operation FIRMAMENT, all of their ASI Influence immediately becomes FIRMAMENT Influence.

Once the characters become aware that Operation FIRMAMENT is really just guise for the ORC, all of their Operation FIRMAMENT Influence immediately becomes ORC Influence.

Whenever the characters' Influence changes in this way, they gain a range of new options – fresh and versatile ways in which to use their Influence. These new options do not invalidate the old ways in which the Influence can be used.

ASI / FIRMAMENT / ORC Influence

Obtained By: Furthering the goals of Autumn Shipping/ FIRMAMENT/ORC.
Contacts: Haversham (ASI), BLAISE (FIRMAMENT), Calliope (FIRMAMENT), Dennic (ORC), Lustria (ORC).
Pressures: Any Economic; any specific League race; Babylon 5 (ASI). Any Earth (FIRMAMENT). Any Centauri, League or Narn (ORC).

Access to 1,000 credits (ASI).	**10**
Trivial use of company resources (shuttle) (ASI).	12
Access to 5,000 credits (ASI); access to company stores (ASI).	15
Space aboard a registered cargo hauler to nearly any destination (ASI); Centauri government documents (ORC); use of EA equipment or weapons (FIRMAMENT); access to old Centauri starmaps (ORC).	20
Access to 25,000 credits (FIRMAMENT); access to Centauri secret reports (ORC).	25
Access to 150,000 credits (ORC); open intervention (calling in other agents to a firefight) (ORC).	30

Specific Contacts
Characters who choose to gain the Contact feat (particularly diplomats) have some very interesting options open to them. There are several potential contacts available in different fields of Influence who will play major roles in the campaign. Unlike most contacts a character may pick up, these contacts have Influence in more than one area. However, they will also be far more active in a character's life than most contacts are – and not always in a beneficial way.

Balthus Kodiro: If the characters played through *The Cold Equations*, then they may have become friends with young Balthus Kodiro, a minor Centauri Noble. Balthus is an arrogant, boorish and drunken young Centauri rogue but he does know his way around the courts and can be a useful source of information on events in the Republic.
Influences: Centauri Political, Centauri Social.

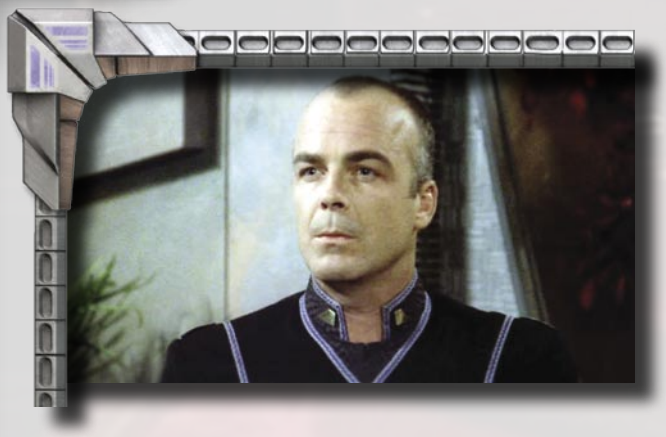
BLAISE: The enigmatic artificial intelligence plays a major part in the later sections of the campaign but can serve as a contact from the beginning. BLAISE has infiltrated computer systems across the galaxy, connecting via the tachyon network and spawning slave programs. To avoid revealing his true nature, BLAISE will pretend to be a roving trader, who picks up all sorts of useful rumours and secrets from across the Earth Alliance.
Influences: Centauri Economic, Earth Economic, Earth Military.

Captain Sheridan / 'Lincoln': While any of the command crew on board Babylon 5 (Ivanova, Franklin, Garibaldi and so on) could be contacts for a character, Sheridan offers several advantages. Firstly, he is new to the station and so is more likely to be making new friends and allies than the others. Secondly, Sheridan is a conspiracy maven, collecting rumours of secret organisations and spy networks; under the pseudonym 'Lincoln', he is active on StellarCom's message boards. Characters with connections to intelligence agencies or with an interest in current affairs might encounter 'Lincoln' online.
Influences: Babylon 5, Earth Political, Earth Military.

Commander Ivanova: The only person who knows more about events on Babylon 5 than Garibaldi is Ivanova. As the characters will spend a lot of time in the middle of the campaign flying back and forth from Babylon 5, they will get to know Ivanova's voice from C&C quite well.
Influences: Babylon 5, Earth Military, League Political.

Delenn: The Minbari Federation do not play a major part in *The Ragged Edge*, so Delenn is well placed to be an outside commentator on events. A character with Delenn as a contact can be encouraged to reflect on and discuss events in the campaign. This is an excellent way to play up subplots that the players have overlooked.
Influences: Minbari Economic, Minbari Political, Minbari Social.

Dennic Jaddo:. While Dennic Jaddo is a major part of the Office of Regional Co-ordination's conspiracy (and shows up in Scenario Ten – The Orestres Legacy), he can be introduced early on as just another Centauri government official, a sort



of kindly old Centauri uncle that passes the occasional bit of useful information onto the characters. Before taking his current position on the Centaurum, he travelled extensively and so could have encountered almost any sort of character.
Influences: Centauri Military, Centauri Political.

Doctor Franklin:. Dr Franklin has a surprisingly wide range of contacts, from his father's old army buddies to runaway telepaths on the underground railroad. He is also willing to work outside normal channels and regulations, taking risks to do what is right – making him a perfect contact for characters who are willing to push the boundaries.
Influences: Babylon 5, Criminal, Earth Social.

G'Kar: While Londo might become friends with any character hanging around Babylon 5's bars and casinos, G'Kar will seek out any characters who seem to be useful contacts to him. In the early adventures, G'Kar is seeking information on the new threat that attacked the Narn colony at Quadrant 37 and will grill the characters for any odd rumours from the Rim. Later, when the Narn-Centauri War begins, any help the characters can give the Narn Regime will earn G'Kar's gratitude.
Influences: Criminal, Narn Military, Narn Political.

Gurah: This Pak'ma'ra is also introduced in *The Cold Equations*. He is a lurker dwelling in Downbelow on Babylon 5. He has a knack for overhearing useful information – but also for breaking his translator globe, which malfunctions at the most irritating times for the characters.
Influences: Criminal, Downbelow.

Londo Mollari: Characters who have Londo Mollari as a contact get to witness Londo's descent into darkness in 2259. Londo is technically allied to the enemies of Autumn Shipping in this campaign – a relative of his named Nefri Mollari shows up as the villain in Scenario Three – Excess Baggage and Scenario Ten – The Orestres Legacy – so characters with Londo as a contact should know him socially, as a friend. Whether or not they can preserve their friendship as the year goes on is a matter for roleplaying.
Influences: Centauri Military, Centauri Political, Centauri Social.

Security Chief Garibaldi: Garibaldi keeps track of everything that happens on Babylon 5 and the characters will get involved in all sort of odd events, the sort of thing that gives Garibaldi headaches. Garibaldi as a contact is a two-edged sword – he is the single best source of information on events on Babylon 5 but he will also be sniffing around Autumn Shipping when he realises how odd the company is.
Influences: Babylon 5, Criminal, Earth Military.

Urthen: Urthen is a Minbari true seeker who has been roaming the galaxy since the war with Earth. He seeks understanding of the reasons behind the war and so can show up anywhere, from political conferences on Earth to seedy bars on Babylon 5 to ancient temples on Minbari. Urthen ends up being captured on Heptharg in Scenario Five – Green vs Purple.
Influences: Minbari Military, Minbari Social.

Running The Ragged Edge

As presented in this book, *The Ragged Edge* is a series of action and plot scenes. There is plenty of material establishing one plotline or another, lots of ships blowing up and mysterious assassins attacking the characters, lots and lots of telepaths trying to hack the characters' minds, not to mention the occasional Shadow vessel looming out of the darkness.

What there is not a lot of are quiet moments, moments of introspection and reflection, moments where the characters' personalities come to the fore. There are plenty of gaps to add them, though; times when the characters are in transit to another world, or waiting to meet a contact, or investigating a mystery. If this adventure is a script, then the Games Master is the director (and script polisher) who has to adapt it to the unique skills and characteristics of his players.

The Ragged Edge is inspired by spy movies and fiction, transplanted into the *Babylon 5* setting. Books that were specifically inspirational to the campaign are:

- *Declare*, by Tim Powers. Magic meets the British secret service in World War II and the Cold War.
- *Foundation*, by Isaac Asimov. The classic science fiction series about the interregnum between the fall of the Galactic Empire and the rise of the Second Empire and about how a small band of people in the right place at the right time can save a galaxy.

Faster-Than-Light Communication

Large chunks of this adventure revolve around the characters zooming about the galaxy, so the players should be aware of how FTL communication works in the Babylon 5 universe. FTL communication is achieved using tachyon transmissions through hyperspace. Every jump gate has a tachyon relay. Most communication is done by sending a conventional radio or laser message to the tachyon relay of a jump gate within range. That message is then queued until the jump gate fires a tachyon burst towards the destination jump gate. A message might be relayed through several gates before it reaches its destination, which can lead to considerable delays. Messages can also become lost for a time, although the transmission network is designed to resend messages if they do not arrive. As there is limited bandwidth in tachyon transmissions, sending long messages can be quite costly.

Priority messages work in a similar fashion but are relayed immediately instead of being stored. For example, the Epsilon Eridani tachyon relay at Babylon 5 might send a tachyon burst to Akdor once every two hours, so a message destined for the Narn homeworld would not be transmitted from Epsilon Eridani until the next burst. At Akdor, it would then wait until the Akdor gate transmitted a burst to Quadrant 14 and so forth. However, a priority transmission to Narn would be transmitted to Akdor immediately (and from Akdor, it would immediately go to Quadrant 14).

Real-time communication is possible but is exceedingly expensive, as the jump gates involved must dedicate a large portion of their tachyon transmission capacity to maintaining the link. Hyperspace conditions can disrupt such links. Normally, real-time transmissions (Gold Channels) are reserved for military and government use but it is possible to rent Blue Channels at exorbitant prices.

Vessels with jump engines or specialised transmitters can also send tachyon transmissions even if there is no jump gate nearby but their bandwidth is limited. Furthermore, they can only receive transmissions if the sender knows their location. Normally, transmissions to ships in transit are sent to a particular gate to be picked up by that ship when it comes within range of the gate. Priority messages can be sent to several gate simultaneously, so the ship gets a copy of the message as soon as it gets within range of any of the tagged gates. Real-time communication with ships requires the vessel to maintain a known position in hyperspace so the relays can beam a tachyon signal to it.

So, there are three basic forms of communication via the tachyon network.

- Conventional transmission (takes an average of 2d6 hours per 'jump').
- Priority transmission (takes an average of one hour per jump).
- Real-time transmission.

During The Ragged Edge, most transmissions to the characters will be conventional or priority transmissions, picked up when the characters are near a jump gate or computer network connected to the gate.

SCENARIO ONE - INITIATION

Summary

The characters are offered a job by Autumn Shipping Incorporated, to test their skills and ability to solve problems. The job seems to be a simple one – sell the Narns something they need, specifically Centauri-made atmosphere processor catalyst honeycombs. However, the Narns are already obtaining these catalysts by raiding Centauri colonies, so making the sale will require more than just good salesmanship.

Time Period: January, 2259.
Duration: The scenario should not take more than two weeks – if the characters can sort out the problem without leaving Babylon 5, then the scenario may not last more than a day or two.
Episode Reference: This scenario takes place between 'Revelations' and 'The Geometry of Shadows' – G'Kar has returned to Babylon 5 bearing news of the Shadows but Elric and his fellow Techno-Mages have not yet arrived.
Character Level Range: 2nd to 3rd.

Introductions

If the characters played through *The Cold Equations*, then they already know each other and more importantly, they are known to the allies of the late Calan Orestres in ORC. Otherwise, they do not necessarily know each other but their skills and profiles are known to ORC.

They each receive a message via the BabCom messaging service (characters who for some reason start the game away from Babylon 5 receive messages via StellarCom), asking them to come to a meeting in the Autumn Shipping Incorporated offices in Red Sector.

Attached to the message are contact details for Autumn Shipping Incorporated. An Intrigue or Knowledge (Babylon 5 or Human) check or Earth Economic or Babylon 5 Influence check gets information on Autumn Shipping Incorporated, as detailed in the Autumn Shipping Rumours table.

Handout #1

Message Path: StellarCom/B5/ASI/MHaversham
Type: INVITATION
Subject: Employment Opportunityt

Autumn Shipping Incorporated requires a team of skilled professionals with qualifications in piloting, diplomacy, problem-solving, security and related fields. It has come to our attention that you may possess some of these required skills. We therefore request a meeting with you in the ASI offices on Babylon 5 at your convenience.

Michael Haversham
ASI/B5 Co-ordinator

Autumn Shipping Rumours

Check Result	Information
5 or less	Autumn Shipping Incorporated is a shipping company based on Io. It buys and sells cargo space on ships across the galaxy.
10	The Babylon 5 office is one of the larger and more profitable branches of the company; it is run by an EarthForce veteran called Michael Haversham.
15	The company is eccentric and has wasted vast amounts of money on seemingly nonsensical projects. However, it has also lucked out on occasion, making incredible profits on long-shot investments, possibly through insider trading.
20 or more	ASI has a history of slightly questionable dealings; some suspect it to be connected to espionage or criminal activity, although nothing has ever been proved or even brought before a court.

The Meeting

When the characters show up for the meeting as ASI, they are ushered into the meeting room in the offices, where there is coffee

(imported from Earth) and other snacks, as well as a few glossy brochures describing the wonderful work done by the shipping company. This gives characters who do not know each other a chance to get to know each other. After a few minutes, the door opens and Haversham enters.

Haversham

Standing in the doorway is a large man with hunched shoulders. His hair is a short buzzcut and you instantly recognise that he's an ex-soldier. He must have been either a very dedicated or very unlucky soldier, as his right arm is a cybernetic replacement. You can also spot the telltale scars and bumps that come from cybernetic reconstructive surgery of the skull.

He strides forward – you can hear the whining of servomotors as he moves either leg – and greets you all. 'I'm Mike Haversham, head of the B5 office. Thank you all for coming – let's hope this works out.'

'I've called you all here because you've all got skills that I need. ASI works in the cracks between the big megacorps and we run into rather odd little problems. I want to assemble a team of, well, troubleshooters to deal with this sort of thing. Special forces. You guys.'

'Head office back on Io has approved a very generous funding package for this project. It's likely that you'll be earning danger pay on a regular basis – we've had a lot of trouble with raiders and other criminals, and that's the sort of thing you'll be helping us deal with. We'll give you the tools and training you need to deal with these problems but you will be working in a very dangerous field – and I should know.'

He scratches his right arm. The plastic squeaks. 'Any questions?'

Haversham will answer any questions that the characters have about the offered job. He wants to send them on a test run first, to determine if they have the talents needed for the role. The pay for this initial mission will be 1,000 credits.

If *all* of the characters are Human, then Haversham will also hint that their role will be patriotic, that they will be helping the cause of Earth in the galaxy.

The Mission

When the characters ask about the mission, Haversham leans back and shouts 'Walters! Bring the thing in here!'

A few moments later, a Human woman enters the room and throws a package at Haversham. She waves at all of you, then closes the door.

'She runs the office,' mutters Haversham, 'I just sit around and look pretty.' He opens the package. Inside is a black foam lining, cradling a geometrical metal device. He removes it from the lining and places it on the table.

'This' he says grandly, 'is a Centauri-made AE27 Atmosphere Processing Catalyst Honeycomb Cell unit. Put a few thousand of 'em together and you've got the core of an atmo purifier. Vital for colony worlds with dangerous gases. That cell there will work for about five years before being exhausted. I'm not quite sure what it does or how it does it – the only people who can make 'em are the Centauri and they sell for about 500 credits each.

'Of course, I picked that one up for 50 credits and I've got a cargo ship sitting in Dock 26 with 20,000 of those units in the hold.'

Haversham taps a control on the table and a holographic display winks into existence above it. He highlights three worlds on the Narn/Centauri border. 'Raghesh III, Quadrant 1, Beta 3. All Centauri colony worlds, all hit by raiders in the last year. In each case, the raiders stripped the atmosphere stations of their catalyst honeycombs.'

'The cost of losing the catalysts was insignificant compared to the damage to the colonies. And it's going to get worse.'

He presses another key. Half the worlds in the Narn Regime light up. 'Every one of those worlds uses atmosphere processors that rely on these catalysts. Without these catalysts, the processors will stop working in a few years. Some colonies will become uninhabitable, the others will just become a hell of a lot more uncomfortable.

'Some in the Centauri Republic want to sell the catalysts to the Narn, in the hopes of heading off future raids on Centauri worlds to steal catalysts. However, half the Houses in the Centaurum are opposed to any dealings with the upstart Narn Regime. So, they're selling the catalysts to Autumn Shipping, a Human company, and we're going to get them to the Narn.

'Or more accurately, you are. Your initiation is to find a Narn who can buy these catalysts and get them to the colonies – at a tidy profit to ASI. Of course, every Narn raider, pirate and militant is going to want to sabotage this, as the need for atmo catalysts is a major justification for privateer attacks on Centauri colonies.'

Again, the characters have a chance to ask Haversham any questions about the mission. The catalysts are being stored in a battered old freighter, the *Montreal* (if its statistics are required, use the Civilian Trader from the *Babylon 5 Roleplaying Game: 2nd Edition*). They are officially defective models – the catalyst cells are made in clean room conditions and were slightly tainted during the construction process. They fall short of the grade expected by the Centauri but are still fully functional.

He suggests that the characters approach Narn traders on the station, or possibly Ambassador G'Kar, but they should be very careful in any dealings with G'Kar. Haversham suspects that a few Narn raiders have also used Babylon 5 as a staging post and that they should beware of interference.

Ice to the Eskimos, Anger to the Narn

So, the characters have a boat-load of desperately needed atmosphere catalysts and need to get them to the Narn. Let them discuss how to approach this problem – their initial options are:

- **Talk to G'Kar.**
- **Find a trader.**
- **Trace the catalysts (those stolen by the raiders).**

Talk to G'Kar

The characters have to make an appointment to see the Narn ambassador officially, although it is possible to intercept him in the corridors or on the way to council meetings. G'Kar will obviously be interested in the situation, although he will begin by questioning the characters closely about how they obtained such a large cargo of catalyst cells. G'Kar's reaction will depend on how the characters describe how they obtain the items.

If the characters suggest that the items are being supplied to head off future raids by the Narn on the Centauri, then G'Kar will be massively incensed and outraged, calling these accusations utterly false and a slur on the good name and honour of the Narn Regime. G'Kar becomes unfriendly towards the characters and will refuse to help them.

If the characters tell G'Kar that they obtained the catalysts through trade with the Centauri, then G'Kar will be suspicious. He will question them closely about who they got it from, how much they paid for it, where the cells came from – all information the characters are unlikely to have to hand. G'Kar will treat them as if they are Centauri dupes, encourage them to ask to the right questions and say one word to them: 'Ko'Shan'Dros'. There, he insists, they will find their answers.

If the characters imply that the catalysts are stolen and they wish to pass them onto the Narn who need them, then G'Kar will frown and mention that the Narn Regime officially condemns all interstellar piracy and theft, and that the perpetrators of such acts will be pursued and punished to the fullest extent of interstellar law. He also suggests that the characters are in danger and that they should go to a Narn named G'Vel in Downbelow.

If the characters manage to stay on G'Kar's good side with carefully chosen words, then he will suggest that they may be able to deal with a trader called Da'Yal, also resident on Babylon 5.

What A Lot Of Narns

There are quite a few Narn NPCs in this chapter; here is a quick reference list of their names:

G'Kar: Narn ambassador to Babylon 5.
Da'Yal: Trader in environmental supplies and salvage.
G'Vel: Agent and overseer of privateers.
Tu'Shek: Bloodthirsty Narn pirate.
No'Fel: Privateer; politically ambitious Narn.
Du'Va: Obsessed with revenge against Centauri.
Ko'Shan'Dros: Narn colony poisoned by malfunctioning catalysts bought from Centauri.
Fir Maa'Ta: Narn refuelling station; base for No'Fel and Du'Va.
D'Chaq: Commander of Fir Maa'Ta; old friend of Du'Va.

Find a Trader

A successful Intrigue or Knowledge (Babylon 5) check (DC 15) or an Earth Economic or Babylon 5 Influence check (DC 12) gets the name of a Narn trader called Da'Yal who deals in environmental supplies. Da'Yal operates on Babylon 5, from a stall in the Zocalo. Da'Yal is an elderly and rather timid Narn, old enough to remember being a slave under the Centauri. He jumps at loud noises and shows the marks of whips and scars.

Da'Yal will welcome the characters into his stall, which is filled with all sorts of junk and gadgetry. He specialises in salvaging and jury-rigging old Centauri relics to keep them functioning. He will be almost pathetically excited to hear of the catalyst units; the catalysts are vitally important to quality of life on several Narn colonies. The colony of Dross is in desperate need of the catalysts at the moment, as its current atmosphere honeycomb is almost exhausted.

Like G'Kar, Da'Yal will ask where the catalysts came from. As soon as he is informed they are from the Centauri, the Narn will pale as much as any Narn can and shake his head fearfully. He will explain that Narn raiders have sworn that they will fill the needs

of Dross when they can and that they will not see another Ko'Shan'Dros. He cannot buy the catalysts and neither can any other Narn, without fear of reprisals from the raiders. He does not know who all the raiders are but they are likely to congregate at the refuelling station Fir Maa'Ta, in Quadrant 14. The characters may be able to persuade him to give the name Tu'Shek, the most notorious of the Narn privateers on Babylon 5. He will also tell them to speak to the Narn G'Vel in Downbelow.

If asked about Ko'Shan'Dros, Da'Yal can tell the characters the sorry story of that colony – see Ko'Shan'Dros below.

From talking to Da'Yal, it should be evident that they cannot just *sell* the catalysts to the Narn without first dealing with the raiders. They either need an alternate plan or to deal with the raiders.

Tracing the Catalysts

Information on which Narn worlds have Centauri-built atmosphere processors is available, although it does require a bit of digging into records. Characters can make a Computer Use roll (DC 20) to dig through the files or they can request the information from the Narn or Centauri governments, which requires a use of Narn Economic or Centauri Economic Influence (DC 12).

Almost every world in the Regime has at least one such processor, but the worlds of Sorith III, Hilak, Quadrant 14 and Quadrant 24 are dependant on them to avoid significant atmospheric problems. Quadrant 14 was the world whose processors were replaced most recently and the characters can backtrack rumours from there over StellarCom. When digging through records from that world, they will discover a recording of a Narn preacher in one of the many temples located on the garden world of Quadrant 14. In the recording, the preacher gives thanks to the 'merciful messengers of Fir Maa'Ta, who brought life out of choking darkness'. Fir Maa'Ta is a Narn refuelling station in orbit of Quadrant 14. The clear implication is that raiders operating out of Fir Maa'Ta were responsible for stealing the catalysts that were sold to Quadrant 14.

G'Vel

The mysterious Narn that G'Kar may refer the characters to dwells in Downbelow. He can be found wandering the corridors of Brown Sector, seemingly unafraid of muggers or lurkers. G'Vel is relatively young for a Narn and has no official position within the Narn government or in the Narn community on Babylon 5. That said, all the Narn in Downbelow defer to him and treat him with respect.

G'Vel is an agent of the Kha'Ri who deals with privateering and raiders for G'Kar. The Narn Regime officially condemns attacks on the Centauri but the hatred for their former oppressors is such that almost any Narn with a combat-ready ship can get unofficial permission to attack Centauri worlds, as long as they can avoid excessive damage that would force the Republic to respond. G'Vel is there to keep the privateers in line as much as he can.

He is quite charming in person, acting like a swashbuckler and adventurer. He will normally not deal with the characters unless G'Kar referred them to him but he may listen if they tell him that Da'Yal sent them. He will deny having anything to do with privateering or Narn raids on the Centauri but will give the characters a long list of Centauri offences against the Narn people if they listen.

'*Narns raiding Centauri worlds? Perhaps. They steal needed supplies, little things that the Centauri can replace within days but that could make the difference between life and death for our people! For a century the Centauri enslaved the Narn, raped our worlds, stole everything we held dear and sacred – and they call us the criminals, us the raiders?*'

If asked about Tu'Shek, G'Vel will frown and admit that that particular Narn is troublesome and dangerous, a mad dog who is a danger to all civilised races. His ability to discipline Tu'Shek is limited, as he cannot be seen to be acting against another Narn directly and Tu'Shek has no respect for the Kha'Ri or other Narn. If the characters are willing to try to rein Tu'Shek in, G'Vel would be grateful enough to aid them by putting them in contact with the other raiders who would oppose the sale of the catalyst units.

G'Vel's position on the whole situation is that while he has no love for the Centauri and wants to continue sponsoring raids against them, he knows that too much raiding will draw the Centauri's wrath. If vital supplies can be obtained without provoking the Centauri, then the Narn can concentrate on more worthy targets, hitting military outposts instead of agricultural towns. If the characters can present the cargo

of catalysts to him as an opportunity to *focus* the raiders and enhance his own authority, then he will aid them.

Ko'Shan'Dros

The name of Ko'Shan'Dros will crop up several times during this scenario. Ko'Shan'Dros was the name of a Narn town on Sorith III. Like other colonies, Sorith had an atmosphere processor dependant on the catalyst units. Instead of raiding the Centauri, however, the colonists there pooled their money and purchased catalysts from the Republic through semi-legal channels. The catalysts they were supplied were, like the ones purchased by ASI, slightly below the Centauri's minimum requirements for purity but should have functioned perfectly well. However, they were tainted with a toxic chemical, only a few parts per billion but enough to cause fatal lung damage to over five hundred colonists. The Centauri insisted that this was an unfortunate accident but they had warned the Narn that the catalysts were potentially faulty. The Narn believe that this was a deliberate ploy by the Centauri to poison the colony out of petty spite.

After the Ko'Shan'Dros incident, the Narn have been very wary of goods purchased from the Centauri. This will be a continuing problem throughout the scenario, as the characters have to prove that the catalysts are genuine and not a fiendish Centauri plot to poison more innocent Narn.
It is possible to test the catalyst units, by making a Knowledge (chemistry) check (DC 20) for each unit. The characters will need to hire a lab on B5 to do so, but this costs 100 credits per unit, meaning that it will take more money to test the cargo than the characters are likely to make selling it. Most Narn will not trust a random sampling of the cargo, demanding that all the units be proved pure. A more direct approach to is to deal with the Narn raiders.

THE RAIDERS

There are three raiders who must be dealt with before Da'Yal or another Narn will trade with the characters. These are **Tu'Shek, No'Fel** and **Du'Va.** Da'Yal will mention Tu'Shek to the characters but finding out about the other raiders requires further investigation or agreeing to help G'Vel.

Tu'Shek

The pirate Tu'Shek is based on Babylon 5, mainly because he has almost no support among the Narn people and so cannot find shelter there. He is a very dangerous and brutal pirate, without any morals or sense of restraint. Many Narn have sworn blood oaths to slay Tu'Shek but he is skilled in personal combat and has seen off several assassins. Each attack and betrayal reinforces Tu'Shek's belief that he is at war with the universe and that he must become more and more ruthless in order to survive.

Tu'Shek lurks in the lowest, most lawless regions of Downbelow. His pirate vessel, *Miscreant*, is wanted in both the Centauri Republic and the Narn Regime, so he hides it in neutral space and takes a short-range shuttle to Babylon 5 and other free ports. The shuttle arrives loaded down with stolen goods and loot from his piracy and returns to the *Miscreant* filled with spare parts and supplies for the next run. Several member of Tu'Shek's crew have not been in real gravity in years, as they are virtual captives on board his ship; the Narn rules the *Miscreant* with an iron fist and tolerates no dissent.

A Babylon 5, Earth Military or Criminal Influence check (DC 15) gets the characters Tu'Shek's semi-official criminal record. He is wanted for piracy in four systems bordering the Regime, as well as arms trafficking and smuggling. The record notes that Tu'Shek should be considered armed and dangerous.

Finding Tu'Shek

Finding Tu'Shek is more difficult, as he is a wanted criminal who uses a false identicard to travel to Babylon 5. The characters can either get a description of Tu'Shek from Da'Yal or get the identicard details from G'Vel. A successful Intrigue check (DC 20), or Criminal Influence check (DC 15) or Babylon 5 Influence check (DC 12) allows the characters to track down information on Tu'Shek in Downbelow without problems; they get a +5 bonus if they have a description of Tu'Shek or a +10 bonus if they have the identicard details.

If the Intrigue or Influence check is failed, then the characters fail to find Tu'Shek and instead may run into trouble in Downbelow. Roll on the Finding Tu'Shek table.

Handout #2

UNIVERSE TODAY – MARCH 5TH, 2250

Sorith III – The death toll from last week's life support failure in the town of Ko'Shan'Dros has reached 36, with over 500 Narn likely to be affected by the disaster. While the Regime government has yet to comment, sources within the Sorith III governor's office are blaming the Centauri-supplied catalysts for causing the disaster and many Narn see the disaster as a deliberate attack by the Republic.

The Centauri have not responded officially to these accusations, although they are likely to point to Narn mismanagement of the processor units. The Earth Alliance have offered the use of the hospital vessel *Dawkins* to the Regime and a team of specialists in respiratory diseases are consulting with Narn doctors.

Finding Tu'Shek

Roll (1d10)	Encounter
1–3	No encounter.
4	Beggar asking the characters for money or aid.
5	Crowd of merchants and peddlers trying to sell junk to the characters.
6	Pickpocket[1].
7	Security patrol[2], who may ask the characters questions about what they are doing in Downbelow.
8	Drug deal in progress (1d3+1 lurkers[1], who may assume the characters are interfering with their business).
9	Attempted mugging by one thug[3] and 1d3 lurkers[1].
10	Random meeting with Tu'Shek.

[1] Use the Human Lurker statistics in the All Alone In The Night chapter of the *Babylon 5 Roleplaying Game: 2nd Edition.*
[2] Use the Human Security Officer statistics in the All Alone In The Night chapter of the *Babylon 5 Roleplaying Game: 2nd Edition.*
[3] Use the Human Thug statistics in the All Alone In The Night chapter of the *Babylon 5 Roleplaying Game: 2nd Edition.*

Pinning Down Tu'Shek's Lair

Eventually, the characters will come across a Human trader, Varo, who is willing to talk about Tu'Shek. Varo is a minor fence, dealing in goods stolen from the Zocalo and the other higher-class sections of Babylon 5. He is also nursing a rather large and obvious bruise across his face. According to Varo, Tu'Shek is currently rather stuck on Babylon 5 – the pirate's latest raids have roused too much attention, so he is waiting on the station until the heat dies down. Unable to go raiding, he has turned to more mundane crime and has been extorting protection money from traders and lesser criminals in Downbelow. His vessel, *Miscreant*, is hiding somewhere in neutral space. Most of the crew are slaves – Tu'Shek leaves them there while he visits B5 via shuttle. To prevent mutiny, only his trusted elite are armed or have the codes to activate the ship's engines or weapons. The *Miscreant* is dead in space without such codes.

On the way to the court, the characters will encounter another criminal who is suffering under Tu'Shek's reign, a Narn pickpocket called Na'Ru. She has also been beaten by Tu'Shek and she will initially mistake the characters for a security force and try to flee from them through the dark corridors of Brown 22. Na'Ru will tell the characters much the same information as Varo but she can also give them a description of the inside of Tu'Shek's court.

Tu'Shek's 'court' is in an abandoned cargo section in Downbelow's Brown 22. Varo can tell the characters exactly where this court is.

Tu'Shek's Court

1. **Corridor.** The left-hand door into the main section of the court (3) is manually locked but can be opened with a Subterfuge check DC 20 / Technical (mechanical) check DC 15 and is not guarded. The right-hand door is similarly locked but the Narn inside the smaller section (2) listen for anyone knocking at the door there. While the characters are in the corridor, they may encounter various petty criminals coming to pay their dues to the brute Tu'Shek.

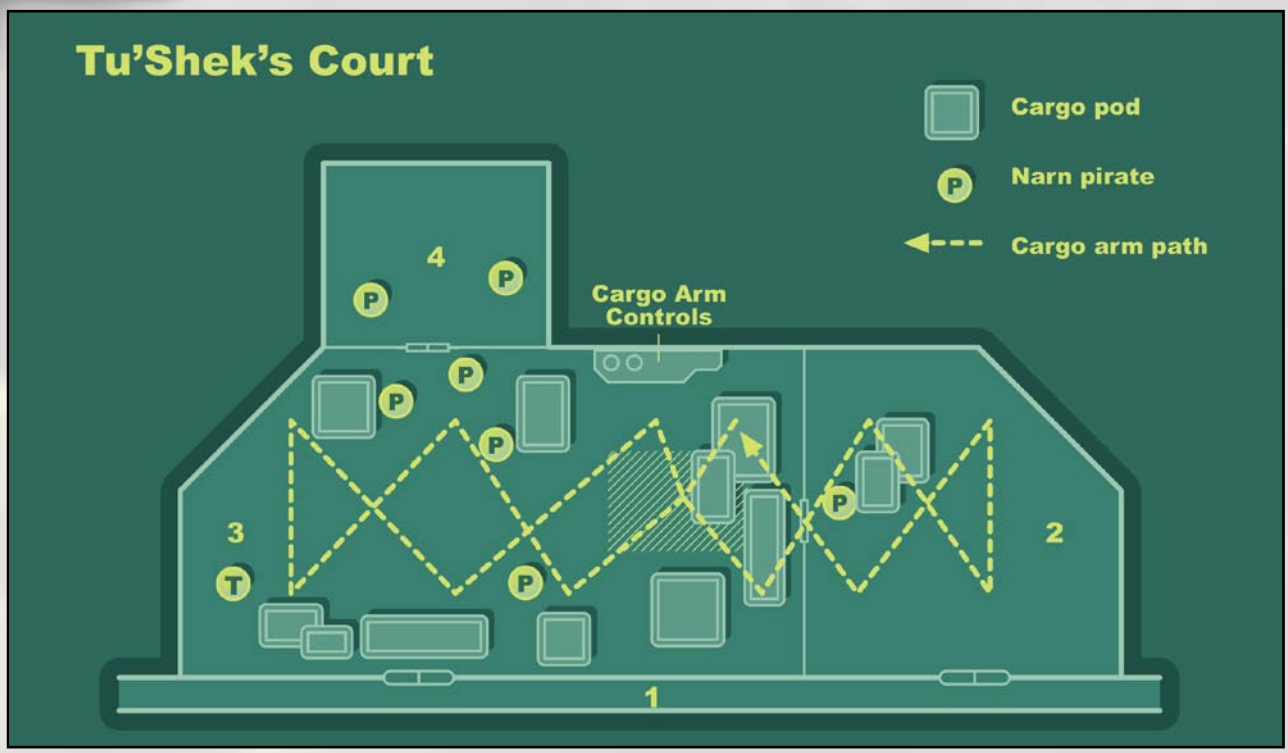
2. **Outer Hold.** The partition between (2) and (3) is a later addition and is composed of relatively flimsy sheeting. It can be cut through with a good knife or cutting torch. It also does not go all the way to the arched ceiling of the hold – there is a six-foot gap between the top of the wall and the ceiling. A cargo handling arm hangs over the hold. It moves on a network of tracks that crisscross the ceiling of the hold and there is a hatch in the ceiling of (3) that allows cargo pods to be moved to the level above. The cargo arm is controlled from a panel in the top right-hand corner of (3).

There is a single Narn guard in this room, who is Tu'Shek's doorman. If anyone unexpected arrives, he will retreat through the partition door and raise the alarm.

3. **Inner Hold.** This is Tu'Shek's 'court'. Most of the cargo pods here are empty, although there are 3 cargo spaces worth of stolen goods (luxuries) and 8 cargo spaces worth of food supplies in the crates pods nearest (4). The centre of the room is stained with dried blood, marking where Tu'Shek brutally dealt with the local criminals who dared stand against him. Subtle is one thing Tu'Shek is not.

The Cargo Arm

Either the characters or the Narn may try to use the old cargo handling device in the hold to their advantage in a fight. Activating the arm requires an Operations (systems) check at DC 15. Attacking with it requires an attack roll at a –4 penalty but the arm deals 2d6+6 points of damage on a hit (Reflex save, DC 12, for half damage). It can also be used to pick up and move cargo pods. The arm can reach almost anywhere in (2) or (3).



Tu'Shek's trusted men are out in this room, lounging and arguing. They are bored by this forced isolation on Babylon 5 and are growing increasingly disgruntled. Their only amusement is thinking up new ways to torture and scare those who defy Tu'Shek and the grisly remains of one such amusement that went too far still hang from the cargo arm.

The raiders know that if they are caught by the authorities, they face years of imprisonment at best (and far worse if extradited to the Centauri Republic or another alien government). Therefore, they will fight fiercely if discovered and are suspicious of anyone who enters the court under any circumstances.

4. **Sleeping Quarters.** The room has specialised environmental systems and was originally designed to be a storage area for cargoes that needed specific conditions. The Narn are using it as their living quarters and it is set to be uncomfortably warm and humid for Humans. Tu'Shek and his men sleep here. The characters will encounter Tu'Shek here if they sneak in without raising the alarm.

Tu'Shek

Tu'Shek is a giant of a Narn, standing nearly seven feet tall. He wears armour and carries a massive jagged blade – not the graceful ka'toc of the Narn swordsman but a thing for butchery and mayhem. While he began his career as a pirate in strikes against the hated Centauri oppressors, Tu'Shek is no longer politically motivated. He is both bloodthirsty and greedy. This lethal combination drives him to commit atrocities and acts of brutality. It will also make it impossible for the characters to reason with him or persuade him to allow the sale of the catalyst units through Autumn Shipping.

Dealing With Tu'Shek: There are several ways the characters can deal with the brute Tu'Shek and his minions. The Narn G'Vel will only be happy with a solution that brings Tu'Shek to heel without looking like the Narn are fighting among themselves or bowing to the demands of the other races.

- **Bribery:** Tu'Shek does not give a damn about Narn/Centauri relations or the larger political picture – he is in this purely for the money. A bribe of 10,000 Credits will be enough to get him to look the other way when the catalysts are being sold.
- **Intimidation:** While intimidating Tu'Shek will be tricky (he has a total +10 bonus to resist uses of the Intimidate skill), the Player Characters will receive a +5 circumstance bonus if they have physically defeated him.
- **Killing or Defeating him:** If Tu'Shek is killed, he is obviously no longer a problem. The characters can even probably get away without being tried for murder, as the

Two-Handed Blade
While nearly all races have employed over-sized blades in the past, very few still use them for anything other than ceremonial purposes. As cumbersome as it is fearsome, these weapons rely on brute strength to be wielded properly.

Weapon	Cost	R / I	Dmg.	Area of Effect	Crit.	Ammo	Range Inc.	Size	Weight	Dmg. Type
Two-Handed Blade	120 cr.	R	1d12	—	x2	—	—	Medium	20 lb.	Bludgeoning/ Slashing

brute is so paranoid and bloodthirsty that the characters will be able to claim self defence easily. While Autumn Shipping will come to the characters' legal aid, killing on Babylon 5 will always cause problems for the characters. It may be better for them to 'liquidate' the Narn and let him vanish in the darkness of Downbelow like so many others.

- The characters do not need to kill Tu'Shek to deal with him, of course. Just defeating him in combat will give them enough leverage over him.

The Guards
If the characters try to deal with Tu'Shek by force, they are putting themselves in grave danger. His men are hardened and brutal criminals, veterans of innumerable clashes with the Centauri and other foes. Fortunately, they are rather lazy and inattentive when first encountered but will quickly set up a defensive strongpoint just outside the door to (4) if attacked. While most of the Narn fire at the characters from there and keep their attention, one or two Narn will try to circle around to attack the characters from behind or else get to the controls for the cargo arm and use that to swat the characters.

- **Pressure from the Criminals:** The characters have encountered two thieves who have suffered from Tu'Shek's presence (Varo and Na'Ru) and there are plenty more in the area around Brown 22. Furthermore, Tu'Shek is defying the established crime lords on Babylon 5 like Ashi (who the characters may have encountered if they played through *The Cold Equations*). Characters with contacts in the B5 criminal community can put together an alliance against Tu'Shek easily enough.

- **Turning him over to the Authorities:** Tu'Shek is a wanted criminal after all, and he has only the flimsy cover of a false identicard to protect him. Once the characters have found Tu'Shek's court or the false ID he is using on B5 from G'Vel, they can just contact Garibaldi and have him deal with the pirate.

- **The *Miscreant:*** Tu'Shek's ship is currently floating dead in space, near the Quadrant 15 jump gate. There are 14 crew on board, all half-starved and unable to use the ship's systems without the command codes held by Tu'Shek. If the characters are patient, they can shadow Tu'Shek's shuttle when he leaves Babylon 5 on a supply run to the ship. While the cargo ship assigned to them by Autumn Shipping is only lightly armed, it is more than a match for Tu'Shek's shuttle. The characters can get the better of the Narn out in the darkness of space.

Once the characters have dealt with Tu'Shek, they can move onto the other two raiders. If their solution to the Tu'Shek problem was restrained and clever, then G'Vel will give the characters contact details for No'Fel and Du'Va, both of whom can be found on the refuelling station of Fir Maa'Ta. Da'Yal can give the characters similar information once the threat of retribution from Tu'Shek has been removed.

G'Vel will warn the characters that the other two privateers are respected and honoured Narn and that attacks on *them* will not be tolerated. Du'Va is a retired statesman; No'Fel a rising star in the Regime.

The characters do not have to travel to Fir Maa'Ta (although it is only one jump away from Babylon 5). It is close enough for ASI to be able to afford a real-time tachyon communication channel, although the characters may prefer to deal with the matter face-to-face instead of over a StellarCom screen.

Fir Maa'Ta

In contrast to the spaceborne majesty of Babylon 5, the Narn refuelling station is a small, ugly structure composed of a few dozen modules welded together. An outer section spins lazily, giving a modicum of gravity to the cramped, smelly living quarters. The inner section is the refuelling station proper. Small Narn transports pass in and out of the station regularly, especially vessels making the long run to the isolated Ardun system. Larger trade ships from other races have the reserves to continue onwards, so they do not need to stop at Fir Maa'Ta. Therefore, if the characters do go to Fir Maa'Ta, they will be the only non-Narns on the little station.

The administrator of the station is an elderly Narn veteran called D'Chaq, whose worldview is very simple – ships making their appointments with the fuelling station good, everything else bad, Centauri very bad indeed. He will welcome the characters if they have made an appointment to refuel and ignore them if they have not.

If the characters have the names of the raiders, then they can find No'Fel and Du'Va easily. Otherwise, they will have to search the station for the raiders – an Intrigue check (DC 14) will let the characters zero in on the likely candidates quickly. Du'Va can often be found with D'Chaq, as the two old warhorses talk about the wars of liberation and revolt against the hated Centauri. No'Fel is even easier to find, as she spends much of her time in the mess hall meeting with Narn traders.

Du'Va

The pirate Du'Va is the captain of the Narn privateer *G'Strom*. His crew are all veterans of battles with the Centauri. Du'Va considers himself to be fighting a war against the Centauri oppressors and angrily (and violently) rejects any accusations that he is a *pirate*. In his mind, he is fighting a legitimate war against a militarily superior foe. The old Narn sat on the Kha'Ri, once, and was one of the architects of the Regime government when the Narn finally won their independence. Du'Va was one of the voices insisting that the Narn had to give up their old methods of terrorist resistance and instead fight according to the commonly accepted rules of warfare used by civilised races.

He is fanatically opposed to any trade with the Centauri. The Narn must learn to stand alone. Any Centauri involvement in the Regime is an admission of weakness and an insult to the millions of Narn who fought for freedom and who suffered as slaves under the occupation. His crew are of similar minds. They became privateers because Du'Va believed that the Narn needed to keep the Centauri on the defensive, to discourage militarism and attacks on the nascent Regime. While this might have been true 30 years ago, the galaxy has moved on.

Du'Va is growing old. His memory is not what it was and his concentration lapses. Play him as a distinguished statesman who is long past his prime.

Dealing with Du'Va: Du'Va has little interest in speaking with non-Narn, although he will give the characters a brief audience. The moment the characters mention the atmosphere catalysts, the old Narn will roar 'Ko'Shan'Dros' – the disaster in that town is a rallying cry to Narn who feel as Du'Va does, as it proves the dangers of trading with the Centauri. He will immediately assume that they are Centauri catspaws trying to injure the Regime and will become hostile and abusive towards the characters. There are several methods for dealing with Du'Va:

5 **The Military Targets Option:** The Narn *need* the catalysts. If they do not buy them from the Autumn Shipping, then Du'Va or another raider will have to steal them from a Centauri colony world. By not taking the catalysts, Du'Va is deliberately choosing to strike at a non-military target. The catalysts are being offered to stop the Narn from hitting civilian targets; if Du'Va rejects this offer, he is essentially admitting that the Narn are not willing to fight like a civilised race.

- **G'Vel:** To get to this point, the characters have presumably dealt with Tu'Shek and G'Vel. Mentioning this to Du'Va will win his respect, as the brute Tu'Shek is exactly the sort of Narn that Du'Va despises.

- **Offering Aid:** The characters can make themselves useful to Du'Va in some fashion. The old Narn needs intelligence on Centauri naval movements, defences and so on. Narn traders are severely limited when it comes to moving within the Republic but Autumn Shipping is able to move much more freely. They could pass information back to Du'Va – this is technically illegal but is a better option than letting Du'Va attack civilian targets.

- **Proving Themselves:** Du'Va's main objections to the catalysts stem from two sources. Firstly, he objects to the Narn buying anything from the Centauri Republic but if the characters point out that they are coming through an Earth company, he will relent. The other objection stems from the Ko'Shan'Dros disaster. Either the characters arrange for *every* catalyst to be tested (which is prohibitively expensive) or they can promise Du'Va that they will be there when the new catalysts are installed, there to breathe in whatever hidden toxins the Centauri might have placed in the catalysts.

Once the characters have persuaded Du'Va to support the sale, they can move onto No'Fel.

No'Fel

In contrast to old Du'Va, No'Fel is a rising star within the Regime. She has her sights set on the inner circle of the Kha'Ri, and is using her raids on the Centauri to build support. No'Fel's crew are an odd mix of idealistic followers and mercenaries, and her raids are aimed at tweaking the Centauri's collective nose and showing off. It is an approach that has worked very well for her so far. She also protects Narn traders passing through Fir Maa'Ta from normal raiders and Centauri repercussions. She is wildly popular on Quadrant 14 and her fame is growing.

Getting a meeting with No'Fel is easy, although the characters will have to push their way through a crowd of admirers. No'Fel is eager to foster ties with other races.

Dealing With No'Fel: Of all the three raiders, No'Fel is the easiest to deal with. She is a politician and is willing to compromise as long as she gets something she wants. She will block any attempts to sell the catalysts to the Narn unless she is allowed take the credit for brokering the deal. She will wait until the characters have won over Du'Va and Tu'Shek before getting involved.

This last encounter should be a test of the characters' negotiating skills. No'Fel will try to pick holes in whatever solutions they used to deal with Tu'Shek and Du'Va, so that she can swoop in and solve the situation.

Creative Approaches

Instead of following G'Vel's or Da'Yal's instructions and dealing with the three raiders, the characters may try another approach. Possibilities include:

- **Going Directly to the Colonies.**
- **Letting the Cargo be Stolen.**
- **Trapping the Raiders.**

Going Directly to the Colonies

If the characters identify the Narn worlds that need the catalysts, then they can try travelling to those worlds directly on board the *Montreal* and making contact with the local governments there, thus bypassing Da'Yal. The characters will be attacked by at least one of the three raiders en route – Tu'Shek will just steal the cargo, Du'Va will dump the cargo and blow it up to show his distaste for the Centauri, while No'Fel will board the *Montreal* and try to weasel her way in on the deal.

The characters will also have to deal with the aftermath of the Ko'Shan'Dros disaster and the impression that the catalysts are a plot by the Centauri to poison the Narn.

Letting the Cargo Be Stolen

As the priority is getting the catalysts to the Narn, the characters may arrange a trick with Da'Yal's aid. They could let him tip off one of the raiders that a consignment of catalysts is being transported by the *Montreal*. The raider steals the cargo from the characters and Da'Yal pays both the characters and the raider a total that is less than the market price of the components. This gets around both the raiders' objections to the Narn Regime buying Centauri goods and the colony's fear of another Ko'Shan'Dros.

Trapping the Raiders

As a variation on the stolen cargo option, the characters can try to entrap the raiders by contacting the authorities. Only Tu'Shek is wanted by the Earth Alliance. The Centauri are after Du'Va and No'Fel is as yet unidentified as a raider. If the characters contact the authorities on Babylon 5 and present their case properly, they can get a flight of four Starfuries to

Techno-Mages
The Techno-Mages shown in the episode 'The Geometry of Shadows' start arriving on Babylon 5 around the end of January. Characters can catch a glimpse of these enigmatic figures during the latter section of this scenario, though it is highly unlikely that the Techno-Mages would be anything other than dismissive of the Player Characters.

accompany them and intercept any raiders. Tu'Shek is the most likely target for such a trick. This approach will annoy G'Vel, who wants Tu'Shek restrained but not killed.

WRAPPING UP

Once the characters have dealt with the objections to selling the catalysts to the Narn, they can, at last, sell the catalysts to the Narn. The price is largely irrelevant – while Autumn Shipping does want to make a profit, opening up trade routes with the Narn is much more important.

Assuming they got the catalysts to the Narn and did not get the *Montreal* blown up, then Haversham will offer them a job in Autumn Shipping. The job pays 2,000 credits per month, as well as all medical benefits and training. Even if the characters failed to deliver the catalysts due to some misfortune, then Haversham will question them on *why* they failed but will still offer them the job. If they completely and utterly screwed up due to abject stupidity, then *The Ragged Edge* ends here for them.

Mention that Autumn Shipping insists on giving the characters a medical exam – this will become important in Scenario Eight – And All Across The Galaxy, The Stars Were Going Out.

Experience
The characters gain 500 XP for completing this adventure with a bonus of 250 XP each for every one of the raider leaders they deal with successfully.

Influence
When they join Autumn Shipping, each Player Character gains ASI Influence +3. Depending on their actions, the Player Characters also have the opportunity to gain (or lose) Narn Economic, Babylon 5, Downbelow or Criminal Influence.

NON-PLAYER CHARACTERS

Da'Yal, Narn Trader

2nd Level Narn Trader; hp 10; Init +0; Spd 30 ft.; DV 11; Atk: +2 close combat or +1 ranged; SQ Low-Light Vision; Fort +1, Ref +2, Will +4; Str 12, Dex 10, Con 12, Int 12, Wis 13, Cha 11
Notable Skills: Appraise +6, Bluff +3, Computer Use +4, Diplomacy +5, Intrigue +3 (+5 when gathering information), Knowledge (Babylon 5) +5, Knowledge (Human) +4, Knowledge (Narn) +5, Linguistics +3, Profession (trader) +6, Sense Motive +5
Feats: Alien Empathy, Fluency (Human & Narn), Lightning Reflexes, Toughness, Weapon Proficiency (close combat, grenade, pistol & rifle)

Du'Va, Elderly Narn Raider

4th Level Narn Soldier / 1st level Officer (fleet); hp 22; Init +0; Spd 30 ft. (20 ft.); DV 14; Atk: +6 close combat or +5 ranged; SQ Branch Specialisation (fleet), Co-ordinated Unit +1, Low-Light Vision; Fort +5, Ref +1, Will +7; Str 12, Dex 11, Con 13, Int 10, Wis 14, Cha 12
Notable Skills: Acrobatics +2 (+0), Athletics +3 (+1), Computer Use +2, Concentration +2, Intimidate +4, Knowledge (astrophysics) +1, Knowledge (Fir Maar'Ta) +4, Knowledge (Human) +3, Knowledge (Narn) +4, Knowledge (tactics) +6, Operations (piloting) +1, Operations (gunnery) +4, Stealth +2 (+0), Technical (electronics) +2
Feats: Armour Familiarity, Blood Oath (against Centauri House Albro), Brawler, Fluency (Human & Narn), Iron Will, Nerves of Steel, Spacecraft Proficiency, Toughness, Weapon Proficiency (close combat, grenade, pistol & rifle)
Standard Equipment: Narn battle suit (DR 3, –10 ft., –2 ACP), W&G Model 10 PPG (+5, 2d6 dam, 19–20 crit, 50 ft., 6 shots, AP 1, Automatic)

G'Vel, Narn Operative

5th Level Narn Agent; hp 20; Init +3; Spd 30 ft.; DV 16; Atk: +4 close combat or +6 ranged; SQ Low-Light Vision, Multi-Skilled (Diplomacy), Opportunism (Crippling Attack +1d3 Str dam), Skill Mastery (Bluff); Fort +3, Ref +7, Will +3; Str 13, Dex 16, Con 14, Int 13, Wis 15, Cha 13
Notable Skills: Acrobatics +5, Bluff +12, Athletics +3, Computer Use +7, Concentration +4, Diplomacy +9, Intrigue +4 (+6 when disguised), Intimidate +5, Investigate +5, Knowledge (Babylon 5) +7, Knowledge (Centauri) +4, Knowledge (Human) +4, Knowledge (Narn) +7, Linguistics +5, Notice +6, Pilot +5, Sense Motive +6, Stealth +7, Subterfuge +9
Feats: Fluency (Centauri, Human & Narn), Martial Arts, Skill Focus (Bluff & Intrigue), Toughness, Weapon Proficiency (close combat, grenade, pistol & rifle)
Standard Equipment: Knife (+6, 1d4+1 dam, 19–20 crit, 1-h), Narn stun gun (+6, DC 14 Fort or unconscious, 10 ft., 5 shots, Automatic).

Na'Ru, Narn Criminal

1st Level Narn Lurker; hp 10; Init +0; Spd 30 ft.; DV 12; Atk: +0 close combat or +1 ranged; SQ Low-Light Vision, Co-ordinated Unit +1; Fort +4, Ref +1, Will –2; Str 10, Dex 12, Con 14, Int 8, Wis 7, Cha 8
Notable Skills: Appraise +0, Athletics +1, Intrigue +1 (+3 when gathering information), Investigate +1, Knowledge (Downbelow) +1, Knowledge (Human) +2, Knowledge (Narn) +3, Notice +2, Stealth +4, Subterfuge +2
Feats: Dodge, Endurance, Fluency (Human & Narn), Toughness, Weapon Proficiency (close combat, grenade, pistol & rifle)
Equipment: Knife (+1, 1d4 dam, 19–20 crit, 1-h)

No'Fel, Charismatic Narn Raider

3rd Level Narn Officer (fleet); hp 13; Init +1; Spd 30 ft.; DV 13; Atk: +4 close combat or +4 ranged; SQ Branch Specialisation (fleet), Low-Light Vision, Rallying Call 1/day; Fort +2, Ref +2, Will +5; Str 12, Dex 12, Con 13, Int 12, Wis 14, Cha 13
Notable Skills: Acrobatics +3, Computer Use +5, Diplomacy +7, Intimidate +4, Knowledge (astrophysics) +3, Knowledge (Human) +4, Knowledge (law) +2, Knowledge (Narn) +5, Knowledge (tactics) +3, Operations (gunnery) +3, Operations (piloting) +3, Operations (sensors) +3, Pilot +3, Technical (electronics) +3
Feats: Data Access, Fluency (Human & Narn), Skill Focus (Diplomacy), Spacecraft Proficiency, Toughness, Weapon Focus (PPG), Weapon Proficiency (close combat, grenade, pistol & rifle)
Standard Equipment: W&G Model 10 PPG (+5, 2d6 dam, 19–20 crit, 50 ft., 6 shots, AP 1, Automatic)

Ti'Shek, Psychotic Narn Raider

4th Level Narn Soldier / 1st level Officer (fleet); hp 24; Init +0; Spd 30 ft. (20 ft.); DV 14; Atk: +9 close combat or +5 ranged; SQ Branch Specialisation (fleet), Co-ordinated Unit +1, Low-Light Vision; Fort +7, Ref +1, Will +6; Str 19, Dex 11, Con 16, Int 10, Wis 13, Cha 12
Notable Skills: Acrobatics +2 (+0), Athletics +8 (+6), Computer Use +2, Intimidate +4, Knowledge (astrophysics) +1, Knowledge (Babylon 5) +4, Knowledge (Human) +3, Knowledge (Narn) +4, Knowledge (tactics) +6, Operations (piloting) +1, Operations (gunnery) +4, Stealth +2 (+0)
Feats: Armour Familiarity, Brawler, Fluency (Human & Narn), Iron Will, Natural Athlete, Spacecraft Proficiency, Toughness, Weapon Focus (two-handed blade), Weapon Proficiency (close combat, grenade, pistol & rifle)
Standard Equipment: Narn battle suit (DR 3, –10 ft., –2 ACP), two-handed blade (+10, 1d12+6 dam, 19–20 crit, 2-h), W&G Model 10 PPG (+5, 2d6 dam, 19–20 crit, 50 ft., 6 shots, AP 1, Automatic)

Varo, Human Criminal

Use the Human Lurker statistics in the All Alone In The Night chapter of the *Babylon 5 Roleplaying Game: 2nd Edition.*

Scenario Two - The Proving Ground

Summary

The characters are sent on a special training course by Autumn Shipping, which they soon discover is a training course in espionage and tradecraft. They travel to an isolated training camp on Tiree, a Markab world. There, they must deal with both the rising drafa plague and the fact that one of the other trainees at the camp is being hunted by EarthForce Intelligence.

Time Period: February to March, 2259.
Duration: Travelling there and back takes twelve days either way; the training course lasts a week.
Episode Reference: This scenario takes place during 'The Geometry of Shadows' and 'The Long Dark'.
Character Level Range: 3rd to 4th.

Prelude

Read the following text to the players; it is a teaser, introducing one of the major plots of the scenario. See The EarthForce Operative Arrives on page 29.

'Where is he?'

The prisoner moans and pushes the heel of his hands against his temples. The skin of his face is rubbed raw and red. He mutters something under his breath.

'Where is he?' The voice comes from all around the prisoner, from hidden speakers concealed somewhere in the blank grey walls. The other person in the room does not speak at all, doesn't move or react in any way. She just stares intently at the prisoner, occasionally flexing her black-gloved hands.

'Where is he?' The prisoner screams in pain, a jagged outburst of agony, then doubles over, with tears streaming down his face. The black-clad woman stands.

'I've got it. We're done here.' She walks out of the room.

On-the-Job Training

This scenario begins a few days after the end of Scenario One – Initiation. Haversham contacts the characters and informs them that they will be sent to a special camp for training them in various specialised skills that they will require when working for Autumn Shipping. The camp is located on the Markab world of Tiree. Haversham warns the characters that not only will the camp be extremely challenging mentally and physically but they should also not discuss the existence of the camp with anyone.

When do they leave? Right now.

The characters depart from Babylon 5 on a Markab commercial transport, the *Aler Ku*. Markab transports that carry non-Markab passengers are carefully segregated – the aliens are allocated a section of the ship which they may not leave for the duration of the voyage. The characters will not even *see* any of the Markab crew unless they unlock the doors and enter into the Markab section of the ship. However, the characters will not be bored during the journey, as they find stacks of books and data crystals in their cabins. The documents are training courses and background information on a wide range of topics; galactic history, economics, cryptography, computing, espionage and surveillance, xenobiology, sociology, comparative linguistics, Centauri heraldry, hyperspatial physics, ethics. The documents are a weird mix of cutting-edge technological briefings, mixed in with ancient and well-thumbed manuals, most of which date from the glory days of the Centauri Republic.

There is no clue on what the characters should study, if anything, but they can pass the time reading through the documents.

Events on the Voyage

The characters can just sit in the alien suite for the entire 12-day trip to Tiree but several events do take place on the voyage which may attract their attention.

Markab Hymns: Each day, the characters hear the sound of distant songs echoing through the ventilation ducts. The Markab are a religious race and have regular ceremonies and prayer sessions. The hymns are quite beautiful. The Markab will be angry, in their quiet way, and insist that the characters not disturb the hymns, although they will offer to pipe the hymns through the communications system.

The Cryptic Centauri Message: On the fourth day of the voyage, the computer in the alien suite spontaneously activates. An old-fashioned Centauri anthem plays from the speakers and the image of an elderly Centauri appears. In the background, there is an ornate heraldic crest, which the characters can look up in their book on Centauri heraldry – it is a crest of House Orestres. He says (in Centauri), '*Good day. This training period will prepare you for operations within the purview of the Office. We are using a training camp within the Draegori Marches to ensure privacy. It is vital that you learn to work closely with the lesser-*'. At this point, the recording cuts off abruptly, replaced by a system error message.

The Drafa Plague

The episode Confessions and Lamentations deals with the revelation that the drafa plague has been decimating the Markab race since mid-2258. The plague occurred once before, hundreds of years ago on an isolated island called Drafa, and the Markab believed that the disease was a judgement from the gods for the sins and depravity of the people of that island. Therefore, developing drafa plague is deeply shameful, as it is a sign of sinfulness and weakness.

Players familiar with the Babylon 5 series may remember the death of the Markab. Let them – there is nothing the characters can do. The Markab are currently blaming the deaths on a mutated version of a much more common and less sinful disease, called giscal, and nothing will convince them at this point that the mutated giscal epidemic is actually the dark angel of the drafa returned.

A successful Knowledge (history) check (DC 25) reveals that the term 'Draegori Marches' is an outdated term last used over a hundred years ago and referred to the section of the Centauri Republic now occupied by portions of the Narn Regime.

A Markab technician enters the suite a few minutes later, apologises, and says that the *Aler Ku* is an old ship and has electronics problems.

The message is an old recording played to ORC agents. The Centauri have been using the Tiree system and the *Aler Ku* for over a century and a briefing was recorded by House Orestres spymasters to be played to their agents en route for training. It serves mainly to foreshadow the connection between the old ORC and the characters' current situation.

The Dead Priest: On the tenth day out from Babylon 5, the daily Markab hymns stop abruptly and the characters can hear shouts of alarm and wailing. If they ask, they are told that one of the Markab has fallen ill. If any of the characters is a doctor, they can ask to see the sick Markab. A successful Medical check (DC 25) reveals that the disease is attacking the Markab's circulatory system and seems to be an airborne pathogen. This is the drafa plague that will wipe out the Markab race in a few months. The characters can do nothing for the dying Markab, other than make his last hours comfortable, but the incident does foreshadow the problems the drafa plague will cause on Tiree.

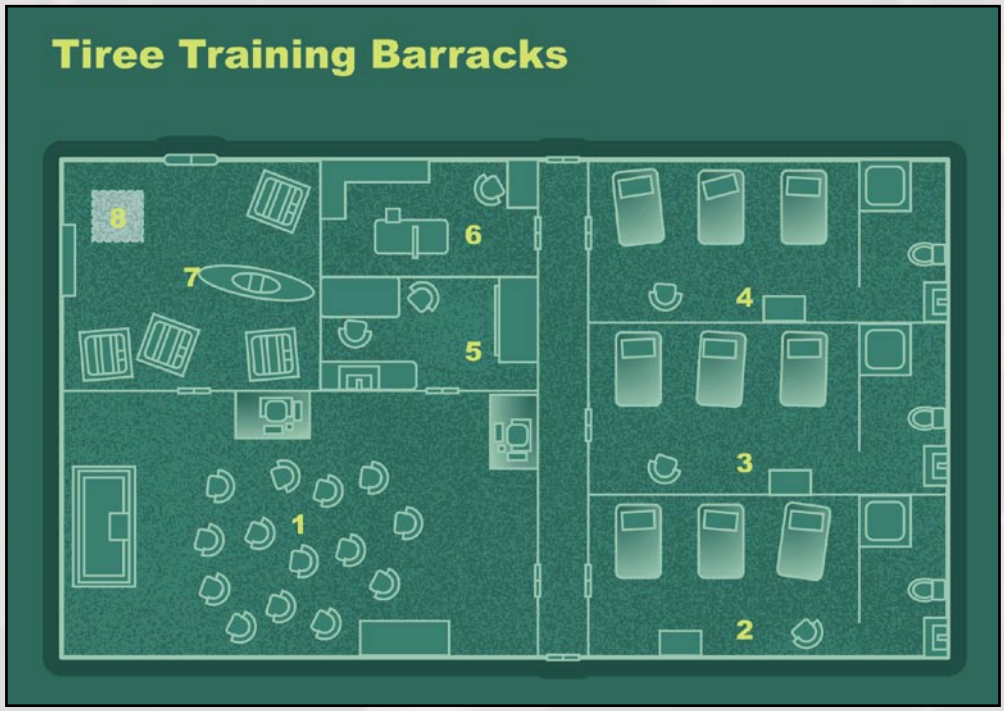
Arrival at Tiree

After the *Aler Ku* jumps to realspace, it takes another day to travel to Tiree. A Markab contacts them and informs them that they will not be disembarking at the Tiree spaceport; instead, a shuttle will dock with the *Aler Ku* and drop the characters off at a regional airstrip. True to the Markab's word, a battered old shuttle arrives and takes the character on board.

The shuttle is piloted by another Markab, who introduces himself as Rus. He is even more taciturn than the crew of the *Aler Ku*, discussing nothing with the characters. The shuttle heads for the northern continent of Tiree, the less developed continent on the planet. It lands at an airstrip that is little more than a concrete track, on the outskirts of an agricultural town. Rus mentions that the town is called Tuas and that they will not be staying there. However, if there are any supplies or luxuries they want to purchase, now is the time. There are stores in Tuas that take Earth credits but the selection in the grimy little shops is very limited. There are plenty of incomprehensible Markab personal hygiene… things, but nothing recognisable, nor is there any food apart from bottled water and a few packages of dried spoo and omvore (a synthetic foodstuff designed to be nutritious and palatable

to as many species as possible). Rus also tells the characters that from this point on, only first names are to be used and they are not to discuss their backgrounds, jobs or any other personal details with anyone at the training camp.

There is a hovercraft waiting at the edge of the airstrip, which takes the characters high into the mountains along a winding road that becomes a dirt path, then a barely discernable trail over rocks, scree and lichen.



After another two hours of travel, the hovercraft eventually arrives at a long, low building at the edge of a small wood. 'Welcome to the camp', grunts Rus. You see several figures staring out at you from the shadows of the trees.

THE TRAINING CAMP

The Markab camp is over two centuries old, having been established by the ORC when the Centauri were at their height. The main building contains dormitories and classrooms, while the woods around the structure are used as proving grounds and mock battlefields. There are several hidden bunkers and weapon caches nearby and the structure is almost invisible from the air.

The camp is run by three Markab, all of whom are members of a Markab religious sect called the Ashred Continuity, a monkish order who are devoted to the preservation of the Markab culture and civilisation. The Continuity was founded by the ORC – its purpose is to intercede with other races when their civilisation is threatened, making it an easily manipulated tool. The three Markab are Rus, Var and Ato.

Rus: The youngest of the three Markab, Rus specialises in the practical fields – shooting, killing, blowing things up, spacecraft handling and so on. Rus speaks rarely and then only in monosyllables. He has an almost encyclopaedic knowledge of modern weaponry and spacecraft, including those of the Earth Alliance, Centauri Republic and Narn Regime. He only speaks enthusiastically about weapons and combat techniques, and about the only way to draw him into conversation is to ask him to speculate about Minbari weapons or the payload of the new Thunderbolt fighters.

Despite his rough-edged martial mindset and demeanour, Rus is a monk and a believer.

Var: The eldest of the three Markab, Var will tutor the characters in stealth, observation, diplomacy, sociology, as well as basic medicine, philosophy and history. Var is by far the most affable and approachable of the three, treating the whole tutoring session as an extended spiritual retreat where the characters can be educated and enlightened. Play him as a kindly old priest.

Ato: Ato is the expert in cryptography, computing, chemistry, electronics, science, martial arts and self defence. She is by far the sternest of the three monks, tolerating no failures and punishing anyone who disobeys or disagrees with her. She is also the most dedicated to the cause of the Ashred Continuity.

The other people at the camp are all trainees like the Player Characters, sent from other former ORC cells like Autumn Shipping. Each cell knows the Markab training camp as a safe, secure venue for crash courses in tradecraft. It has been a tradition in each cell to send trainees there for decades.

Humans

The other Humans in the camp are from Operation FIRMAMENT, the parent to Autumn Shipping. As far as they know, they are agents for a long-term infiltration program of alien governments and cultures. Once the two agents are finished on Tiree, they will travel to the Narn homeworld as Earth trade liaisons with the Narn Regime.

Daniel Moa ('Dan'): Daniel is a young, pleasant-faced man with a charming demeanour. He has a habit of asking questions to deflect attention away from himself and tells jokes to defuse tension. However, he is careful not to let either habit become annoying.

What no-one else at the camp knows is that Daniel Moa is being framed for the assassination of President Santiago a few months ago. The jamming devices that prevented the sabotage of *EarthForce One* from being noticed were bought through a company operated by Daniel: TransPlanetary Electronics. He is currently wanted by EarthForce Intelligence for questioning or termination. He should be dead by now but his unexpected departure for Tiree has kept him alive. An assassin is hunting him, and will arrive on Tiree during the scenario – see The EarthForce Operative Arrives on page 29.

Serena Howard ('Serena'): Serena is primarily a linguist and sociologist. She was recruited to Operation FIRMAMENT as an analyst and never expected to be sent off to obscure alien worlds to be taught how to kill people with her bare hands. She is in her mid-30s but acts slightly older, as she spent most of her life in academia. She and Daniel are quite close friends but she has no idea about his ties to Santiago's death. She is less than confident about her ability to excel on the training course but will do her best.

Serena Howard shows up again on Nar'Shal in Scenario Six – The Turning of the Year (see page 88).

Drazi

The two Drazi are from the Drazi group called the Thath Vorak – the 'old wind', an order of Drazi elders and scholars who advise their government and military. The Thath Vorak are seen as irritating meddlers by many younger Drazi but their position of influence in Drazi culture is unassailable. The two Drazi visitors are both over 200 years old (Drazi live a long time) and have been involved with the ORC since the beginning. They were both recruited by old Mirven Orestres, who transformed the ORC from a tool of Centauri politics into an attempt to establish a galactic conspiracy. As such, they know more than any living member save Dennic Jaddo and Lustria (and perhaps the AI BLAISE).

The two are called **Jok** and **Ruzzak**; they have worked together for decades and have a rather crotchety friendship, where they snipe at each constantly and compete to complain more. Neither has a kind word for any living thing – and thanks to the Drazi habit of 'speaking in macros', dealing with Jok and Ruzzak can be very frustrating.

Their Drazi heritage becomes a problem during the scenario.

Abbai

The two Abbai are **Shanoth** and **Risith**. They are agents of an Abbai philosophy school, Creyis, that was funded by a wealthy Centauri philanthropist over two and a half centuries ago. The school is dedicated to diplomacy, understanding and compromise, especially between alien races. Creyis is an ideal tool for ORC's plans, although the Abbai were never considered a threat to the security of the Republic.

Training Barracks

1. Common Room. This room is filled with battered furniture, mostly couches and desks designed for Markab spines. There are a few computer workstations, as well as a lecture podium. The trainees are lectured to in this room; it is also the designated area for relaxation, in the few short moments that the characters get between training cycles.

2. Trainers' Room. This room is reserved for the Markab trainers but is equipped almost identically to the other two dormitories. The door is mechanically locked (DC 25 Subterfuge/ DC 20 Technical (mechanical) to open).

3 and **4** are the dormitories assigned to the trainees. When the characters arrive, the Abbai have already set themselves up in dormitory 3, but the other Humans and Drazi have not yet unpacked their baggage. Feel free to let dormitory assignments become an issue, a microcosm of interstellar politics and territorial disputes. The Drazi snore.

Each of these rooms has bunk beds and a multi-species bathroom. They are not well heated and it becomes bitterly cold at night at the camp.

5. Kitchen. While the Markab do prepare meals for the trainees, they demand that the trainees take turns helping them in the kitchen. The food is mostly traditional Markab cuisine, described by the Centauri as 'sort of like chewy blandness, only not as interesting – the dining equivalent of being smothered'.

6. Infirmary. This surprisingly well-equipped room has medical equipment and surgical gear making it the equal of most Medlabs. All the medical gear is of Earth Alliance origin.

7. Storeroom. This dark room is packed with gear used in the training. Canoes are racked against one wall with climbing gear and survival equipment. Martial arts mats and weapons are piled next to camouflage netting and sharpshooting targets. There are also various firearms and explosives, although most of these are dummies used for training – the real arsenal is below.

8. Hidden Trapdoor. This trapdoor is cleverly concealed (Investigate DC 25 to find it) and electronically locked (DC 25 Subterfuge / DC 20 Technical (electronics) to open). All the Markab at the camp know the code to open it. It opens onto a cellar beneath the training lodge. This cellar contains the camp's arsenal (ten Auricon EF-7 PPGs, four Auricon EF-PR PPG rifles, assorted conventional handguns and firearms (use the antique slugthrower statistics in the Equipment chapter of the *Babylon 5 Roleplaying Game: 2nd Edition*), an Auricon Mk IX grenade launcher, a considerable quantity of explosives, detonators and landmines and other anti-personnel security devices, most of which are old Narn or Earth Alliance designs (use the hand grenade, plasma grenade and concussion grenade statistics in the Equipment chapter of the *Babylon 5 Roleplaying Game: 2nd Edition*) in a cage on one side. On the other side are half a dozen simulator pods. These devices consist of movable chairs with a virtual-reality helmet and a reconfigurable control panel that can be set to mimic the control layout of most common spacecraft.

Life (and Death) at the Training Camp

The characters will be at the training camp for at least ten days. This is divided into three intensive two-day training periods, mixed with three one-day training exercises. The Tiree day is nearly 35 hours long but the characters will be expected to use stims and brief naps to keep awake and functioning. The average day's schedule at the camp is shown on the Tiree Camp Daily Schedule.

Tiree Camp Daily Schedule

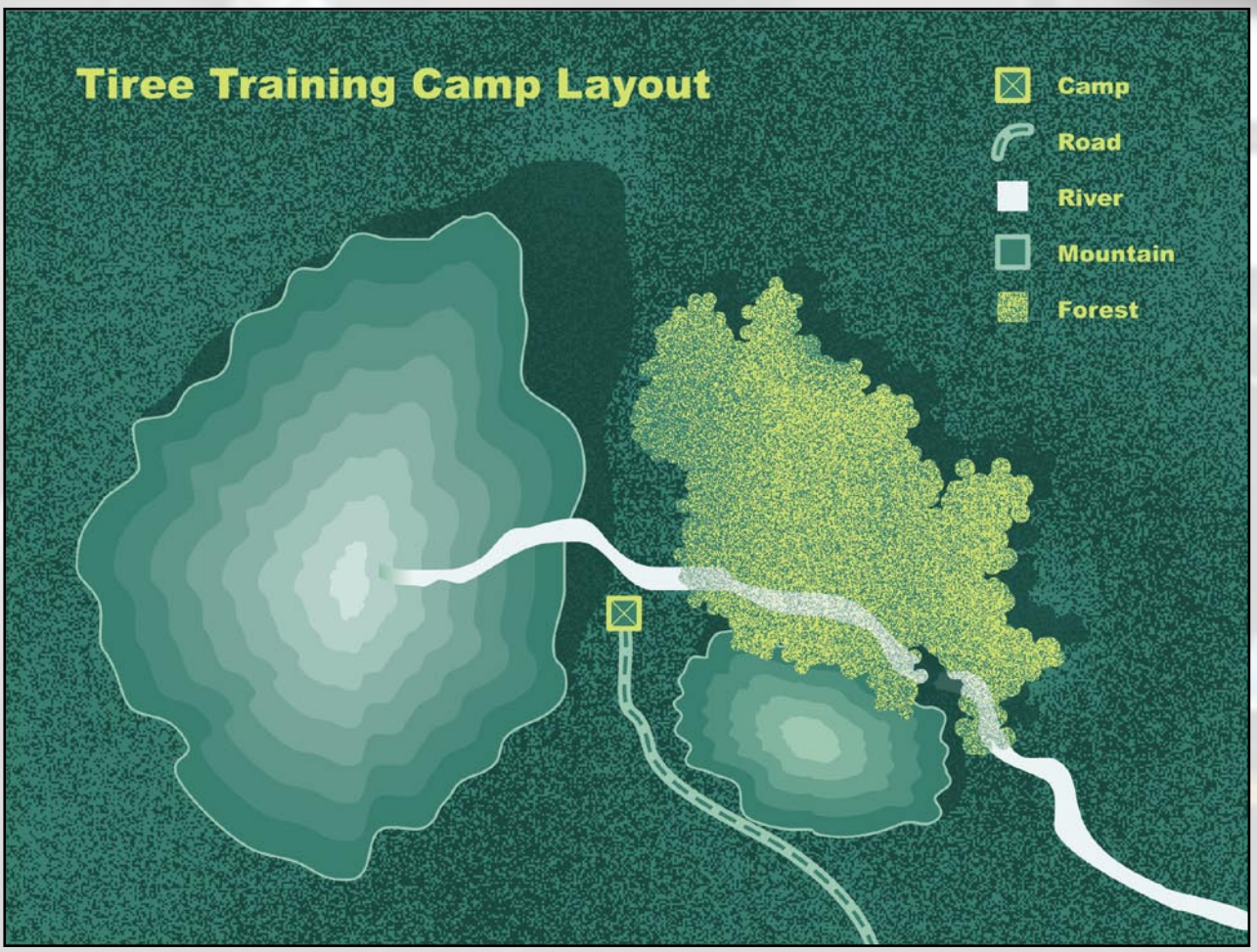
Time	Activity
0600	Reveille
0630	Breakfast
0700	General fitness training (Rus)
1000	Electronics & surveillance technology (Ato)
1300	30 minute break
1330	Observation techniques (Var)
1630	Lunch
1700	Firearms training (Rus)
2000	Galactic history (Var)
2030	30 minute break
2330	Cryptography (Ato)
2400	30 minute break
2430	Survival & stealth (Rus/Ato)
2730	Ethics and philosophy (Var)
2800	Dinner
2830	30 minute break
2900	Field medicine (Ato)
2930	30 minute break
3000	Ethics and philosophy (Var)
3300	Free time
3400	Sleep

As the schedule shows, life at the camp is quite intense. Characters must make a Fortitude save every eight hours (DC 10) or become fatigued.

There is no need to play through every hour of every day of the training course – just make sure that the notable events shown on the Tiree Camp Events table are played out.

Tiree Camp Events

Day	Event
1	Arrival.
3	First Signs of Drafa; Green vs Purple.
4	First Training Scenario.
5	EarthForce Operative Arrives.
7	Second Training Scenario.
8	The Angel of Drafa; Sign/Countersign.
9	A Killing in the Ice Fields.
10	Third Training Scenario.
10	A Frank Exchange of Views.
11	Departure.



Day 1 – Arrival

On the evening of the characters' arrival, they are welcomed into the camp by Ato and Var. The other trainees are already present. Give the characters a chance to get acquainted with their fellow trainees and to explore the camp and get a feel for the surrounding area. The Abbai will keep to themselves early on, although they will be unfailingly polite and respectful. The Drazi will mercilessly prey on and mock any perceived weakness on the part of any of the characters. The other Humans seem nervous and apprehensive about the whole training cycle.

There is no training on the first day but Ato will outline the main points of the course to the characters (three three-day cycles consisting of two training days followed by a training scenario). After that, the characters have three hours of relative freedom before it is time to sleep. The second day's training is dominated by Rus and involves a great deal of running around in a damp forest being shot at by an irritated Markab armed with a Narn stun gun.

Day 3 – Green vs Purple

The ritual Drazi battle of Green Drazi against Purple Drazi happens to begin on Day 3 of the training. Jok and Ruzzak are the only two Drazi on Tiree but they must still obey the ritual. They produce a large basket containing two scarves; both scarves have the gold leader pin. Each Drazi removes one scarf from the basket and rejoices at the sight of the leader pin – to be named leader is 'great Drazi honour, very great' – and appears surprised that the other Drazi is wearing the other colour. Pointing out that there are only two scarves, both of them leader scarves, is met with incomprehension by the Drazi. 'Choice from basket is random. Whim of fate. Who can say what colour is drawn without drawing colour?'

Under normal circumstances, Jok and Ruzzak would now fight until one submitted to the other. However, both Jok and Ruzzak are part of the Thath Vorak, the council of elder Drazi. As such, the rules are slightly different for them. The age and wisdom of the Thath Vorak is too valuable to be risked in a physical contest. Therefore, members of the Thath Vorak are permitted to use the shuggi rule, where they bet on the

physical contests of others. The Thath Vorak who correctly chooses the winner in advance is permitted to shout *'Shuggi!'* and thump the losing Thath Vorak on the head, as well as the losers of the physical contest. This continues until one Thath Vorak gives up.

From the selection of the scarves until the end of the training camp, then, Jok and Ruzzak will be shouting *'Shuggi!'* and hitting each other a lot. For example, if two Player Characters are climbing a rock face during a training exercise, then Jok might point at one. Ruzzak take the other. If the first character wins, then Jok roars *''Shuggi!'* and hits both Rozzak and the losing Player Character over the head.

Feel free to make this as irritating as you wish; the contest is comic relief but also sets up the later Green vs Purple plot.

Day 3 – First Signs of Drafa

On the evening of Day 3, Ato is supposed to give a lecture on diplomacy and interspecies communication. He falls ill just before he comes into the common room, though, and the time is given over to another lecture from Var on sensor interpretation and tracking techniques. Meanwhile, Rus takes Ato to the infirmary and treats him as best he can for giscal.

Day 4 – First Training Scenario

The first scenario is designed to teach combat skills and diplomacy. The characters are divided into three groups. One group consists of the Player Characters, one group of the other Humans and a Drazi (Jok), the third group consists of the other Drazi and the Abbai.

Var leads the characters out into the forest. It is a cold, wet day, with grey rain rolling off the northern mountains. They can distantly hear the sound of a hovercraft skimming ahead of them, delivering the other two teams to their destinations. After about an hour's march, they arrive in a thinly wooded valley, where they are met by the hovercraft piloted by Rus. Rus then explains the scenario:

The other two teams each have a base, which consists of a fortified bunker on the forested slopes at the far end of the valley. The objective for each team is to conquer one of the two bunkers. The characters have their choice of which bunker to attack. Each team is also issued with a single two-channel radio, which can be used to contact either of the other teams.

The trick to the scenario, therefore, is entering into an alliance with one of the other two teams and ganging up on the third. If neither of the bunkers is conquered by 3000 hours, then everybody loses.

The back of the hovercraft contains a selection of equipment; the characters can anything from the following list:

- One cheap Drazi knockoff of Narn stun gun (use the Narn stun gun statistics in the Equipment chapter of the *Babylon 5 Roleplaying Game: 2nd Edition*, except that this version has only three shots per clip).
- Rope (100 ft.) and climbing gear.
- Optical (100 ft.) binoculars.
- Handheld scanner. The best setting for this mission is for the scanner to pick up electronic devices (such as screamers or stun bombs).
- One screamer mine.
- One morph gas grenade.
- Breather mask.
- One stun bomb.
- First aid kit.
- Pack of three flares.
- Pack of two chemical torches.

Once the characters have selected whatever gear they want to use, Rus loads the remainder up into the hovercraft and skims off back to the camp, where the three instructors are watching the training exercise via cameras hidden in the forested valley.

Tiree 1st Training Scenario Map

1. Starting Point. The characters are dropped off here by Rus, who fires a flare to signal the start of the training scenario. The scenario begins around 1300; the characters have 17 hours to bring it to a conclusion one way or the other, although it is unlikely to take that long.

2. The Forest. The forests of Tiree are quite similar to the forests of Earth, although the trees are technically a form of hardened grass where individual blades twine and merge into a woven mesh-like structure. There are few dangerous creatures in the forest, although there are foot-long predatory insectoids that may snap at the characters if they get too close. The canopy is thick and navigation in the forest can be tricky – characters must make Wisdom checks (DC 10) to keep to a course when travelling without sight of landmarks.

3. River. The river is deep but fast-flowing, fed from meltwater from the upper mountains. There is no bridge; characters can either swim across or try to climb through branches; either way, it requires an Athletics check (DC 15 to swim, DC 20 to climb).

New Equipment

Binoculars
Illumination permitting, a pair of binoculars enables a character to reduce the distance penalty to Notice checks. It normally takes one full round action to focus binoculars to a particular distance. Once focussed, any Notice check penalties for the intervening distance are ignored. Optical binoculars are cheaper and not as powerful as electronic binoculars.

Chemical Torches
Once struck, a typical chemical torch gives normal light as a powered lantern for two hours. These lights do not generate heat.

Climbing Gear
Consisting mostly of low-tech items such as pitons, crampons and a body harness, treat climbing gear as an outfit with an ACP of –2. However, the ACP penalty does not count when making Athletics checks when climbing – instead, the gear grants a +4 circumstance bonus to such checks.

Flares
Once struck, a typical flare gives incredibly bright light (as a vehicular lamp) for 1d4 rounds. They then provide light as a burning torch for a further 2d4 rounds, before dying.

Handheld Scanner
A successful Operations (sensors) check (DC 10) gives the user a +5 bonus to Investigate checks when searching for a specified kind of material, radiation or device. Scanners used by security forces are normally set to scan for explosives or electronic devices.

Screamer Mine
This device that emits a debilitating sonic blast when triggered. It requires a Technical (electronics) check (DC 10) to plant and a concurrent Subterfuge check will determine the DC of the Investigate check necessary for others to find it. A Subterfuge check (DC 20) or Technical (electronics) check (DC 15) is required to disarm a screamer mine. If triggered, all characters within 20 feet must make a Fortitude save (DC 12) each round or be stunned for one round. The screamer mine will continue to shriek for 2d6 rounds before it runs out of power.

Stun Bomb
This is a mine-like device that fires a pulse of nerve-jangling static electricity. It requires a Technical (electronics) check (DC 10) to plant and a concurrent Subterfuge check will determine the DC of the Investigate check necessary for others to find it. A Subterfuge check (DC 20) or Technical (electronics) check (DC 15) is required to disarm a stun bomb. If triggered, it explodes – all characters within 15 feet will suffer 3d6 nonlethal damage. A Reflex save (DC 15) is allowed for half damage.

New Equipment

Item	Cost	I / R	Weight
Binoculars, Electronic (250 ft.)	300 cr.	—	1 lb.
Binoculars, Optical (100 ft.)	100 cr.	—	1 lb.
Chemical Torches (pack of two)	20 cr.	—	—
Climbing Gear	80 cr.	—	3 lb.
Flares	35 cr.	—	—
Handheld Scanner	700 cr.	—	1 lb.
Screamer Mine	120 cr.	R	1 lb.
Stun Bomb	50 cr.	R	1 lb.

4. Cliffs. The granite cliffs on either side of the valley are climbable, but only with difficulty. The DC for the Athletics check varies from DC 10 to DC 25, depending on where the character tries to climb (the section of the cliff directly beneath the Alpha Bunker, for instance, is DC 25.

5. Alpha Bunker. The Alpha Bunker (occupied by Jok, Dan and Serena) is located at the top of the steepest cliffs. Both bunkers are identical; they are igloo-shaped ferrocrete structures with a single reinforced door. There are four firing slits in the walls, each of which has a 120° field of fire.

6. Beta Bunker. The Beta Bunker (home to the two Abbai and Ruzzak) is on a rocky rise in the midst of the forest, surrounded by treacherous marshy ground.

Tactics & Events

The two teams opposing the characters have different tactics. The Alpha Team begins by spreading out from their bunker and establishing a defensive perimeter around the cliff. Jok has taken a pair of binoculars and a stun gun from the equipment stores and anyone he spots get shot from above. Meanwhile, the other two members of the team try to contact the characters and arrange an alliance.

The Beta Team – the Abbai and Rozzak – use the Drazi's expertise with explosives to rig the entrance to their bunker with stun bombs and screamers. They then make contact with the characters and urge them to make a false alliance with the Alpha Team. If the characters go with the Abbai option, they are to lead the Alpha team (or at least as many members of the Alpha Team as can be recruited) into the trap.

While the characters are out in the forest, they will see the trail of a ship or shuttle entering the atmosphere. This is carrying the EarthForce operative here to hunt down Daniel Moa.

The result of the first training scenario depends entirely on the characters' actions. Stats for the various combatants can be found at the end of the scenario.

Day 5 – The EarthForce Operative Arrives

Daniel Moa is, officially, working for an electronics corporation. This corporation is actually a cover for Operation FIRMAMENT. The Clark administration and its allies in the intelligence community are beginning their purges and FIRMAMENT is high on their list of targets. They are aware of Moa's connections and are framing him for complicity in Santiago's murder. Components for the communications jammers were shipped through Babylon 5; the Corps has faked documents to prove that they were bought and sold by Moa's TransPlanetary Electronics.

Moa should have been arrested and questioned on Earth but he went to an obscure Markab planet to be trained in combat techniques instead of taking the two-week bonus break on New Vegas. EarthForce do not give up that easily, of course, and have managed to trace Moa by capturing one of his contacts and telepathically interrogating him (see the Prelude text on page 20).

The EarthForce operative sent to retrieve or terminate Moa is an agent codenamed Bishop One. He is committed to hunting down the assassins who killed Santiago and is a genuinely good and loyal servant of the Alliance. However, he has been fooled by the Corps' faked evidence and is going to kill or capture Moa without remorse.

Moa was dropped off in the Tiree system by an EarthForce Tethys-class frigate that passed through the system two days ago. On Day 4, he arrives at Tuas spaceport on a hunch, gambling that the odd flights to the isolated town have something to do with the fugitive Moa. Over the next few days, Bishop One searches the surrounding area, questioning and bribing the Markab. By Day 7, he has traced Moa to the training camp and heads there to observe the camp and the target.

The characters may encounter (Notice check, DC 20) signs of Bishop One's presence, like a portion of a non-Markab ration bar or a shadow in the forest. He has a black light stealth suit but uses it only in emergencies to preserve its limited power supply. Bishop One makes his move on Day 9.

If possible, build paranoia from now until the Third Training Scenario. Drop hints about monsters in the forest and so on, with glimpses of shadowy figures and ghost stories from Ato.

Day 7 – Second Training Scenario

The second scenario teaches the characters how to fight in space. Rus explains the scenario in the camp – half the characters will be in the simulator pods in the cellar, while the others will form an opposing team using the computers in the common room. The simulator pods are set up to mimic the controls of an Aurora Starfury. These simulators will compensate for characters who are not trained in the nuances of space combat (temporarily giving any Player Character within one the benefits of the Spacecraft Proficiency feat). The scenario is as follows:

The team in the Starfuries (Team Alpha) need to get a bomb to a space station. The other team – Team Beta – are manning the computer systems, which are set to simulate the station's command deck. They have a trio of defensive satellites and another three Starfuries. Cargo ships are coming and going all the time from the station.

The main purpose of this scenario is to familiarise the characters with the principles of space combat (and the players with the space combat rules). All the Player Characters will be placed in Team A; the other trainees form Team B and fill out Team A. There are six simulator pods in the basement of the lodge – any Starfuries in the scenario beyond a total of six will be computer-controlled.

Penetrate the Station's Defences

Centre: Space station.
Close Range: Three automated defence satellites, three Team B Starfuries, 1d4 corporate freighters.
Long Range: Nothing.
Sensor Range: One jump gate.
Beyond Sensor Range: Team Alpha (hyperspace).
Activity: Every 2d10 turns, a corporate freighter will enter the area through the jump gate and use *Close For Battle* orders to approach the station. Once at close range, the corporate freighter will hold position.
Every 2d10 turns, one of the corporate freighters at close range to the station will depart using *Pull Back* orders to depart from the station. Once at long range, it will use the *Open Jump Point!* order to activate the jump gate, followed by another *Pull Back* order to jump out of the system.

Team Alpha begins in hyperspace. The simplest approach for Team Alpha is to jump into the system and engage the station's defences but this puts the characters up against both Starfuries and satellites at the same time. Another option is to capture one of the cargo vessels that are heading to the station and try to use it as a Trojan horse, loading the bomb onto the vessel. The bomb does give off a detectable energy signature; an Operations (sensors) check (DC 30 for sensor range, DC 25 for long range and DC 20 for close range) allows the crew of the station to pinpoint which ship the bomb is on.

To get the bomb onto the station, all the carrying spacecraft need do is spend three full turns within close range of the

space station. If the carrying craft destroyed before this, then the bomb is destroyed before it can be planted, resulting in Team A losing the exercise.

Automated Defence Satellites

Small Satellite[1]
Defence Value: 7 (+1 size, –4 Handling); **Armour:** 12; **Handling:** –4; **Sensors:** +1; **Stealth:** 10; **Stress:** 5; **Features:** Automated, Fusion Engine, Targeting Computer (+1)
Crew: Computer Green (+2 BAB, +4 Training); Automated.
Structural Spaces: 7 (Control 1, Engine 1, Weapons 5)
Turret Weapons
- Tri-linked Particle Beam (Close, Offence 12, 3 weapon spaces)
- Mk I Interceptor (Close, Offence 3 *or* Intercept 10, 2 weapon spaces)

[1] Apart from very minor attitude adjustments, the automated defence satellite is immobile. It cannot perform the following orders:

Angle For Maximum Effect, Broadsides!, Close For Battle, Defensive Position, Escort Defence!, Extreme Measures!, Join Fleet, Pull Back, Ram Them, Run Silent, Run Dark or *Seize The Initiative!*

Corporate Freighter

Large Spacecraft
Defence Value: 9 (–1 size); **Armour:** 20; **Handling:** +0; **Sensors:** +0; **Stealth:** 8; **Stress:** 12; **Features:** Fusion Engine, Targeting Computer (+1)
Crew: Computer Green (+2 BAB, +4 Training); 2 Officers, 3 Pilots, 1 Sensor Operator, 6 Crewmen
Structural Spaces: 35 (Cargo 20, Control 4, Crew 4, Engine 5, Weapons 2)
Turret Weapons
- Particle Gun (Close, Offence 5, 2 weapon spaces)

Space Station

Gargantuan Space Station[1]
Defence Value: –12 (–8 size, –4 Handling); **Armour:** 50; **Handling:** –4; **Sensors:** +3; **Stealth:** 1; **Stress:** 4; **Features:** Fusion Engine, Targeting Computer (+2)[2]
Crew: Computer Green (+2 BAB, +4 Training); 6 Officers, 6 Pilots, 10 Sensor Operators, hundreds of crewmen and thousands of passengers.
Structural Spaces: 1,540 (Cargo 1,200, Control 20, Crew 80, Engine 120, Hangar 80, Weapons 40)
Turret Weapons
- Particle Beam (Close, Offence 6, 2 weapon spaces)
- Particle Beam (Close, Offence 6, 2 weapon spaces)
- Mk I Interceptor (Close, Offence 3 *or* Intercept 10, 2 weapon spaces)
- Mk I Interceptor (Close, Offence 3 *or* Intercept 10, 2 weapon spaces)

Craft (6): 3 Aurora Starfuries, 3 automated defence satellites.
[1] Apart from very minor attitude adjustments, the station is immobile. It cannot perform the following orders:

Angle For Maximum Effect, Broadsides!, Close For Battle, Defensive Position, Escort Defence!, Extreme Measures!, Join Fleet, Pull Back, Ram Them, Run Silent, Run Dark or *Seize The Initiative!*

However, the station will automatically attempt to perform one *Brace For Impact* order, one *Fire Interceptors!* order and 5 *Hold Her Together* orders in any space combat, unless specifically instructed not to by the commander. These orders are in addition to any orders issued by the commander of the station. The station's C&C computer suite also gives anyone in C&C a +2 equipment bonus to opposed Operations (systems) checks made to deny a ship access to the jump gate.

[2] Boosted by the navigational network, the tracking units on the station enable its targeting computers to lock on up to 5 targets at any one time.

Starfury Heavy Fighter (Aurora)

Tiny Spacecraft
Defence Value: 18 (+4 size, +4 Handling); **Armour:** 14; **Handling:** +4; **Sensors:** +4; **Stealth:** 16; **Stress:** 10; **Features:** Afterburners, Fusion Engine, Grapple, Pivotal Thrusters, Targeting Computer (+2)
Crew: Computer Green (+2 BAB, +4 Training); 1 Pilot
Structural Spaces: 6 (Control 1, Engine 1, Weapons 4)
Fore Arc Weapons
- Twin-linked Uni-Pulse Cannon (Close, Offence 12, 2 weapon spaces)*
- Twin-linked Ultra-Light Pulse Cannon (Close, Offence 4, Rapid Fire 2, 2 weapon spaces)*

* The Aurora Starfury may only fire one of these weapon systems during an order.

Day 8 – The Angel of Drafa

The oldest of the Markab, Ato, fell ill on the third day. Now, on the eighth day, Rus and Var both begin to show signs of the disease. Rather

than cancel the training program, they conceal their illness from the trainees. However, the characters will soon notice that Rus is having difficulty keeping up with the other trainees on some of the physical challenges, such as long marches or combat training.

Ato dies during the night on the eighth day. The other Markab hide this death from the rest; the giscal disease is non-fatal but drafa plague is lethal. If Ato died of drafa, then it is a judgement on some moral failing of the Markab and is therefore deeply shameful. Ato's corpse will be wrapped in blankets and kept in the Markab dormitory until the characters have left Tiree.

Ideally, the characters will discover Ato's corpse during the third training scenario, below, throwing everything into greater confusion.

Day 8 – Sign/Countersign

As he falls ill, Ato decides to teach the characters something that is normally reserved for the end of the training cycle. He calls the trainees into the common room (this is the last time they will see Ato alive) and explains to them that there is a secret password taught to all graduates of the training course. Should the characters ever suspect that another person might be a graduate of the Tiree course and therefore an ally, they should give the first sign and see if the other person gives the correct countersign. To maintain security, the sign and countersign are hypnotically locked, protecting them from being easily accessed telepathically. In game terms, the characters gain a +4 circumstance bonus to Will saves to resist revealing the sign/countersign (whether this is through conventional torture or telepathic interrogation).

The **first challenge** is: '*Who hears the wind cracking the branches?*'

The **first answer** is: '*The birds, for they ride the wind.*'

Day 9 – A Killing in the Ice Fields

On Day 9, an increasingly ill Rus brings the trainees out to the mountains. They are split into several small groups (the Player Characters are all part of one group) and issued with tents and other basic survival gear. They have to make their way back to the lodge, a cross-country trek that will take the characters ten hours, assuming they do not risk travelling at night.

The actual trek is not especially difficult, requiring nothing more than the usual Hiking rules (see the Games Mastering chapter of the *Babylon 5 Roleplaying Game: 2nd Edition*).

Bishop One is lurking in the woods, and will observe the characters as they hike. Bishop One does not want to kill anyone he does not have to and may attempt to use the characters as his agents inside the lodge. If Daniel Moa goes any distance from the main group either alone or in a pair, Bishop One will attack.

Even if there is an attack – which is likely to consist simply of PPG blasts fired from the woods (as the black light stealth suit makes it highly unlikely that anyone will be able to spot Bishop One) – the subsequent uproar when the camp finds out will not stop the course. The Abbai and Drazi will fear that there is someone on the planet hunting them and the Markab will believe that their sins have become manifest in some form. However, the sickening Var will still insist that the training cycle be completed as Ato would have wanted.

Day 10 – Third Training Scenario

The third scenario is an assault on the lodge itself. The Abbai both insist that running a training scenario when there is a killer lurking somewhere outside the lodge is madness but the Drazi are still up for a fight and would prefer to be outside in the forest instead of being trapped in a bunker.

With the Abbai refusing to participate, the Markab decide to split the Player Characters up. Half will go out into the forest; the others along with Dan will defend the lodge. Both sides get to pick five pieces of equipment from the same list as the First Training Scenario (see page 26). It is entirely possible that the characters will refuse to participate in the training scenario at all, in which case it will be cancelled and the Games Master should skip onto A Frank Exchange of Views.

The third scenario is likely to be a Player Character vs Player Character scenario; the remaining trainees are Dan, Serena and the Drazi, so it is likely that the characters will be split between defending the lodge and attacking it. If any of the characters object to running the training scenario, then the Markab insist that they will be monitoring the situation from

The EarthForce Connection

If the characters did not play through The Cold Equations prequel scenario, then Bishop One may attempt to recruit them as double agents for EarthForce at this point in the scenario. He deactivates his camouflage suit while standing 50 feet away from the characters. Bishop One is a rather unmemorable-looking person, even when dressed in a high-tech camouflage suit and carrying a military-issue PPG. Play him as being slightly eccentric, even unstable; he has a habit of focussing on minor issues and skipping over major ones (for example, he might question the characters on how they will get the door of the lodge open, taking it as read that they will help him get into the lodge to capture Dan).

Bishop One will explain that he is in pursuit of a dangerous criminal, one Daniel Moa, who is responsible for the death of someone very important. He will be evasive as to the exact nature of Moa's crimes but in an apologetic manner – he will imply that he wants to tell the characters exactly what is going on but they are not cleared to know. He will admit that he is working for EarthGov in an unspecified capacity – and that he needs their help. If they will aid him in dealing with Moa and pass on information about the lodge and their activities, then he will ensure they get to survive Tiree and will be given clemency. He will also contact them in future, for further exchanges of information for security and special consideration.

If the characters do agree to Bishop One's terms, then he will ask them to arrange for Moa to be delivered in some fashion – sent away from the lodge, incapacitated, terminated – and that they then signal him. He will be watching.

the lodge and will cancel the training if anything suspicious happens – but the Markabs' declining health means that this promise can be ignored if necessary.

While the training scenario is going on, then Bishop One will attempt to capture or kill Dan. If the characters have a chance to interrogate Dan about the situation, move onto A Frank Exchange of Views.

Depending on whether or not the characters agreed to aid Bishop One earlier, then the third training scenario should either turn into a nightmarish battle against an invisible encroaching enemy or a scam where the characters try to get Dan to Bishop One without the Markab or any of the other trainees realising what is going on.

Day 10 – A Frank Exchange of Views

If the characters do get to question Dan about Bishop One, then Dan admits that he (and Serena) are members of an intelligence group called Operation FIRMAMENT, dedicated to monitoring alien governments for EarthForce Intelligence. FIRMAMENT operated through a fake company front, TransPlanetary Electronics, and this company has been implicated in the assassination of President Santiago.

Dan believes that some rival faction within the Earth Alliance, possibly the Night Watch, is responsible for the death of Santiago, and that they intend to destroy FIRMAMENT. If the characters do not have a better solution, then Dan will walk out into the forest to be killed by Bishop One, sacrificing himself to preserve the others.

WRAPPING UP

Day 11 – Departure

After the third training scenario, there is nothing left for the characters on Tiree. The Markab are dead or dying, their training is complete and the Drazi and Abbai are departing. If Dan is still alive, then he heads to Narn – while his official role as trade liaison is obviously not going to happen now that he is a wanted criminal, he can still use his contacts on Narn to avoid capture by the Earth Alliance.

Experience
The characters gain 1,000 XP each for completing the course, along with 500 XP for every training scenario that their team won and a bonus of 500 XP if Daniel Moa survives.

Furthermore, the next time any of the Player Characters gains a feat, they may pick one of the ASI feats, available only to those characters that have completed this training course.

Influence
Completing the Tiree course will boost each character's ASI Influence by +2. Depending on their actions, the Player Characters also have the opportunity to gain (or lose) Abbai, Drazi or Earth Military Influence.

NON-PLAYER CHARACTERS

Ato, Markab Instructor

5th Level Markab Scientist; hp 10; Init +3; Spd 30 ft.; DV 15; Atk: +3 close combat or +5 ranged; SQ Alien Technology Familiarity (Abbai & Human), Mental Agility, Primary Area of Study (Technical (electronics)), Peripheral Studies (Technical (engineering and mechanical)); Fort +2, Ref +4, Will +4; Str 13, Dex 16, Con 13, Int 16, Wis 11, Cha 9
Notable Skills: Acrobatics +5, Athletics +4, Computer Use +10, Concentration +8, Investigate +5, Knowledge (Abbai) +5, Knowledge (biology) +5, Knowledge (chemistry) +5, Knowledge (engineering) +7, Knowledge (history) +7, Knowledge (Human) +7, Knowledge (Markab) +9, Knowledge

New Feats

The following new feats are available for Player Characters:

Tiree Graduate (ASI)
You have completed the Tiree training course and have learnt how to apply its lessons to all areas of life.
Prerequisite: Must have completed Tiree training course.
Benefit: You may use any skill untrained (except Telepathy).

Tiree Combat Graduate (ASI)
You have completed the Tiree training course, with an emphasis on combat skills.
Prerequisite: Must have completed Tiree training course, Acrobatics 1 rank, Athletics 1 rank, Medical 1 rank, Notice 1 rank and Stealth 1 rank.
Benefit: You gain a +1 insight bonus to skill checks for all of the following skills: Acrobatics, Athletics, Medical, Notice and Stealth.

Tiree Espionage Graduate (ASI)
You have completed the Tiree training course, with an emphasis on espionage skills.
Prerequisite: Must have completed Tiree training course, Bluff 1 rank, Intrigue 1 rank, Investigate 1 rank, Sense Motive 1 rank and Subterfuge 1 rank.
Benefit: You gain a +1 insight bonus to skill checks for all of the following skills: Bluff, Intrigue, Investigate, Sense Motive and Subterfuge.

Tiree Technical Graduate (ASI)
You have completed the Tiree training course, with an emphasis on technical skills.
Prerequisite: Must have completed Tiree training course, Computer Use 1 rank, Concentration 1 rank, Technical (electronics) 1 rank, Technical (engineering) 1 rank and Technical (mechanical) 1 rank.
Benefit: You gain a +1 insight bonus to skill checks for all of the following skills: Computer Use, Concentration, Technical (electronics), Technical (engineering) and Technical (mechanical).

Markab

The theocratic Markab will not be with the universe as a minor power for much longer, as the drafa plague will all but wipe out their population. Despite their often close-minded and reactionary attitudes, they are a peaceful and sociable race that provide much-needed security in their sector of space. Nevertheless, tiny isolated Markab communities will continue to exist even after 2259.

Markab Racial Traits

- +2 Wisdom, –2 Charisma: As a race, the Markab are very perceptive and strong-willed but this leads to a very narrow-minded focus. It is next to impossible to convince a Markab of something that is outside their frame of cultural reference.
- All Markab are of Medium size.
- Markab have a base speed of 30 feet.
- Markab are deeply religious and extremely focused. They may treat Concentration and Knowledge (history and philosophy) as class skills regardless of character class. They may also attempt these skills untrained and gain a +2 bonus to all Concentration and Knowledge (history and philosophy) checks.
- All Markab take their tasks exceptionally seriously and pursue their vocations almost fanatically. All Markab gain Skill Focus as a bonus feat. This Skill Focus must be in a class skill.
- Automatic Language Feats: Fluency (Human) and Fluency (Markab).
- Favoured Classes: Scientist or Worker. A multiclass Markab's scientist and worker classes do not count when determining whether he suffers an XP penalty for multiclassing.

(philosophy) +7, Knowledge (physics) +7, Linguistics +7, Medical +7, Operations (systems) +7, Profession (instructor) +7, Subterfuge +5 (+7 when sabotaging), Technical (electronics) +20, Technical (engineering) +12, Technical (mechanical) +12

Feats: Fluency (Human & Markab), Martial Arts, Skill Focus (Technical (electronics)), Tiree Technical Graduate, Weapon Proficiency (pistol)

Bishop One, EarthForce Intelligence Assassin

7th Level Human Agent; hp 18; Init +6; Spd 30 ft.; DV 16; Atk: +7 close combat or +7 ranged; SQ Multi-Skilled (Medical & Technical (electronics)), Opportunism (Sneak Attack +2d6), Skill Mastery (Stealth); Fort +2, Ref +7, Will +3; Str 14, Dex 15, Con 10, Int 12, Wis 13, Cha 11

Notable Skills: Acrobatics +14, Athletics +14, Bluff +5, Computer Use +6 (+8 when finding files), Concentration +5, Intimidate +5, Intrigue +5, Investigate +14, Knowledge (Human) +3, Medical +6, Notice +13, Stealth +15 (+25), Subterfuge +14, Technical (electronics) +11

Feats: Armour Familiarity, Fluency (Human), Improved Initiative, Martial Arts, Point Blank Shot, Skill Focus (Investigate & Stealth), Weapon Proficiency (close combat, grenade and pistol)

Equipment: Black light suit (DR 2), 1 week's worth of iron rations, 2 concussion grenades (+7, 1d10 dam, 20 ft. range and area), 2 smoke bombs (+7, 20 ft. range and 30 ft. area), EF-7 PPG (+7, 2d8 dam, 19–20 crit, 60 ft., 12 shots, AP 1, Automatic), 3 extra PPG caps, electrical toolkit

Daniel Moa, Operation FIRMAMENT Agent

3rd Level Human Trader; hp 9; Init +0; Spd 30 ft.; DV 10; Atk: +2 close combat or +3 ranged; SQ None; Fort +1, Ref +2, Will +4; Str 10, Dex 12, Con 10, Int 13, Wis 13, Cha 14

Notable Skills: Appraise +4, Bluff +5, Computer Use +6, Diplomacy +6, Intrigue +4 (+7 when gathering information), Knowledge (law) +2, Knowledge (Human) +6, Knowledge (Narn) +5, Knowledge (Nar'Shal) +9, Profession (trader) +7, Sense Motive +7, Subterfuge +7

Feats: Alien Empathy, Fluency (Human & Narn), Point Blank Shot, Weapon Proficiency (close combat and pistol)

Jok / Ruzzak, Drazi Thath Vorak

4th Level Drazi Diplomat; hp 8; Init +1; Spd 30 ft.; DV 11; Atk: +2 close combat or +1 ranged; SQ Scale-Like Skin (DR 1), Short Fuse; Fort +3, Ref +0, Will +6; Str 11, Dex 8, Con 10, Int 14, Wis 15, Cha 12
Notable Skills: Diplomacy +6, Computer Use +6, Intimidate +8, Intrigue +4, Investigate +3, Knowledge (Centauri) +8, Knowledge (Drazi) +11, Knowledge (history) +12, Knowledge (Human) +7, Notice +4, Sense Motive +8, Stealth +1, Subterfuge +1
Feats: Alien Empathy, Brawler, Fluency (Centauri, Drazi & Human), Great Fortitude, Skill Focus (Knowledge (history), Weapon Proficiency (pistol)

Risith / Shanoth, Abbai Creyis

Use the Abbai Negotiator statistics in the All Alone In The Night chapter of the *Babylon 5 Roleplaying Game: 2nd Edition.*

Rus, Markab Instructor

5th Level Markab Soldier; hp 20; Init +1; Spd 30 ft.; DV 15; Atk: +7 close combat or +6 ranged; SQ Co-ordinated Unit +1; Fort +4, Ref +2, Will +1; Str 14, Dex 13, Con 10, Int 12, Wis 10, Cha 8
Notable Skills: Acrobatics +5, Athletics +6, Computer Use +3, Concentration +2, Drive +6, Knowledge (history) +3, Knowledge (Human) +3, Knowledge (Markab) +5, Knowledge (philosophy) +5, Knowledge (tactics) +12, Medical +4, Notice +2, Operations (gunnery) +5, Pilot +6, Stealth +4, Technical (electronics) +3
Feats: Armour Familiarity, Fluency (Human & Markab), Hobby (Pilot), Skill Focus (Knowledge (tactics)), Tiree Combat Graduate, Spacecraft Proficiency, Surface Vehicle Proficiency, Weapon Proficiency (close combat, grenade, pistol & rifle)
Equipment: Knife (+7, 1d4+2 dam, 19–20 crit, 1-h), Narn stun gun (+6, DC 14 Fort or unconscious, 10 ft., 5 shots, Automatic), padded armour (DR 2).

Black Light Suit
Black light suits are based on stolen Minbari technology and 'borrowed' Shadow advances. They are still under development by EarthForce R&D. They are unlikely to ever be seen in anything but a prototype stage. While the armoured suit effectively makes the wearer invisible (to sensors and mundane vision), it has terrible side effects. Long-term use of a black light suit is hazardous to one's health, as signature radiation is not dissipated by a black light suit but instead concentrated inwards, effectively reducing the suit's sensor profile by saturating the wearer's body. It is also incredibly hard to maintain and requires a great deal of power – this limits its stealth capabilities to short 20-minute bursts, interspersed with at least one hour's worth of kinetic (movement) or environmental (sunshine) recharge.

Black Light Suit

Outfit	Cost	I/R	Wt.	DR	Spd. Red.	ACP
Black Light Suit[1]	150,000 cr.	I	25 lb.	2	—	–2

[1] While active, a black light suit grants its wearer a +10 bonus to Stealth checks.

Serena Howard, Operation FIRMAMENT Agent

3rd Level Human Scientist; hp 8; Init +1; Spd 30 ft.; DV 12; Atk: +1 close combat or +2 ranged; SQ Alien Technology Familiarity (Narn), Mental Agility, Primary Area of Study (Knowledge (Narn)), Peripheral Study (Knowledge (philosophy)); Fort +1, Ref +2, Will +3; Str 10, Dex 13, Con 12, Int 14, Wis 11, Cha 13
Notable Skills: Computer Use +8, Concentration +7, Investigate +8, Knowledge (Narn) +13, Knowledge (Nar'Shal) +8, Knowledge (history) +8, Knowledge (Human) +10, Knowledge (philosophy) +10, Linguistics +11, Medical +8, Profession (analyst) +8
Feats: Fluency (Human & Narn), Run, Skill Focus (Linguistics), Weapon Proficiency (pistol)

Var, Markab Instructor

6th Level Markab Diplomat; hp 8; Init –1; Spd 30 ft.; DV 12; Atk: +1 close combat or +2 ranged; SQ Swift Diplomacy; Fort +0, Ref +1, Will +8; Str 7, Dex 9, Con 6, Int 14, Wis 16, Cha 14
Notable Skills: Appraise +5, Bluff +6, Computer Use +5, Diplomacy +7, Concentration +7, Intimidate +8, Intrigue +9, Investigate +5, Knowledge (Centauri) +6, Knowledge (history) +6, Knowledge (Human) +7, Knowledge (law) +6, Knowledge (Markab) +8, Knowledge (philosophy) +7, Knowledge (Minbari) +5, Knowledge (Narn) +5, Linguistics +5, Medical +3, Notice +5, Profession (instructor) +7, Sense Motive +9, Subterfuge +3, Stealth +2
Feats: Alien Empathy, Fluency (Centauri, Human & Markab), Hobby (Stealth & Subterfuge), Skill Focus (Intrigue), Tiree Espionage Graduate, Weapon Proficiency (pistol)

SCENARIO THREE - EXCESS BAGGAGE

Summary

On their way back from Tiree, the characters are sent into Centauri space to pick up a new vessel for Autumn Shipping – a decommissioned Centauri noble yacht. On board, they find several clues relating to ORC and Autumn Shipping, but they also find a young Centauri noblewoman, Ceilwyn Orestres, who is fleeing an unworthy marriage. However, when the characters are framed for kidnapping her, they must navigate the dangers of Centauri politics, assassins, sabotage and very big warships.

More so than the previous scenario, Scenario Three – Excess Baggage is non-linear. Once the characters have the *Far Star*, they have to compete with several factions within the Centauri Republic to protect Ceilwyn.

Time Period: April, 2259.
Duration: The travel time during this scenario brings the characters up to the end of April.
Episode Reference: 'A Spider in the Web' and 'A Race Through Dark Places' both happen while the characters are away from Babylon 5. The Centauri war with the Narn has yet to begin – it will wait until mid-June, when Emperor Turhan visits Babylon 5 – but the dark tide is rising.
Character Level Range: 4th to 5th.

COMPULSORY PURCHASE

With the death of the Markab trainers in the previous adventure, the characters have to find their own passage off Tiree back towards Babylon 5. As they are en route, however, they are contacted by Haversham from Autumn Shipping. The company has managed to secure a rare vessel from the Centauri Republic. They are to take a fast liner on the Earth to Centauri Prime route, which will get them into Republic space in only a few days. The vessel, the *Far Star*, will meet them in the Immolan system.

Ambassador Londo Mollari is on board the liner and the characters have a chance to discuss current events with him. Mollari is still suffering from a few lingering after-effects of his encounter with the Techno-Mage Elric on Babylon 5 (his computer system is still infested by a few lingering gremlins and he spends much of his time in contact with his stockbroker, trying to sort out his sudden vast investment in Blue Sky Incorporated). Still, the characters can discuss recent galactic events with him. He mentions that he is going to see several members of the royal court, including the regent.

The Far Star

The liner arrives in the Immolan system, where the *Far Star* is waiting. The liner docks with the smaller yacht so the characters can transfer from one ship to the other. Waiting for them is a Centauri servant, Carutho, who has been waiting on the ship. He bows and introduces himself as a representative of the Orestres family, and doubtless the characters are the Human agents from the shipping company here to purchase this fine antique vessel. Carutho's clothes are paint-specked, for he has been busily re-labelling all the major controls in English instead of Centauri.

Carutho will insist that the *Far Star* (*Baral Connestres* in Centauri) is quite easy to fly and that the characters will get to grips with it in no time. 'After all', he points out, 'it was built assuming that the nobles piloting it would be drunk as kings, so the controls are quite forgiving.' He also observes that it is a shame that the ship had to be sold at all, especially to non-Centauri. They do not build ships like the *Far Star* anymore – the Centauri have lost the skill.

If questioned, Carutho will tell the characters that the ship was once the personal yacht of Calan Orestres but after his death, the family decided to sell the proud ship. This is very sad but in these fallen days of the declining Centauri Republic, many noble families have been forced to part with once-treasured possessions in order to retain some of the dignity and standing that was once accorded to them naturally. Unless the characters stop him, Carutho will ramble on about how in the grand old days of the Republic, a thousand slaves would change a thousand lightbulbs and so on. Play Carutho as a rather senile old servant, who would be pleasant enough if his distaste for non-Centauri was a little more veiled.

In fact, Carutho cannot stand the idea of the characters or any non-Centauri having the fine *Far Star*. He has sabotaged the ship by disabling some key components. He has also planted a tracking beacon, so he can find the ship once it shuts down. He has no intention of killing the characters, just retrieving the ship and re-compensating them with his life savings and the savings of several other servants in his little conspiracy. As far as he is concerned, he is saving a relic of the glory days of the Republic from barbarian interlopers.

Before he leaves, Carutho will ask if the characters met Londo Mollari on Babylon 5 and if it is true that he met with Techno-Mages? Carutho will hint, if he can, that those who have met with Techno-Mages often carry curses with them. Ideally, Carutho is hoping to implant the Player Characters with the idea that the impending failures are the result of Techno-Magery and not Carutho's sabotage.

Exploring the Ship

Carutho departs on board the same liner as the characters arrived on. The characters are left to explore the *Far Star*. The ship (described on page 154) is luxurious and well-equipped, although there is a lingering smell of paint and burnt wiring. There are several interesting items that the characters may notice on their first trip through the *Far Star.*

- The Orestres crest is visible throughout the ship. Indeed, the crest in room 7a looks identical to the one the characters glimpsed in the video on the way to Tiree. Also in 7a is a framed letter, one left by Mirven Orestres. This letter was the starting point to his reformation of the Office of Regional Control and his scheme to set up a new interstellar alliance to preserve the Centauri. While it is mainly of historical interest to the characters, and therefore not of much use in their current situation, it is present as a handout (see Handout #3).

- Characters investigating the computer systems on board the *Far Star* will discover a vast amount of encrypted

information stored on the computer's memory crystals. Normal procedures call for a second-hand ship's computers to be purged before it is sold but this was not done on the *Far Star*. A successful Computer Use check, DC 20, reveals that someone tried to access the data files shortly before the ship last left port. This attempted access can be traced back to a computer system called 'BLAISE' located somewhere on Io. The BLAISE computer is attached to a network that is trusted by the *Far Star*'s computer but was unable to access the files for some reason. Reviewing the traffic logs shows that the bulk of the *Far Star*'s communications are with Io and Centauri Prime.

- If the characters attempt to access the encrypted files, then the computer spits out a challenge: '*Who hears the wind cracking the branches?',* which should be quite familiar to the characters after their training on Tiree. However, entering the corresponding response '*The birds, for they ride the wind'* just causes the computer to give a second-level challenge: '*Who sends the wind?* The

Handout #3

From: Mirven Orestres
To: All Office of Regional Co-ordination Secretaries
Subject: The Fall of the Republic

Friends,

Long have we laboured to preserve the Empire that our forefathers built. Long have we conspired and toiled to keep the slaves from revolting, to keep the barbarians from our throats, to hold the older races in check so that we Centauri could preserve the illusion of mastery. Now, I fear the mask is finally slipping. It is treason to think this and treason to write this – but the Centauri Republic is falling. I can no longer believe that this is a temporary decline, a momentary stumble on the shining path to the future. No; we are a people in decay, an empire in retreat.

I do not blame any of you for this. True, our failure to stem the Narn rebellion is the most obvious sign of Centauri weakness but the seeds of that rebellion and that failure were not sown by the Narn. We are all caught in the grip of vast, timeless forces that move across the stars like giants. We are helpless to stop the brute hand of inevitable history.

We can, however, guide it; we can shape something of the future. The Centauri Republic will fall but it is within our power to cushion that fall and ensure that it is not a fatal one. The seer confirms that there is yet hope for a rebirth, that we may rise again from the flames.

If we do not act, then the Republic will be swept away by some hungry barbarian race eager to take what little is left of our technology and wealth. At best, we could hope for a long, slow decline where the Centauri become a people of ghosts, living in the shadow of former glories, a toothless Lion of the Galaxy. The galaxy would become an abode of barbarians, thieves and hermits.

If we act, if we take all the tools and allies we have so painstakingly assembled since the foundation of the Office, then we can grasp our destiny once more. We cannot prevent the fall but we can ensure that the galaxy as a whole does not slip into chaos. We can preserve the Republic by making it the cornerstone of a galactic empire.

This too is treason. If you are reading this letter, then it is because I trust you – for all the other ORC secretaries and staff who I deem untrustworthy will be dead by the time you read this. We cannot permit any force – not fear, not loyalty, not conscience, not a lack of ambition – to prevent us from the ultimate goal of galactic empire.

Mirven Orestres

characters will not learn the answer to this second challenge for some time.

- Several manuals and data crystals have been left on the consoles in the bridge, giving instructions on how to pilot the *Far Star*. The documents also give details on repairing the ship, although most of the components used are no longer manufactured, and must be cannibalised from older Centauri vessels.

- A successful Investigate check (DC 15) when the characters are examining the ship reveals that one of the access panels leading to the ship's systems was recently opened. A successful Technical (electronics) check at DC 20 shows that a control circuit regulating the ship's systems is decaying and will fail relatively soon. It is possible that this is a natural failure on account of the ship's age but other components around the circuit were recently replaced, so the decaying circuit should surely have been noticed at the same time. This is the sabotage left by Carutho – see Sabotage! on page 41.

5 The final thing the characters may find is the hidden hold under cabin 7b (see page 155) where Ceilwyn Orestres is hiding. She reveals herself in the next scene but especially observant characters may discover her before she is revived.

Lady Ceilwyn Orestres

Unbeknownst to the characters, there is another passenger on board the *Far Star*. She is Lady Ceilwyn Orestres, a grand-niece of the late Calan Orestres. Her parents were killed when the Narn attacked Raghesh III last year. As she had yet to come of age, Calan Orestres became her guardian. When Calan died (in *The Cold Equations*) at the end of 2258, her guardianship passed to a cousin, Rilo Orestres. Normally, the guardianship is a largely ceremonial role but Ceilwyn is heir to a good fortune and quite beautiful – and the guardian holds the right to choose Ceilwyn's husband until she comes of age in a month's time.

Rilo Orestres, Ceilwyn's new guardian, loves gambling and has built up a massive debt to the Callo family. His debts are so vast that the rest of his family cut him off from the Orestres assets. Ceilwyn's guardianship fell into his hands through a quirk of inheritances but it was a windfall for him. Without telling Ceilwyn, he betrothed her to a noble of the Callo family, Wirral, in exchange for the cancellation of his debts. On discovering this, Ceilwyn was outraged – she is worth an awful lot more in marriage that just the waiving of a few poker debts and how dare he hand her away without consulting her?

Especially as she had faked letters from him offering her to another, far more suitable match from the Mollari family, who she had identified as a rising star within the Centaurum. When Rilo discovered this, he was furious and tried to force Ceilwyn to cancel the second betrothal. She refused and has absconded to prevent Rilo from coercing her. If she can hide from Rilo until she comes of age in one month's time, she can cancel the Callo betrothal. When she heard that her beloved late great uncle's personal yacht was being sold, she arranged to have herself put in stasis and smuggled aboard the *Far Star* with all the supplies that her butler Carutho was placing on the ship. Carutho has no idea where the young noblewoman has vanished too. It is not unusual for the headstrong young woman to go out for days at a time, and anyway, he is busy with his own plot to steal his master's ship back from the damnable alien interlopers.

Ceilwyn was brought on board in a sealed stasis tube and placed in the hidden hold. The stasis tube is set to deactivate itself a few hours after the characters come on board; as far as Ceilwyn knows, the *Far Star* is being sold to a friend of the family, so she believed that she could easily prevail upon the new owners to hide her for a month. However, after she went into stasis, Carutho heard that aliens were buying the yacht and began plotting his sabotage. Note that the characters are, whether they know it or not, friends of the family, thanks to their unknowing membership in the ORC conspiracy.

As the characters prepare to get the *Far Star* underway for the voyage back to Babylon 5, they hear suspicious knocking from the deck panels underfoot. Following the source of the knocking leads them to cabin 7b. As soon as the characters find the hidden catch (Investigate, DC 25 under normal circumstances but the characters get a +10 circumstance bonus thanks to the increasingly indignant knocking coming from the far side of the panel), the concealed panel pops open to reveal a bedraggled Centauri princess.

Ceilwyn is quite surprised to see non-Centauri waiting for her and will arrogantly question them, asking who they are, what they are doing there and how they know her dear late great-uncle Calan Orestres. Ceilwyn is somewhat arrogant, spoiled, conceited and used to the finer things in life (she will demand a change of clothing and be quite upset should the characters not have a fashionable Centauri gown or 20 on board) but she is intelligent and good-hearted (in a few decades time, she will be very like Londo's wife Timov). The Games Master should keep Ceilwyn difficult enough to be amusing and infuriating but not so annoying that the Player Characters throw her out of an airlock.

Ceilwyn explains that she needs to hide from her cousin Rilo and her fiancé Wirral for a few weeks and all the characters have to do is avoid the Centauri for a while. Then Wirral's ship jumps in.

The Attack of the *Genari*

Wirral Callo has heard rumours that his wife-to-be is attempting to escape, or elope, or something – the rumours are unclear. He does know, however, that she is aboard the *Far Star*. He has borrowed one of his family's vessels to hunt down the fast yacht before it flees out of range.

The characters picked up the *Far Star* in the Immolan system – one of the chief Centauri colony worlds and a trade hub. The jump gate is quite near to a massive trade station, similar in scale and purpose to Babylon 5 itself, although the Immolan station is far older and better developed. The *Far Star* is in a spacedock near the station.

Wirral's vessel, the *Genari* (a battered Vorchan warship), enters the Immolan system via the jump gate and immediately contacts the station, telling them that a wanted criminal is in the system and that traffic through the gate should

Many, Many Damn Centauri

This scenario involves many Centauri NPCs, so a quick reference list of them is handy:

Mollari

- **Londo:** Ambassador to Babylon 5, unwilling pawn of the Shadows.
- **Nefri:** Young and willing pawn of the Shadows; betrothed (through her own machinations) to Ceilwyn Orestres.

Orestres

- **Calan:** Late spy and agent of the Centauri government and ORC; Ceilwyn's great uncle and former guardian. Died in The Cold Equations.
- **Ceilwyn:** Young Centauri noblewoman and troublemaker.
- **Lustria:** Mirven's wife, notable psychic seer and ancient beldame.
- **Mirven:** Long-dead head of the Office of Regional Co-ordination; Ceilwyn's great great grandfather.
- **Rilo:** Ceilwyn's distant cousin and current guardian; has many gambling debts owed to the Callo family.

Callo

- **Wirral:** Unpleasant and boarish Centauri noble. Betrothed to Ceilwyn Orestres through the machinations of Rilo Orestres.

Jaddo

- **Dennic:** Friend of Calan Orestres and Lustria; a knowledgeable and honourable contact.

Commoners

- **Carutho:** Former servant of Calan Orestres; hates the idea of the Far Star falling into alien hands and conspires to force the characters into handing it back to the Centauri.

immediately be shut down, by order of House Callo. This transmission is broadcast openly through the system, so the characters pick it up. Ceilwyn will identify the voice as that of her fiancé, Wirral Callo, and tell the characters that they have to get out of there.

Penetrate the Station's Defences

Centre: Immolan trade station.
Close Range: *Far Star*.
Long Range: Nothing.
Sensor Range: One jump gate, *Genari*.
Beyond Sensor Range: Nothing.
Activity: Every 2d10 turns, a corporate freighter will enter the area through the jump gate and use *Close For Battle* orders to approach the station. Once at close range, the corporate freighter will hold position.

Every 2d10 turns, one of the corporate freighters at close range to the station will depart using *Pull Back* orders to depart from the station. Once at long range, it will use the *Open Jump Point!* order to activate the jump gate, followed by another *Pull Back* order to jump out of the system.

Note that the centre of the battle may quickly become the jump gate if the *Genari* spots the *Far Star* attempting to reach it.

Shutting down or powering up a jump gate is a major undertaking. Characters who make a successful Operations (systems) or Knowledge (astrophysics) check (DC 10) will know that it takes days to shut a gate down safely and that the normal procedure to close a gate is to either blockade it or override the codes used to open it. If the characters launch the *Far Star* now, they can slip past the *Genari* before the station responds to Wirral's petulant demands.

Note that in a straight-up fight, the *Genari* will pound the *Far Star* into scrap. The characters may be slightly superior to the enemy crew and really should have at least one person capable of outwitting Wirral, but having a fight with a Centauri military vessel in the middle of the system guarded by the second-largest Centauri fleet in the galaxy is not a good plan. Encourage the players to lose the *Genari* and flee as quickly as possible.

Other solutions include contacting the station and pleading their case (the station commander will accept that Ceilwyn Orestres is not a wanted criminal but he does not want to get involved in a clash between two powerful noble Houses – so as long as the characters do not make trouble, they can go); hiding from Wirral's troops and sneaking out of the system in the shadow of some fat cargo ship. If they do hand Ceilwyn over or let her get captured, move onto Compulsory Maiden Saving.

Genari, Battered Vorchan Warship

Huge Spacecraft
Defence Value: 9 (–4 size, +3 Handling); **Armour:** 28; **Handling:** +3; **Sensors:** +3; **Stealth:** 15; **Stress:** 12; **Features:** Atmosphere Capable, Gravitic Engine, Jump Point, Targeting Computer (+2)
Crew: Centauri Line (+3 BAB, +8 Training); 2 Officers, 10 Pilots, 6 Sensor Operators, 24 Crewmen
Structural Spaces: 53 (Cargo 14, Control 7, Crew 8, Engine 16, Hangar 2, Weapons 6)
Fore Arc Weapons

- Plasma Accelerator (Long, Offence 25, Beam 1d10, 2 weapon spaces)
- Laser Array (Close, Offence 25, Array, 2 weapon spaces)
- Laser Array (Close, Offence 25, Array, 2 weapon spaces)

Craft (1): 2 Shuttles

Compulsory Maiden Saving

Once the characters retrieve the *Far Star* and their unwanted princess, they will probably contact Autumn Shipping for fresh orders. Alternatively, they might try to contact Ceilwyn's family – she will suggest her great great grandmother Lustria, who is very influential but also insane; while Lustria refused to take any of Ceilwyn's messages about her engagement, the old woman might listen to offworlders. She is quirky like that.
If the characters do not contact Autumn Shipping, then have Haversham contact them instead. Haversham will suggest that the characters stay within the borders of the Centauri Republic, as bringing Ceilwyn out of the Republic would triple their legal problems and involve alien law. He will check with his superiors as to which Centauri House they can least afford to offend but he is leaning towards just handing the girl over to her guardian Rilo. In the mean time, just stay ahead of the *Genari* and Wirral.

Wirral Callo
The Callo family are known for their wealth and economic influence. Wirral Callo is certainly rich and carries enough gold and gaudy jewellery on his wide chest and belly to buy a small planet. He is less than influential though; his personality is not so much offensive as non-existent, beyond being offended at the slightest slight. Centauri science has yet to discover his chin. His one notable skill is blustering.

As far as Wirral is concerned, his engagement to Ceilwyn is an incredible stroke of luck. He knows that marrying her will raise his stock in the Callo house considerably and he is unwilling to let that opportunity go. He has letters from her legal guardian to prove his claim on her. He actually does not like Ceilwyn in the slightest but he has a lovely little villa on the quiet backwater world of Tumbar where she can go and live. He will send his sperm by courier ship to ensure an heir as quickly as possible.

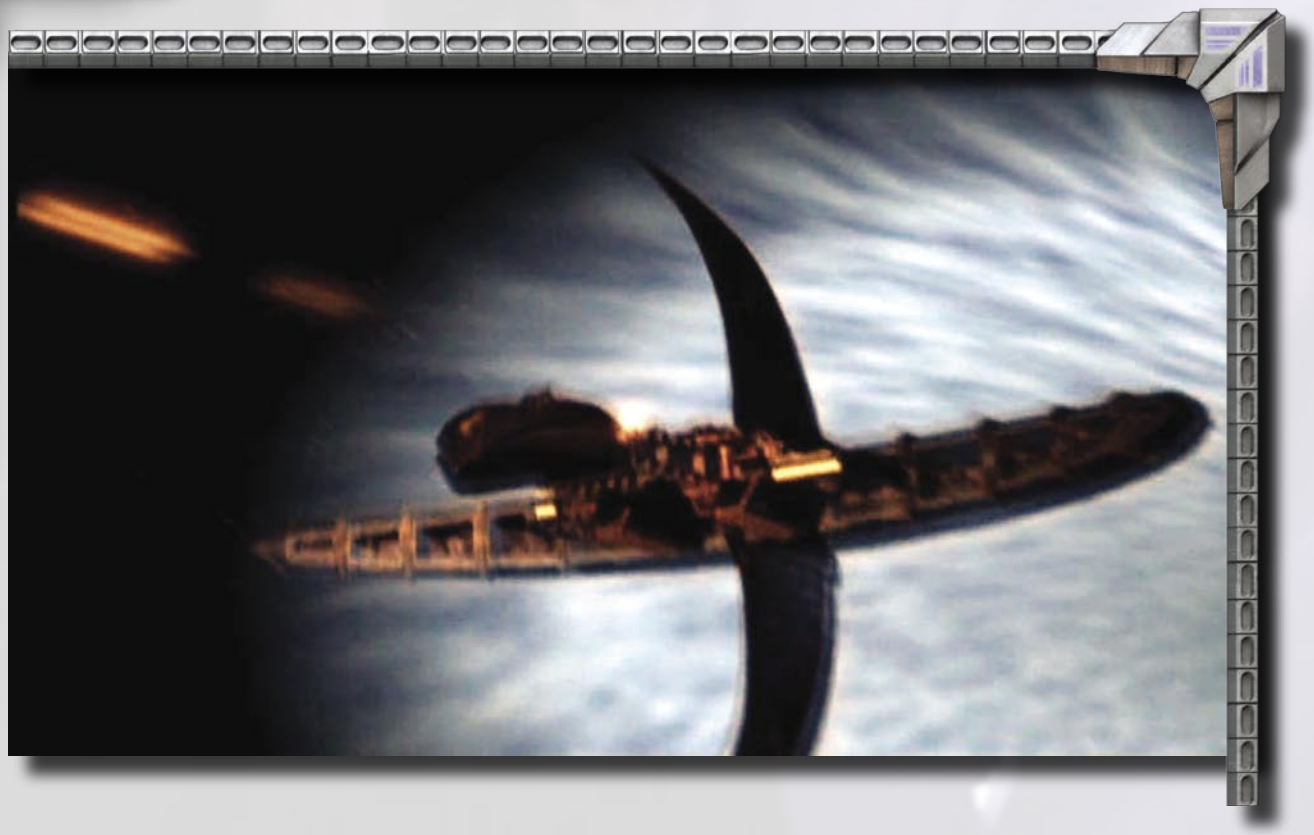
If the characters try to contact Lustria, they must find a secure way of doing so, as Wirral will likely be monitoring communications channels. If they do manage to find a secure channel, then their communication is received by Lustria's aide, Dennic Jaddo, who also advises them to hide for a while and that Lustria is 'considering' their situation. Dennic is a minor minister, who speaks smoothly and eloquently.

Ceilwyn, if asked, will suggest that the characters head for Quadrant 17, as she has allies there. Specifically, she has her other fiancé Nefri Mollari but she will not tell the characters that yet.

Just as the characters are deciding where they want to go, there is a shower of sparks from one of the consoles and alarms start blaring. Carutho's sabotage has borne fruit.

SABOTAGE!

The servant Carutho has left one key chain of circuits in the *Far Star*'s control systems in a state of decay and is now giving out. Systems are failing all over the ship. The attitude controls were the first to do and the *Far Star* is now listing.



Navigation, computers, main drive, targeting and other key systems are also beginning to fail – have them fail at random intervals during the scenario until the characters get replacement parts. These failures have the following effects:

- **Piloting:** The ship acts as if its Control areas were *impaired*, though no control structural spaces are lost. Repairing this requires a Technical (electronics) check at DC 20.
- **Computers:** The ship's computer becomes unreliable. All Operations and Computer Use check DCs increase by +4. Repairing this requires a Technical (electronics) check at DC 20.
- **Main Drive:** The ship acts as if its Engine areas were *impaired*, though no engine structural spaces are lost. Repairing this requires a Technical (engineering) check at DC 20.
- **Targeting Systems:** The ship's targeting computer goes offline and refuses to reboot. Repairing this requires a Technical (electronics) check at DC 20.
- **Hangar Lockdown:** The ship's hangar door makes a loud 'CLUNK' sound and freezes shut. No craft can enter or exit the hangar until it is fixed. Repairing this requires a Technical (mechanical) check at DC 20.

The characters can trace the system failures back to the decaying circuits concealed by Carutho. It is fairly obvious that the *Far Star* has been sabotaged.

Carutho went with the liner to Centauri Prime, where he met with his fellow servants. They are now on board a rented ship, in pursuit of the *Far Star*, and will track the ship down whenever is least convenient for the characters. Alternatively, if the characters work out that Carutho is the most likely suspect for sabotaging their vessel, they may decide to try to hunt him down by heading for Centauri Prime instead of Ceilwyn's suggestion of Quadrant 17. Carutho knows enough to track the *Far Star* through her emissions in situations where the *Genari* might fall short.

Once Carutho tracks the characters down, he will shadow them until he believes that the *Far Star* is disabled, or at least unable to fight back. He will then contact them via short-range transmission and express his sorrow that the *Far Star* is failing them. Old-style Centauri electronics and ships can be tricky for less advanced races to handle, so perhaps they would be more suited to a Human or even (his expression betrays his distaste) Narn vessel. They are much simpler, much easier to

Carutho and his Crew

Carutho's crew is made up of elderly servants and pilots who once served Calan and other members of House Orestres or the Centauri navy. Ships like the Far Star were once the pride of the Centauri Republic and this cabal of old men want to keep it that way. They are a microcosm of the Centauri people as a whole, trying to hold onto something of their lost glory. Play them for laughs – the characters are basically being attacked by a gang of geriatric butlers and chauffeurs – but also use them to reinforce the decline of the Republic that drives the overall plot of The Ragged Edge.

maintain, much more direct in their design. Carutho offers to take custody of the *Far Star* and to bring the characters to Centauri Prime, from where they can find passage to any world in civilised space. He will even give them a considerable sum of money to recompense them for their troubles while they contact the Orestres family to arrange a refund. Carutho believes that he can arrange for the *Far Star* to be sold to a more suitable Centauri family once the characters give it back to the Orestres.

If the characters accept, then Carutho and his crew – a band of geriatric Centauri loyalists – board the ship and attempt to lock the characters in their staterooms. Carutho will be alarmed to find Miss Ceilwyn on board but as she has not come of age, he is not obliged to obey her and will secure her with the characters. Unless the characters escape, then they will be dropped on Centauri Prime without a spaceship, although Carutho will stay true to his word and give them 5,000 credits from his own meagre savings.

If the characters refuse, then Carutho will, apologetically, attempt to capture and board the *Far Star*. His vessel is an antiquated ship but if the *Far Star* is disabled, then he has a good chance of forcing the characters to surrender. He and his crew will then attempt to forcibly board the ship.

The characters' best tactic in this situation is to pretend to surrender, then deal with Carutho's gang. The old Centauri are no match for the characters in melee and they lack the tactical sense to secure the *Far Star* before attempting to board it. Carutho's ship has plenty of supplies with which to repair the failing systems of the *Far Star,* so once the characters deal with the old Centauri, they can repair the problems caused by their sabotage.

If the Player Characters lose the *Far Star*

If the characters are foolish enough to actually hand the *Far Star* over to Carutho, or get captured and dumped on the spaceport on Centauri Prime, then they will have to continue on foot and by booking transport for the rest of the scenario, which makes staying ahead of Wirral a lot more difficult. Ceilwyn will insist that they try contacting Nefri or stealing the *Far Star* back.

After the scenario, Dennic Jaddo will punish Carutho and make him fly the *Far Star* to Babylon 5 and apologise to the characters and Autumn Shipping for his theft. Unless the characters get it destroyed, the *Far Star* should be available to them for the rest of the campaign.

THE SECOND MAN

If the characters head for Quadrant 17, or make contact with Nefri Mollari through standard communications channels, then they discover the dashing young Centauri noble is currently the commander of a patrol fleet stationed in Quadrant 17. Nefri himself is on board a Primus-class battleship, the *Dakal Corsk.*

As soon as Nefri discovers that Ceilwyn is on board the *Far Star*, he will smile broadly and thank the characters for bringing his dear fiancée to him. Ceilwyn will tell the characters to say nothing about her engagement to Wirral. Nefri will invite the characters and Ceilwyn to dinner on board the *Dakal Corsk*.

If the characters question Ceilwyn about the two engagements, she will admit that she falsified the letters promising her hand to Nefri. Wirral – her real engagement – is a marriage beneath her, benefiting nobody except her gambling cousin. Nefri, on the other hand, is a rising star within both the Centaurum and the navy, and would make a fine match for her and her family. Everyone knows that it was Nefri's cousin Londo who delivered that striking victory at Quadrant 37.

At dinner, Ceilwyn will honour the characters for bringing his fiancée to him, in what must obviously have been trying circumstances. They will be served the finest in Centauri cuisine about the *Dakal Corsk* and questioned politely about their histories and activities. Ceilwyn will try to turn the conversation around to Nefri's exploits, a topic that he is only too willing to discuss – the dashing young captain has been involved in numerous clashes with the Narn and was recently decorated by Emperor Turhan and given a grant of an asteroid belt in the Tolonius system (admittedly, they are just useless lumps of silicate and chondrite, but it is the first step on a road to galactic glory).

Even if the Player Characters manage to wriggle out of dinner on board the *Dakal Corsk*, Ceilwyn insists on going.

In-Laws from Hell

While the characters are at dinner on the *Dakal Corsk*, they receive a transmission routed through the *Far Star* from Lustria (if they did not get in contact with Lustria before, in Compulsory Maiden Saving, then the transmission is forwarded to them by Haversham).

Lustria is an incredibly old and withered Centauri woman, obviously dependant on various life support devices to keep her going. She falls asleep at random intervals and her sight and hearing are both poor. Her sixth sense, though, and her wits have grown keener and keener as she aged. She is crotchety and impatient – as she would put it, she does not have enough lifespan left to bother with piddling little questions and slow minds. She divides her time between furthering her late husband Mirven's design of a galactic empire, overseeing the extended Orestres family and playing a Centauri card game similar to bridge called 'catan'. She usually wins at all three.

Lustria will tell the characters that she has found evidence that her lackwitted, lazy, good-for-nothing, couldn't-hold-a-poker-face-if-you-seared-all-his-features-off relation Rilo Orestres has indeed betrothed young Ceilwyn to that fat toad of a Callo, Wirral. However, she has also discovered that an intended wedding has also been registered in the imperial annals between Ceilwyn and a notable scion of the Mollari family, Nefri Mollari.

The characters presumably point out that they are, right this moment, having dinner with Nefri Mollari. Lustria will blanch and *order* the characters to get Ceilwyn out of there immediately. Nefri has dangerous and powerful allies, enemies of House Orestres. Ceilwyn cannot be allowed to remain with Nefri – he will use her as a hostage and paralyse the Orestres' efforts to resist him. If the characters quibble, then Lustria will quote the Tiree recognition code at them. The characters are to somehow get Ceilwyn away from Nefri and bring her to Centauri Prime immediately. They must then force Rilo to dissolve *both* engagements, without implicating Ceilwyn. Rilo will be found somewhere in the pleasure domes of Centauri Prime.

Ceilwyn will be unwilling to leave Nefri's side. If the characters point out that Lustria ordered it, then Ceilwyn will be somewhat cowed, but still stubborn. Her old aunt never paid attention to her; why should she have listened to a motley bunch of non-Centauri who happened to buy the *Far Star*? Bluffing (or promising Ceilwyn that they are taking her to Rilo to deal with the engagement to Wirral) is the best tactic here. Just as the characters are about to depart the *Dakal Corsk*, Wirral's vessel *Genari* shows up, demanding that the characters return his fiancée. This distracts Nefri rather nicely, giving the characters an opportunity to flee. Wirral and Nefri bluster at each other for a few minutes; Wirral has the edge in volume but Nefri's sitting at the head of a patrol of warships, while Wirral has just a single antiquated destroyer and no jurisdiction.

It is possible that Nefri decides to lock Ceilwyn up, or put her in a guarded stateroom, in which case the characters will have to sneak onto the *Dakal Corsk* and free her before leaving.

Premonitions of Shadow

If the players are becoming too complacent in this tale of Centauri buffoonery and bigamy, then add the following encounter to raise the stakes and remind them that more sinister powers are also at work. There is a Shadow scout vessel, one of the first to awaken, following Nefri's patrol fleet and observing them. This scout can momentarily become visible, a patch of iridescent yet deeper darkness against the black between the stars, when one of the characters is looking out at space.

Nefri Mollari

Nefri Mollari is a smiling nightmare, the worst of the new breed of Centauri that grow up like weeds in 2259. He is an ardent supporter of people like Lord Refa and others who want to see the Centauri Republic rise again, fuelled by the blood of a billion conquered aliens. He is handsome and charming, and has a knack for giving the impression of being conciliatory and compromising even when refusing to budge on a topic. Nefri is aware that Londo and Refa are in contact with a powerful unknown race, although he has no idea who the Shadows really are or what they want.

Initially, Nefri should seem like an ally to the players, although canny players will probably realise that he is more dangerous than he appears to be at first glance. Nefri does actually respect and desire

Ceilwyn, and they would be well matched if he was not an ally of a dark and terrible power of chaos.

Conspiracies on Centauri Prime

The characters should by now be en route to Centauri Prime with the twin duties of keeping Nefri away from Ceilwyn and finding Rilo so he can dissolve the engagement to Wirral. As soon as Nefri discovers that Ceilwyn is gone, he will take the *Dakal Corsk* and pursue them to Centauri Prime; Wirral will do the same at a safe distance on board the slower *Genari.*

Ceilwyn advises the characters that her cousin Rilo spends most of his time in the pleasure domes in the Emperor's Cloak district of the Imperial City, in the very shadow of the palace. Finding him should not be too difficult, as all the characters need to do is find a group of very happy gamblers who are winning big off Rilo's incompetence.

The Imperial City is a hive of activity, as Emperor Turhan is rumoured to be planning to leave the palace and head offworld for a time. Various locations like Earth, Babylon 5, Tumbar and the various secondary palaces have been mooted as destinations for his majesty's trip, although few outside the highest reaches of the Centaurum know where Turhan is going (he is, in fact, heading to Babylon 5 where he will die).

Arriving at Centauri Prime

The Imperial spaceport is one of the wonders of the galaxy. It is a cyclopean structure, with white towers rising hundreds of stories into the air and stretching over what seems like miles. Most of the towers are empty and streaked with grey soot and you soon realise that most of the spaceport is closed down. Still, there are hundreds of shuttles and ships coming and going constantly, and when you pass into the commercial concourse, you step into a vast crowd of nobles, peddlers, entertainers, beggars, slaves and commoners, aliens and Centauri, all passing in and out of the thousands of shops and exclusive boutiques. At the height of the Centauri Empire, a sign written in English, Centauri, Abbai and Brakiri tells you, more wealth than the entire gross planetary product of 20th century Earth passed through the commercial concourse here each day.

Beyond, the rest of the city has a similar faded glory. Whole districts have been largely abandoned; in some places there are slaves squatting in palaces, in others, the only sign of life in empty houses is the buzzing of the lethal automated security systems. There are still signs of life in the Republic but you pass sign after sign of the decline of empire. One store promises rare and exotic goods from distant colony worlds but most of the worlds you recognise as planets belonging to the Narn or League of Non-Aligned Worlds. A marble monument to past Centauri military victories stops about a hundred years ago, when titles like 'the conqueror of Tumbar' and 'the victor of Sigma 232' give way to the 'heroic retreat from Tazhedya's Star' and the 'evacuation of Quadrant 93'.

The one place where the Republic seems to have avoided decline entirely in the pleasure domes at the foot of the Imperial hill. Here, in the district called the Emperor's Cloak, the sky is blotted out by the flare of neon lights in every describable colour (not to mention colours invisible to the Human eye).

When you step into the dome, every one of your senses is assaulted. There is a wave of body heat from the nearly-naked dancing girls and crowds of gamblers and drinkers. A rich melange of scents – perfumes, sweat, alcohol, food, drugs – hits your nostrils and you feel slightly light-headed immediately just from inhaling. There are musicians playing from booths and hanging platforms but you can barely hear them over the din of the crowd, who are shouting, arguing, laughing and talking in a hundred Centauri dialects. You can see nobles dressed in outlandish costumes, beautiful slaves following in their masters' steps, merchants and traders, and thousands of gamblers and partiers. There are a million lights but there are also comfortable, cloaking shadows everywhere, perfect for semi-private liaisons and secret games of chance.

It takes you a while to realise the truest attraction of the pleasure domes for the Centauri, though. There are no windows.

Finding Rilo

The characters can ask for information and rumours about Rilo Orestres. This requires an Intrigue check to gather information, though a successful Centauri Prime Influence check can grant a +5 bonus. Consult the Finding Rilo Orestres table with the Intrigue check's result.

Finding Rilo Orestres

Intrigue Result	Information
5 or less	Rilo Orestres? Ummm… he's a noble gambler… I think.
6 to 10	Rilo Orestres? He's the greatest mark on Centauri Prime! He can't bluff to save his life! He's around here somewhere. You could try bribing the casino staff – they know everything that goes on here.
11 to 15	As above, plus: Why, he's managed to weasel out of his debts to the Callos! Lucky bastard! He owed them *planets*, I swear. From what I hear, he's back gambling, building up a new debt. You're sure to find him around here somewhere – try bribing the casino staff.
16 to 20	As above, plus: Orestres is over in one of the sealed poker chambers. You have to pay a fee to get in, but when you do, you can't leave until you run out of money. Just ask for the dead souls.
21 or more	As above, plus: Rilo? He's a dead man! The Callos have heard that he convinced some fool to cancel his debts in exchange for some wench and they're going to make sure that he pays up before the wedding.

Rilo is in fact in a sealed chamber. The chambers are a Centauri innovation – gamblers are sealed in a room and cannot leave until they run out of money. The chambers are well guarded, so as long as Rilo keeps his stakes low, he can hide here until the wedding. As far as he knows, Ceilwyn is safe on her parents' estate.

If the characters ask about 'dead souls', they discover that one of the commonest stakes in the poker games are, indeed, dead souls – deeds to mines, estates and other holdings on worlds now held by the Narn. The value of a dead soul depends on the buyer; if a buyer thinks that the Narn Regime will collapse in five years and the world containing the resource will be reconquered by the Centauri, then the deed is valuable. A vast shadow economy dealing with these dead souls sprang up after the Narn revolt. When the Shadow War begins and the regime is indeed reconquered, these souls vastly increase in value.

If the characters do bribe the casino staff, it costs 100 credits to be told where Rilo is and 1,000 credits each to be allowed into the chamber. Alternatively, characters can buy their way in to the poker game by paying 2,000 credits – see The Poker Game on page 47. Just getting to the game is fraught with danger, thought – see The Assassins on page 47.

1. **Access to other pleasure dome sections.**

2. **Casinos, stalls, booths and so on.**

3. **Overhanging Platform (musician or other entertainer).** The platforms are accessed by antigravity lifts at the side, and float between 20 and 50 feet above the ground. The platforms are transparent and spotting the edge can be tricky.

4. **Overhanging Platform (duelling).** When fighting on the platform, both combatants must make Acrobatics checks (DC 10) each round or suffer a –2 penalty to Defence and lose their Dexterity bonus to Defence, due to the wobbling of the floating platform. One duellist can voluntarily increase the DC for both his own and his opponent's Acrobatics checks (maximum DC increase is +10). by violently tilting the platform. The duelling platforms are bowlshaped, to catch any blood spilt.

5. **Ornamental lake and fountains.**

6. **Security Tower.** This ornate tower is where the business of the casino is conducted, where bribes and fines are paid and so on.

7. **Poker Chambers.** Gamblers may not leave the poker chambers until they run out of chips. Staff are allowed enter and leave, and keep bringing food and drink into the gamblers. By keeping his stake low and folding at the first opportunity in each hand, a gambler can stretch his time in the chambers out to days or even weeks. There are guards outside the chambers. Buying access to a poker game costs 2,000 credits.

Encounters in the Dome

As the characters explore the pleasure dome, they will run into all sorts of odd encounters. Roll on the Pleasure Dome Encounters table for a random encounter.

Pleasure Dome Encounters

D6 Roll	Encounter
1	A drunken Centauri noble[1] mistakes one of the characters for a rival and challenges him to a duel. There are duelling circles hanging from the ceiling of the dome and the fights are holographically projected for the entertainment of the masses. If the characters refuse the duel, the crowd mock them; if they fight and win, they earn the enmity of the noble's family.
2	A down-on-her-luck gambler[2] tries to steal something of value from the characters. If the characters spot the thief, she tries to flee into the crowd.
3	A band of entertainers[3] surround the characters, playing traditional Centauri music and re-enacting one of the last battles with the Xon. The characters cannot pass without throwing a few credits at them.
4	The characters meet a peddler[4] who is selling rare alien artefacts. Many of these are in fact stolen goods, looted from a noble household.
5	One of the characters meets a noble[1], who insists that the character bears a startling resemblance to one of his household gods. The character absolutely must visit the noble's house and bless it as soon as possible.
6	The characters encounter a band of tourists from another race, probably Human[5], who are lost. They seize onto the characters as friendly faces on an alien world, looking to them for guidance on getting out of the pleasure dome.

[1] Use the Centauri Duellist statistics on page 49.
[2] Use the Centauri Gambler statistics on page 49.
[3] Use the use the Centauri Money Broker statistics in the All Alone In The Night chapter of the *Babylon 5 Roleplaying Game: 2nd Edition.*
[4] Use the use the Centauri Dancer statistics in the All Alone In The Night chapter of the *Babylon 5 Roleplaying Game: 2nd Edition.*
[5] Use the use the Human Dock Worker statistics in the All Alone In The Night chapter of the *Babylon 5 Roleplaying Game: 2nd Edition.*

The Assassins: There are two assassins working for House Callo in the pleasure dome. They were sent to deal with Rilo Orestres, to force him to pay up before the wedding to Wirral Callo. However, if the characters bring Ceilwyn into the dome, then the assassins will target her too – after all, if she never makes it to the wedding ceremony, there is no danger of House Callo's valuable debts being lost. Neither assassin will ever admit any connection to House Callo but most Centauri will quickly work out who their masters are. House Callo has also bribed the guards within the pleasure dome to look the other way, so there will be no help from the dome's security staff.

The assassins will do their business with hidden knives, although they have PPGs as a backup weapon. The first assassin, a male, will try to stab the characters when they are passing through the crowd, especially when they are distracted by one of the encounters above. The second assassin will stalk the characters, hoping that they will flush Rilo out for them.

Rilo Orestres

Ceilwyn's cousin is a rather bedraggled-looking Centauri. His hair crest flops at an embarrassingly low angle and his thin beard is most unfashionable. All Centauri love to gamble but Rilo is obsessed with it – and terminally inept at it. He has managed to delude himself that he is on the verge of a big win and all he needs to do it hang on a little longer. He has no true friends, as he treats acquaintances as assets to be wagered or traded in for better ones.

The Poker Game

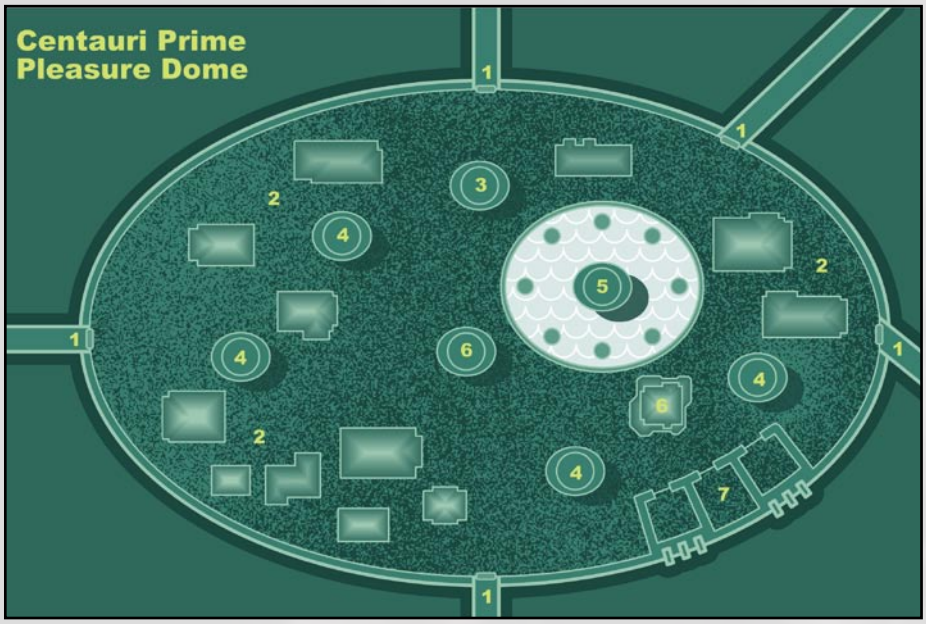
Once the characters gain access to the poker chamber, they can confront Rilo. He has been in the poker chamber since he sent the letter confirming Ceilwyn's engagement to Wirral Callo. By rights, he should have fled Centauri Prime for a while but his love for gambling outweighed his desire for safety, so he compromised by locking himself in a poker chamber. He has not slept or bathed in days but neither have any of the other gamblers in the chamber, so they have a fine camaraderie of stenches.

The characters need to convince or force Rilo to cancel the engagement to Wirral. Cancelling the engagement will put Rilo's massive debts back on Rilo, so the characters will need to either bribe or threaten him, or promise him aid in dealing with the debts somehow.

They also need him to help them get rid of the engagement to Nefri Mollari. Options include claiming that Rilo had selfishly offered Ceilwyn to Wirral to pay off his own debts, or saying that the letters were actually the product of Ceilwyn's girlish

love for Nefri, and that while Rilo wholly supports the engagement, he left that she should wait until she comes of age before choosing Nefri. Alternatively, the characters can just order Rilo to cancel that engagement, although they will have to promise to sneak him out of the Republic if they do that, as Nefri does not take rejection well.

Once the characters have dealt with Ceilwyn's suitors and the assassins, their business on Centauri Prime is concluded. They may need to smuggle Rilo back to the spaceport and then offworld if negotiations went badly.



Gambling

Gambling is resolved as follows; firstly, the Games Master declares how many rounds the game will go on for (usually three). At each round, each character involved in the game puts forward a stake, then makes an Intrigue check. The results of each character's check are revealed. Each character can then choose to fold (losing their stake) or keep going to the next round and raise by putting in another stake which must be at least equal to the highest stake in the last round. In each round, the character gets a bonus to his Intrigue check based on his previous result (see the Gambling table) .

Gambling

Previous Round's Intrigue Check Result[1]	Modifier
Character got the lowest Intrigue result	–4
Character got a below-average result	–2
Character got the average result	+0
Character got an above-average result	+2
Character got the highest Intrigue result	+4

[1] Calculate the average by adding up all the results for that round and divide by the number of participants.

The winner is the character who gets the highest Intrigue result in the last round.

Bluffing: A character can Bluff, adding up to +4 to his Intrigue check for the round, using a Bluff check. Each participant in the game may target a number of other people in a round (up to their Wisdom modifier) with a Sense Motive check. If the Sense Motive check beats the character's Bluff check, then the bonus added to the Intrigue check using Bluff becomes a penalty instead.

Cheating: A character can cheat, adding up to +8 to his Intrigue check for the round, using a Subterfuge check. Each participant in the game may target a number of other people in a round (up to their Wisdom modifier) with a Notice check. If the Notice check beats the character's Subterfuge check, then the cheating has been noticed (almost certainly resulting in the cheat being exposed to all).

WRAPPING UP

Once the characters are heading back to Babylon 5 (and picking up the *Far Star* if they lost it to Carutho), they will be contacted by Dennic Jaddo, Lustria's aide. He thanks them for their aid and transfers 2,000 credits per Player Character into their personal accounts, in gratitude for their actions. He tells them that the *Far Star* was once the personal ship of a very great friend of his, Calan Orestres, and that the characters will have to live up to Orestres' legacy.

Experience

The characters gain 1,000 XP each if they keep the *Far Star* out of Carutho's hands. The following will also earn the characters XP:

- Dealing with the pleasure dome assassins: 500 XP each.
- If Rilo survived: 250 XP each.
- If Ceilwyn survived: 250 XP each.

- Finding a solution to Ceilwyn's marriage problems that does not please her: 500 XP each(750 XP if she' is also happy with the solution)
- Finding a solution to Ceilwyn's marriage problems that benefits Autumn Shipping: 500 XP each

Influence
Surviving the thorny Centauri issues intact will boost each character's ASI Influence by +3. Depending on their actions, the Player Characters also have the opportunity to gain (or lose) Centauri Military, Centauri Political, Criminal and Centauri Prime Influence.

NON-PLAYER CHARACTERS

Carutho, Elderly Centauri Servant

6th Level Centauri Worker (blue collar); hp 10; Init +0; Spd 30 ft.; DV 13; Atk: +2 close combat or +3 ranged; SQ Born to Intrigue (Diplomacy & Subterfuge), Expertise (Profession (butler)), Vocation (Knowledge (Centauri)), Worker Type: Blue Collar (Drive, Operations (sensors) & Pilot); Fort +6, Ref +2, Will +3; Str 8, Dex 10, Con 10, Int 13, Wis 13, Cha 12
Notable Skills: Bluff +8, Diplomacy +5 (+7 with Centauri), Drive +3, Intrigue +6, Knowledge (Centauri) +18, Knowledge (Centauri Prime) +7, Knowledge (Human) +3, Operations (sensors) +3. Pilot +3, Profession (butler) +14, Subterfuge +12, Technical (electronics) +4, Technical (engineering) +4, Technical (mechanical) +4
Feats: Fluency (Centauri & Human), Skill Focus (Subterfuge), Spacecraft Proficiency, Weapon Proficiency (close combat & pistol)
Equipment: W&G Model 10 PPG (+3, 2d6 dam, 19–20 crit, 50 ft., 6 shots, AP 1, Automatic)

Carutho's Centauri Confederates

3rd Level Centauri Worker (blue collar); hp 7; Init –1; Spd 30 ft.; DV 10; Atk: +0 close combat or +0 ranged; SQ Born to Intrigue (Diplomacy & Notice), Vocation (Profession (servant)), Worker Type: Blue Collar (Drive, Medical & Pilot); Fort +4, Ref +0, Will +2; Str 8, Dex 8, Con 11, Int 10, Wis 13, Cha 11
Notable Skills: Computer Use +4, Diplomacy +3, Drive +1, Intrigue +3, Knowledge (Centauri) +4, Knowledge (Centauri Prime) +2, Medical +1, Notice +3, Operations (systems) +2. Operations (any one other) +2. Pilot +1, Profession (servant) +13, Technical (any one) +4
Feats: Fluency (Centauri), Skill Focus (Profession (servant)), Spacecraft Proficiency, Weapon Proficiency (close combat)

Ceilwyn Orestres, Young Centauri Noble

2nd Level Centauri Diplomat; hp 6; Init +3; Spd 30 ft.; DV 14; Atk: +0 close combat or +3 ranged; SQ Born to Intrigue (Notice & Stealth); Fort +1, Ref +3, Will +4; Str 8, Dex 17, Con 10, Int 13, Wis 8, Cha 19
Notable Skills: Bluff +9, Diplomacy +11, Intimidate +9, Intrigue +11, Knowledge (Centauri) +5, Knowledge (Human) +4, Linguistics +7, Notice +2, Sense Motive +6, Stealth +6
Feats: Fluency (Centauri & Human), Iron Will, Noble Birth, Skill Focus (Linguistics), Weapon Proficiency (pistol)

Centauri Duellist

3rd Level Centauri Agent; hp 11; Init +2; Spd 30 ft.; DV 12; Atk: +3 close combat or +4 ranged; SQ Born to Intrigue (Intimidate & Subterfuge), Multi-Skilled (Medical), Opportunism (Sneak Attack +1d6); Fort +3, Ref +5, Will +1; Str 12, Dex 15, Con 13, Int 12, Wis 10, Cha 13
Notable Skills: Acrobatics +8, Athletics +8, Bluff +12, Intimidate +7, Intrigue +6, Knowledge (Centauri) +5, Knowledge (Centauri Prime) +5, Medical +3, Notice +3, Sense Motive +4, Stealth +8, Subterfuge +8
Feats: Fluency (Centauri), Noble Birth, Skill Focus (Bluff), Weapon Focus (coutari), Weapon Proficiency (close combat, grenade & pistol)
Equipment: Coutari (+5, 1d6+1 dam, 19–20 crit, 1-h)

Centauri Gambler

1st Level Centauri Lurker; hp 6; Init +2; Spd 30 ft.; DV 12; Atk: +0 close combat or +2 ranged; SQ Born to Intrigue (Notice & Sense Motive); Fort +3, Ref +2, Will –1; Str 11, Dex 14, Con 10, Int 10, Wis 8, Cha 12
Notable Skills: Bluff +10, Intrigue +5 (+6 when gathering information), Knowledge (Centauri) +4, Knowledge (Centauri Prime) +8, Notice +3, Sense Motive +3, Subterfuge +6
Feats: Fluency (Centauri), Skill Focus (Bluff & Knowledge (Centauri Prime)), Weapon Proficiency (close combat & pistol)

Centauri House Callo Assassins

4th Level Centauri Agent; hp 12; Init +6; Spd 30 ft.; DV 14; Atk: +5 close combat or +5 ranged; SQ Born to Intrigue (Intimidate & Subterfuge), Multi-Skilled (Medical), Opportunism (Stunning Attack DC 14), Skill Mastery (Stealth); Fort +2, Ref +6, Will +1; Str 14, Dex 14, Con 11, Int 11, Wis 11, Cha 11
Notable Skills: Acrobatics +9, Athletics +9, Bluff +5, Intimidate +4, Intrigue +5, Investigate +4, Knowledge (Centauri) +4, Knowledge (Centauri Prime) +5, Medical +2, Notice +5, Stealth +12, Subterfuge +9
Feats: Fluency (Centauri), Improved Initiative, Skill Focus (Stealth), Weapon Focus (knife), Weapon Proficiency (close combat, grenade & pistol)
Equipment: Knife (+6, 1d4+2 dam, 19–20 crit, 1-h)

Centauri Military Spacecraft Crew

2nd Level Centauri Officer (fleet); hp 8; Init +0; Spd 30 ft.; DV 12; Atk: +2 close combat or +2 ranged; SQ Born to Intrigue (Diplomacy & Linguistics), Branch Specialisation (fleet); Fort +1, Ref +0, Will +2; Str 11, Dex 11, Con 10, Int 13, Wis 9, Cha 12
Notable Skills: Acrobatics +1, Athletics +1, Bluff +4, Computer Use +3, Concentration +1, Diplomacy +4, Intrigue +4, Knowledge (astrophysics) +3, Knowledge (Centauri) +4, Knowledge (physics) +2, Linguistics +3, Operations (any one, except driving) +9. Technical (electronics) +3, Technical (engineering) +3
Feats: Fluency (Centauri), Point Blank Shot, Skill Focus (Operations (any one, except driving)), Spacecraft Proficiency, Weapon Proficiency (close combat, grenade & pistol)
Equipment: W&G Model 10 PPG (+2, 2d6 dam, 19–20 crit, 50 ft., 6 shots, AP 1, Automatic)

Nefri Mollari, Centauri Noble

5th Level Centauri Officer (fleet); hp 14; Init +1; Spd 30 ft.; DV 15; Atk: +5 close combat or +6 ranged; SQ Born to Intrigue (Sense Motive & Stealth), Branch Specialisation (fleet), Rallying Call 1/day; Fort +2, Ref +2, Will +7; Str 10, Dex 13, Con 10, Int 14, Wis 12, Cha 16
Notable Skills: Acrobatics +3, Athletics +2, Bluff +7, Computer Use +4, Concentration +3, Diplomacy +7, Intimidate +5, Intrigue +7, Knowledge (astrophysics) +4, Knowledge (Centauri) +8, Knowledge (Human) +5, Knowledge (law) +3, Knowledge (tactics) +8, Linguistics +8, Sense Motive +7, Stealth +7
Feats: Fluency (Centauri & Human), Iron Will, Martial Artist, Nerves of Steel, Noble Birth, Spacecraft Proficiency, Weapon Proficiency (close combat, grenade & pistol)
Equipment: W&G Model 10 PPG (+6, 2d6 dam, 19–20 crit, 50 ft., 6 shots, AP 1, Automatic)

Rilo Orestres, Foolish Centauri Noble & Terrible Gambler

2nd Level Centauri Agent; hp 10; Init +1; Spd 30 ft.; DV 12; Atk: +1 close combat or +2 ranged; SQ Born to Intrigue (Linguistics & Notice), Multi-Skilled (Diplomacy); Fort +3, Ref +4, Will –2; Str 10, Dex 13, Con 14, Int 9, Wis 6, Cha 12
Notable Skills: Bluff +4, Concentration +10, Diplomacy +4, Intrigue +5, Knowledge (Centauri) +5, Knowledge (Centauri Prime) +4, Knowledge (Human) +2, Linguistics +1, Notice +1, Sense Motive +2, Subterfuge +6
Feats: Fluency (Centauri & Human), Noble Birth, Skill Focus (Concentration), Weapon Proficiency (close combat, grenade & pistol)
Equipment: Coutari (+2, 1d6 dam, 19–20 crit, 1-h)

Not Everyone Speaks Human...

Up until now, the Player Characters have had it easy, as most individuals they will have had cause to interact with have spoken fluent Human. This is not always the case, however – while Human has become a common trade tongue, those sentients in the galaxy who do not speak Human far outnumber those who do.

Note that the Fluency (Human) feat is an extra feat thrown into character creation for non-Humans to make Player Character interaction easier. A character can choose not to have this feat but they do not acquire anything to replace the lost feat.

Wirral Callo, Foolish Centauri Noble

2nd Level Centauri Officer (fleet); hp 8; Init +0; Spd 30 ft.; DV 11; Atk: +2 close combat or +2 ranged; SQ Born to Intrigue (Intimidate & Linguistics), Branch Specialisation (fleet); Fort +2, Ref +0, Will +3; Str 10, Dex 11, Con 12, Int 10, Wis 7, Cha 11
Notable Skills: Bluff +4, Computer Use +1, Concentration +2, Diplomacy +1, Intimidate +5, Intrigue +1, Knowledge (astrophysics) +1, Knowledge (Centauri) +4, Knowledge (Human) +3, Knowledge (tactics) +1, Linguistics +2
Feats: Fluency (Centauri & Human), Iron Will, Noble Birth, Spacecraft Proficiency, Weapon Proficiency (close combat, grenade & pistol)

SCENARIO FOUR - WAR OF THE QUEENS

Summary

A mysterious attack by a renegade Gaim on an old friend of Haversham leads the characters into an investigation. They discover an attempt by a Human corporation to clone a Gaim queen, an act that risks throwing the entire Gaim species into chaos. As the Narn-Centauri war begins, the characters must go into danger to destroy the experiment.

A Death on the Station

The characters are called into Haversham's office in Autumn Shipping. Along with the summons is an attached document, a quick briefing on the Gaim species (see Handout #4), which the characters are expected to skim before the meeting. Haversham, Walters and a Gaim are waiting for them there. Haversham looks like he has aged ten years since they last saw him; his face is grim and he looks exhausted. He welcomes the characters and explains why they are there.

An ex-EarthForce soldier called Duncan Bellwood was assaulted last night in his quarters in Downbelow and is unlikely to survive his injuries. He was attacked by a Gaim trader. Haversham was a close friend of Bellwood but that is not the only reason why he has a special interest in the attempted murder. He introduces the Gaim Intelligence's ambassador to Babylon 5, An'Derik. The ambassador speaks through a translation unit.

'The Gaim that ended the Human was not an erratic. It was not an erratic. But it did not obey the commands of the Queens. We did not wish the Human dead. We did not kill him. But it was a Gaim, and not an erratic. This-'.

There is a squeal of painful electronic feedback from the translator and the Gaim ambassador makes some adjustment to it. The light in the spherical device goes out, then lights up again.

'*The Gaim Intelligence cannot tolerate this. It is not comprehensible. It is not reasonable.'*

Walters speaks up, suggesting that the whole situation is an 'outside context problem' for the Gaim. An 'Outside Context Problem' occurs when a culture encounters something that it is simply unable to conceive of and has no place for. Most OCPs occur when a vastly more advanced race encounters a primitive one. The ambassador's inability to even describe the attack on Bellwood is, in Walters' words, a classic example of mental freeze in the face of the incomprehensible.

Haversham tells the characters that he wants them to investigate Bellwood's attack. He served with Bellwood when he was in EarthForce and he knows that Bellwood was involved in the brief 'Bug War' against the Gaim on Ceti Gamma in 2240. In another race, revenge for the death of a friend or family member in wartime might be a motive for revenge but the ambassador insists that the Gaim bear no grudges for the whole incident. The characters have the full support of the Gaim in their investigation and the Gaim will inform station security of this.

If asked, Haversham will admit that he contacted the Gaim after he heard about the attack. The Gaim are utterly incapable of even thinking about the situation and welcomes his offer of support. If the characters do well, then they may be able to forge new links with the Gaim Intelligence for Autumn Shipping. It is an opportunity that cannot be ignored.

Time Period: June, 2259.
Duration: The travel time during this scenario brings the characters up to the end of June.
Episode Reference: The scenario begins during the build-up to 'The Coming of Shadows' and the war begins during this scenario. However, the main action of the scenario takes place off Babylon 5.
Character Level Range: 5th to 6th.

What's Actually Going On

Bellwood was part of an EarthForce raid in 2240 to the Gaim homeworld. They captured samples of Gaim biology, including the royal jelly used to produce queens. A bioweapons corporation, Pro Zeta, has managed to produce a clone of a Gaim Queen at a hidden facility on Beta 9. This Queen is insane. She has a genetic memory of the raid and remembers Bellwood from that raid.

When the Gaim trader La'Cyuin was visiting a mining corporation at Beta 9, he picked up a telepathic signal from the cloned Queen. This drove him insane – the Gaim picked up on the Queen's genetic memories of the raiders and fixated on Bellwood. He then travelled to Babylon 5 and attacked Bellwood.

To move onto the next stage of this scenario, the players need to work out that:

- Bellwood was involved in a raid on the Gaim homeworld in 2240.
- A scientist called Zellner was also involved.
- La'Cyuin's behaviour changed at some point when he was in the Beta 9 system.

Murder Investigations

With their credentials backed up by the word of the Gaim ambassador, the characters can talk to security and begin their investigation into the attack on Duncan Bellwood.

The Facts of the Case
Duncan Bellwood arrived on Babylon 5 last August (just under nine months ago) from Earth. He rented quarters in Brown Sector on arrival. He was a retired EarthForce officer, having left the service in 2256. He has not had regular employment since then but was employed by Autumn Shipping as a consultant several times since arriving on Babylon 5.

Late last night, the transport *Wells* arrived from Proxima. On board was a Gaim trader named La'Cyuin, who had been meeting with various Alliance-based mining corporations about purchasing Quantium-40 mining technologies from them. La'Cyuin accessed the Babylon 5 residential database and located Bellwood's quarters, then went directly there.

At 0320 hours station time, the door to Bellwood's quarters was forced open. A security patrol sweeping through Downbelow at 0530 found discovered Bellwood's unconscious body and La'Cyuin. The Gaim was curled up on the floor and has not responded to any stimulus since then. The Gaim is now in Medlab under guard and is going to be charged with the attempted murder of Bellwood.

Medlab: Both Bellwood and the Gaim La'Cyuin are in Medlab. Bellwood is on life support and Franklin believes that there is almost no chance that he will recover; his injuries are too extensive. There is absolutely no doubt that the Gaim was the killer. The one unusual thing that Franklin discovered was an odd enzyme in Bellwood's circulatory system, which was probably the result of exposure to some xenotoxin. The concentration was very low, suggesting that the exposure took place decades ago. Oddly, this enzyme does not show up on any of Bellwood's medical records; a cursory examination would not have noticed it but it was not picked up by Bellwood's physical exams while he was in EarthForce (this enzyme comes from an injury Bellwood suffered on the Gaim homeworld, on a raid that is still classified).

Bellwood dies 30 hours after the attack. See Bellwood's Funeral on page 57.

Telepathy: If any of the characters are telepaths, or if they hire Talia Winters, they can have a deathbed scan performed with Franklin standing by to stabilise Bellwood. This scan reveals little of La'Cyuin's attack. Instead, the images received by a deathbed scan will be dominated by memories of Bellwood fighting hundreds of Gaim warriors in a dark tunnel. Something stings Bellwood's leg, pain rushes through him and it all goes black – then the image of an elderly man's face swims up in the telepath's psychic vision, somehow connected to the name Zellner (see The Zellner Connection on page 57).

Gaim La'Cyuin is lying on a bed in the isolab, in restraints. He has not eaten since he was brought into the lab. He is suffering from seizures and a several biochemical imbalance which will likely lead to his death within a few weeks unless Franklin can find a cure – but he has yet to find a cause. It is as if the Gaim's nervous system is in chaos. Attempting to contact the Gaim telepathically yields no useful data; his neural paths are hopelessly scrambled.

Haversham & Bellwood
Haversham recalls Bellwood as a former GROPOS who he fought alongside during the Earth-Minbari War. Bellwood was an expert scout and had been on several special forces missions. He left EarthForce just before the Earth-Minbari War started but was recalled to duty with conventional ground forces. Bellwood was loud and outgoing; he was also something of a heavy drinker.

Haversham did indeed consult with Bellwood several times and paid him well for his services. Bellwood had seen a great deal of the galaxy and his background made him a very useful information

Handout #4

ASI Confidential Document: GAIM INTELLIGENCE (M. Walters)

Status: *Minor Power (Full Member, League of Non-Aligned Worlds).*
Military Ranking: *C2 (at least in space).*
Economic Ranking: *B4++*
Population: *Estimated 12 billion.*
Government Structure: *Hive.*
Colonies: *One major (homeworld), one minor (mining world).*

History

The Gaim homeworld is the planet N'Chak'Fah, located on the border between Narn and League space. The Centauri had surveyed the Gaim homeworld in 2130 but had deemed it too hostile to be worth colonising. First contact with the Gaim Intelligence was made by the Narn Regime in 2212, by one of the Narn's first expeditionary fleets. At that point, the Gaim were divided into six hive minds, each controlled by a single Queen. Unique among known races, the Gaim had bypassed the vast majority of technologies entirely to jump straight to genetic engineering and organic technology. They had fire but almost no metalworking or material science. They had no computing but were capable of breeding variant Gaim insects with prodigious mental powers. The Gaim are true hive minds, with all the powers and benefits that brings. What they lack is imagination – before the Narn came, the Gaim never even looked up, and certainly never conceived of space travel.

The Narn assumed the Gaim were unintelligent bugs and treated them as annoyances. The Gaim responded according to their instinctive reaction to a threat to the hive – by sending thousands of warriors to eat the invaders. The initial Narn landing party was devoured. The Narn then sent a sterilisation force, who inflicted hideous losses on the Gaim but were drowned by sheer weight of numbers. When the Narn sent reinforcements, they discovered that the Gaim had learned to build their own weapons and vehicles based on Narn designs. Based on a single exposure to technologies, the Gaim had gone from throwing rocks to laser-guided rockets and particle weapons within a few weeks. The six Gaim Queens put aside their differences and merged their hives into a single hive, creating a single Gaim mind.

The Gaim were bombed by the Dilgar during the Dilgar War, and this time the Gaim managed to take the war into space by boarding enemy shuttles and flying them into orbit. They bred warrior variants capable of surviving in vacuum to storm the orbiting mass drivers. By the time the League and the Liberation Navy arrived, the Gaim were well on their way to establishing a presence in orbit. The Gaim had also bred a new form of Gaim, the 'ambassador' Gaim, a Humanoid form quite unlike the other Gaim breeds. This point should be emphasised – the ambassador Gaim seen throughout the galaxy are not typical Gaim. They were bred to communicate and to be Human-like.

The Gaim purchased spacecraft technology from the League races and built their own spacefleet and an industrial base to service this fleet. They attacked Ceti Gamma (EA) in 2240 but that seems to have been to test their new armies and technologies or some bizarre diplomatic experiment. The Gaim have proved to be stable and progressive members of the League of Non-Aligned Worlds. They trade in organic goods and high-quality electronics. Not bad for a race that didn't even have any real conception of TOOLS less than a century ago…

Social Structure

The Gaim are hive entities. Relatively few individual Gaim are sentient; each one is engineered for a purpose. There is strong evidence that the Gaim have mastered genetic memory, so a Gaim scientist is born with the information that it would take a Human 20 years to learn. They produce new Gaim units for whatever task is needed. The apex of the hive is the legendary Queen; warrior, worker and science breeds have also been identified, as well as the Humanoid ambassador breed. No non-Gaim has ever seen a Queen.

The Gaim communicate through a combination of racial telepathy and chemical signals. They communicate with other races using translator devices.

The Gaim have also spoken of 'erratics', who appear to be mutant or renegade Gaim who are not actually part of their hive. Any problems or aberrant behaviour on the part of Gaim is blamed on these erratics. Analysts are unsure if these erratics actually exist or are actually some sort of cultural phantom to the Gaim; it's also been suggested that the erratics are a product of the unprecedented (as far as we know) merger of the hives after first contact with other races, a sort of delayed racial trauma.

Military Analysis

The Gaim have purchased their entire navy from the cast-offs of other races. They have a great number of antiquated ships and their efforts to upgrade them with modern technologies have proved less than effective. While the Gaim are too aggressive and adaptive to be simply dismissed, they are not a major threat in space.

On the ground, however, the story is very different. Soldier for soldier, no known race in the galaxy comes close to the strength of the Gaim infantry. The hives are believed to have a production capacity measured in the billions for spawning new warriors. These warriors grow to full size within weeks and are born with a variety of highly effective weapons and defences, as well as an instinctive mastery of tactics and discipline. The Gaim can adapt to environmental conditions with ease, producing new generations of warriors who are immune to different biological weapons or hostile conditions. On Ceti Gamma, the Gaim warriors outnumbered the Human forces ten to one and each Gaim warrior could survive wounds that would kill a Human without even slowing down. We beat them on Ceti Gamma only thanks to our superior weapons and air support.

(continued on page 54)

(continued from page 53)

This analysis is no doubt out of date as soon as it is written – the Gaim ability to innovate *is almost non-existent but their ability to learn, adapt and improve is almost limitless. They will breed new Gaim forms to master space combat, they'll improve on the ship designs of other races and they will ruthlessly breed out their own flaws. In a century, perhaps less, the Gaim will have outgrown the League of Non-Aligned Worlds and be a true galactic power in their own right – assuming they don't launch a genocidal war to wipe out all other races, which is always a danger.*

Notes and Recommendations

- The Gaim scare the hell out of me.
- They scare the hell out of the League too. It's a good thing the ambassadors are bred without discernable emotion or the ability to take offence, as the Drazi have been less than complimentary towards the race. The Gaim are easily the fastest growing economy and military power in the League; they'd be a significant source of worry if they were expanding their holdings at the same rate.
- That said, Gaim scoutships have been observed visiting several worlds in other systems that are considered uninhabitable by other races. It is conceivable that the Gaim intend to breed new forms of their species who can survive on other worlds. As these hostile worlds are usually in systems already claimed by League or other races, the Gaim will either clash with the existing tenants or have to come to some sort of agreement.
- Gaim are virtually unreadable by Human telepaths and every other race who's willing to discuss the topic says their teeps can't read bug minds either. It's unclear if this is a trait unique to ambassador Gaim or to all Gaim breeds.
- *The primary Gaim colony is N'Chak'Fah II. They also have a mining colony on another world in the same system, N'Chak'Fah VII.*

source for Autumn Shipping activities. He has no real idea why the Gaim would have killed Bellwood. He does know that Bellwood fought against the Gaim in 2240 and that Bellwood always refused to talk about that brief war. He also knows that Bellwood was working on a book; Bellwood had shown Haversham some brief extracts from it, mostly centring on the plight of soldiers after the Earth-Minbari War. Bellwood had hinted that the book would be controversial, though.

Investigating the Murder Scene

Station security are taking the killing extremely security; Babylon 5 is an EarthForce base, after all, and Bellwood was ex-EarthForce. The quarters are sealed and guarded. Characters can either bluff their way past the guards or contact Garibaldi, who will be less than enchanted by the idea that the Gaim are using the characters as private investigators when it was one of the Gaim who was likely responsible for the murder. Still, the characters do have the blessing of the Gaim ambassador and Garibaldi will share some findings with them – but if they get in the way of his investigation, he will have them thrown off the station before they can blink.

Bellwood's quarters were ransacked but it looks like this was done *after* the killing and not by the Gaim La'Cyuin. It seems as though La'Cyuin just smashed the door open, tore Bellwood apart and then went into some sort of comatose state, maybe hibernation. The bug's up in Medlab now, being probed by Dr Franklin. From what Garibaldi (or a DC 15 Investigate check) can tell, it was probably lurkers who wandered by took the opportunity to loot the room.

Garibaldi has men out looking for anything they might have taken. If the characters mention that Bellwood was working on a book, Garibaldi will tell them that he found no data crystals or printouts but those are just the sort of thing that thieves would lift.

Researching La'Cyuin

The *Wells* is still docked at Babylon 5 and the Gaim had a cabin on board the transport. Station security have already searched it; the Gaim had a schedule of meetings with representatives from various mining companies – see La'Cyuin's Schedule.

La'Cyuin's Schedule

Planet	Corporation
Denizala (Vree Trading Guilds)	Mi-Go
Earth (Earth Alliance)	United Minerals
Earth (Earth Alliance)	Kohlstrum Industries
Mars (Earth Alliance)	Edgars Industries
Io (Earth Alliance)	Belt Alliance Mining
Proxima (Earth Alliance)	New Frontiers
Beta 9 (Earth Alliance)	TCS Mining
Markab (Markab Council)	Divine Bounty Order
Brakos (Brakiri Syndicate)	Asc'sa Mining

An Earth Economic Influence check (DC 10) reveals that La'Cyuin made his appointments on Earth, Mars, Io, Proxima and Beta 9 but never travelled on to Markab space. Instead, he caught a boat heading for Babylon 5 from Beta 9.

Handout #5

... decision was made to investigate the Gaim homeworld directly. Analysts had projected that the only way to defeat the Gaim would be to bottle them up on their own planet by denying them any access to space and that would require a massive commitment of ships that EarthForce simply did not have. A small team striking at the heart of the Gaim hives had a chance of dealing with the Gaim problem and the Joint Chiefs recommended that the president take that gamble.

Operation NEWT was comprised of two teams of Razvedchik special forces deployed from a single stealth-enhanced ship. The teams dropped from orbit in pods before...

{obscured text}

...entered the inner reaches of the Hexad Hive and retrieved...

Tracking Down the Stolen Goods
If the characters make a Criminal (DC 20), Downbelow (DC 10) or Babylon 5 (DC 15) Influence check will be able to retrieve some of the documents stolen from Bellwood's quarters. Alternatively, they can just put out the word in Downbelow that they are willing to pay for the stolen goods (which were indeed looted by opportunistic looters) – this requires an Intrigue check at DC 15. Unfortunately, the lurkers responsible have already had most of the computer hardware wiped and re-sold and have burned other incriminating evidence they could not immediately sell. Nevertheless, the Player Characters will be able to get hold of a fragment of Bellwood's manuscript, which is discussing a secret EarthForce operation that took place on the Gaim homeworld during 2240.

Operation NEWT
If the characters retrieved the documents from the thieves in Downbelow or were suspicious after telepathically scanning Bellwood, they may wish to research Operation NEWT. A successful use of Earth Military Influence (DC 20) is required to retrieve this information.

As the stolen documents suggest, EarthForce launched an exploratory raid on the Gaim homeworld during 2240, in the hopes of prematurely ending the Gaim attack on Ceti Gamma. Operation NEWT's purpose was to punch through into a Gaim hive and gather information about the Gaim rulers, especially the Queens. A small team of elite special

forces dropped onto the planet and managed to sneak into the hive using stealth suits and synthetic pheromones. They managed to capture genetic samples from the Gaim, including royal jelly, before being discovered and forced to flee. Seven EarthForce soldiers died in the retreat from the Hexad Hive but the survivors managed to make it to the rendezvous and were successfully rescued. The Gaim ended their attack on Ceti Gamma shortly afterwards.

Commander Ivanova's Funeral Oration
Duncan Bellwood spent his whole life in service to Earth. He fought in the Dilgar War and in the Minbari War, and in other wars we've probably never heard of. But what he'd want us to remember, and what we must never forget, is that he fought not for glory or conquest or out of hatred, but because of a desire for peace. His friends have told me that Duncan was writing a book that was going to be harshly critical of the wars that he fought in. That's a hard thing to do, to remember the sacrifices that you made, to remember the friends who died by your side, and to say that what they died for was a mistake, that it could all have been averted if only we'd been wiser. It takes great courage, but more, it takes great wisdom, a wisdom learned only through suffering and regret.

Captain Sheridan keeps telling us, never be the one to start a fight, but always be the one to end it. From what I hear, Duncan Bellwood ended a hell of a lot of fights. Thank you.

Deathbed Scans

Deathbed scans are telepathic probes that take place when the victim is on the verge of death. Performing a deathbed scan is only done when absolutely necessary – if the telepath is not careful, they can suffer psychological harm or catatonia, as the dying psyche's encounter with death is incredibly dangerous. Deathbed scans can either be surface scans or deep scans and have three additional effects:

- The Telepathy DC for deathbed scans is increased by +4.
- It is much harder to direct a dying psyche's thoughts to anything other than what it is fixated on at the moment of death. This fixation is different for everyone – a matriarch peacefully dying of old age may only have thoughts of her family, while a lurker dying of a knife wound may only be able to think of his assailant. The Games Master should modify the information received by the scan appropriately.
- The roll of a natural 1 while performing a deathbed scan means that the telepath is present at the moment of the soul's expiring. If it is a surface scan, the telepath suffers 1d4 Wisdom damage and must make a Will save (DC 15) or fall unconscious for 1d4 hours. If it is a deep scan, the telepath suffers 2d4 Wisdom damage and must make a Will save (DC 20) or fall catatonic for 1d4 days. Lasting psychological damage is quite possible, especially in the case of deep scans.

If the Player Characters get Stuck...

If the Player Characters fail to make the connections between the attack on Bellwood and Operation NEWT, then there are several ways to feed them the information they are missing.

- The mysterious enzyme in Bellwood's bloodstream shows signs of Gaim biochemistry. Franklin ends up contacting Dr Zellner, a noted expert on the Gaim. Zellner was one of the masterminds behind Operation NEWT's raid on the Gaim homeworld and remembers Bellwood's involvement in that raid. When Franklin mentions Bellwood to Zellner, the old scientist's expression gives him away – there is definitely a connection to Zellner and Franklin will tell the characters this.

- The AI BLAISE is observing the characters through their data traffic and is able to worm its way into all sorts of classified files. BLAISE can pass on information about Operation NEWT to the characters, leading them to Zellner. BLAISE can also point the characters at La'Cyuin's itinerary, which contains the vital clue revealing to the characters that the Gaim's behaviour changed at Beta 9.

- Alternatively, representatives of the Markab or Brakiri mining corporations can contact Babylon 5, asking if they have any news of the Gaim trader who was supposed to visit them.

The chief scientific advisor on this mission was an exobiologist called Matthew Zellner.

Bellwood's Funeral

Despite Dr. Franklin's best efforts, Bellwood dies some thirty hours after the attack. The old soldier had no close family, so the funeral is a small, military affair. Haversham attends, as do a few other retired soldiers, along with Ivanova and some other representatives of Babylon 5 command and security. The Gaim Ambassador sends a very awkwardly-worded letter of condolence, as the Gaim attach no important to an individual's death and find all such ceremonies incomprehensible.

There are two unusual mourners. One is Ambassador G'Kar, who claims to enjoy funerals. He is partly there out of respect for Bellwood, but is also there to gauge the mood of the Humans as regards the Gaim. If there is going to be trouble in the council, G'Kar wants advance warning.

The other mourner is an EarthForce agent, a short man in a very dark coat. He is there to see if Bellwood's death at the claws of a Gaim has anything to do with Operation NEWT. If the characters are beholden to EarthForce (either through events in *The Cold Equations* or Scenario Two – The Proving Ground), then this agent will speak to them briefly at the funeral, telling them to cancel the investigation, as they will only end up sullying Bellwood's war record unduly. The agent was dispatched by the Pro Zeta corporation (a significant partner in EarthForce's bioweapons and organic technology research) to head off any investigation that could lead to their Queen.

The Zellner Connection

Presumably, the characters will attempt to contact Zellner once they discover that he is both a renowned expert on the Gaim and knows Bellwood. Zellner is currently on Proxima, teaching at the university there. When the characters contact him, they find him in his cramped office, which is packed with files, computers, models of bugs and glass tanks containing exotic insect species and colonies. He looks like a stereotypical mad scientist and they have caught him at a bad time – he is applying for government funding for a new research project and EarthGov have issued new and incredibly confusing guidelines for applying for grants.

If the characters ask him about the Gaim, then Zellner is only too happy to babble on about the insect race. He has been working on translating the Gaim language, for example, and shows them a translator unit that he has managed to build. They are a fascinating species, really, quite fascinating. Just look at these holograms of Gaim warriors feeding on the livestock on Ceti Gamma!

If the characters ask him about Bellwood, or Operation NEWT, or anything suspicious, then Zellner pales. He denies all knowledge of anything like that, has never heard of a soldier called Bellwood and his involvement with the war on Ceti Gamma was limited to advising EarthForce against using bioweapons on the Gaim: *'we had a big cache of bioweapons on Ceti Gamma and the generals thought they were bug spray. Hell, if we'd used those, the Gaim would have spat them right back at us!*

Characters will notice with a successful Notice or Sense Motive check (DC 15) that Zellner starts typing at a different terminal when he starts denying all knowledge of anything useful. Zellner is worried that his former masters in EarthForce might be monitoring the transmission, so he is using his expertise in computers to communicate with the Player Characters.

If the Player Characters replay the conversation with Zellner, then a successful Computer Use check (DC 15) can decode a hidden message played through a subfrequency… but the message sounds simply like clicks and whistles. Any character making a Linguistics check (DC 12) will recognise this as Gaim but will not be able to understand it. Those with Fluency (Gaim) or the presence of mind to borrow a translator from the Gaim ambassador can interpret the message:

'Can't talk here – they may be listening. I'll meet you at the Hotel Aurora, here on Proxima. If the Gaim are going mad, then it's started.'

Proxima

The *Far Star* can easily make it to Proxima within four days. The Hotel Aurora is located on one of the islands in the ocean; it is a mid-priced holiday destination with lots of sand and surf. Zellner is waiting for the characters there, looking even more ludicrous in shorts and a wide-brimmed straw hat.

Zellner can tell the characters about Operation NEWT, as described above. Zellner had created a pheromone spray that made the strike team invisible (or, more accurately, ignorable) to the Gaim) and they had successfully captured some Gaim eggs and samples of royal jelly. Some in EarthForce wanted Zellner and his team to build on the pheromone work and develop a way to control the Gaim race but it was deemed unethical – the Gaim were sentients, they were members of the League of Non-Aligned Worlds, so using their eggs to develop a method for hacking the Gaim hive mind was taking biological warfare a step too far.

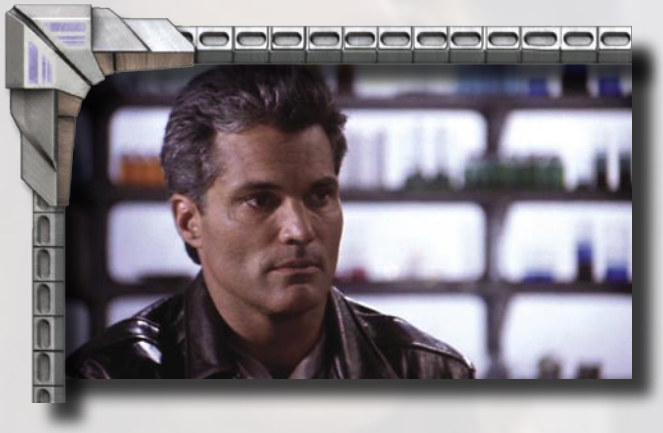
In 2249, all the samples taken by Operation NEWT vanished. Zellner believes they were taken by forces within EarthForce, by those who had wanted the illegal research on controlling the Gaim. Personally, he suspects the Pro Zeta corporation – they are EarthForce's primary partner when it comes to organic technology and bioweapons. Zellner makes it clear that he thinks that Pro Zeta are a bunch of butchers, madmen and diabolic geniuses who make Dr Mengele look like a saint.

If asked why the Gaim would have attacked Bellwood, Zellner tells the characters that the Gaim have genetic memory; somehow, the Gaim that attacked Bellwood must have been in contact with a Gaim who was present during the raid in 2240 and who therefore identified Bellwood as a threat to the hive. The Gaim's bizarre reaction and catatonic state suggests to Zellner that this contact is related to attempts by EarthForce or Pro Zeta to develop a way to control the Gaim.

However, Zellner has no idea where this research could be taking place. The characters must provide the vital clue – that the Gaim La'Cyuin went mad when in the Beta 9 system. Zellner grins and hands the characters a data crystal. If he was going to build a laboratory to do the research on controlling the Gaim, he says, then he would need the items and features listed on the data crystal. Find the place on Beta 9 matching those schematics and the characters will have found the lab.

Finding the Laboratory

The characters next head for the Beta 9 system. Beta 9 is one of the more recently settled colonies of the Earth Alliance. It is a cold, rocky world, known mainly for its mineral wealth. However, Beta 9 is also used as a scientific outpost. The main city on Beta 9 is called Canyon City, imaginatively named for its location, built into the side of the Grander Canyon on Beta 9/III. The population of Beta 9 are notoriously independent; both miners and scientists keep to themselves and do not interfere in the lives of others. The bars overlooking the canyon are the heart of society on the planet.



Canyon City is actually quite cosmopolitan and pleasant; the Grander Canyon attracts tourism and most of the research labs on the planet are located in side canyons. Outside Canyon City, a traveller could fly for miles without seeing anything but bare rock or the occasional mining outpost, rising out of the surface like a mountain of concrete and steel.

Hidden out in the wilderness is the Pro Zeta Compound, which the characters have to find. It is actually disguised as a mining base run by Castle Mining, another subsidiary of Pro Zeta.

The data crystal given by Zellner contains a list of requirements for a laboratory. The most notable requirements are:

- **Large scale environmental isolation**. This information is unfortunately of no use to the characters. As soon as they arrive in Canyon City, they will learn that such isolation is very easy on the crenulated surface of Beta 9 – all you need to do is throw a plastic roof over a box canyon and you can seal it off from the rest of the environment.

- **Considerable amounts of synthetic resin for nests**. This is available in the Beta 9 system from an orbiting automated factory. A successful Computer Use check (DC 20) or Earth Economic Influence check (DC 10) reveals that the factory is owned by Varney Fabrication, a wholly owed subsidiary of Pro Zeta Corporation. The factory was constructed in 2251 and has been supplying resin products to the Beta 9 and neighbouring systems. It is a high-volume production centre, producing far more than a hypothetical Gaim research base would need. Pro Zeta constructed the factory so they could produce what they needed without attracting attention

- **Telepaths**. These are a far rarer resource and one that is quite easy to track. A successful use of Earth Economics Influence (DC 15) or Psi Corps Influence

Locate Alien Mind

Telepaths are very used to their own race's thought patterns. This can be advantageous when searching for a target that does not search your race. Locate alien mind is a variation of the locate mind ability. It normally has a DC of 28, if you are trying to detect a different but not radically divergent race (such as a Human trying to sense a Minbari, Brakiri or Drazi). It has a lower DC of 24 if the race's psyche is radically divergent from the telepath's own (such as a Human trying to sense a Gaim).

In this particular case, the –4 penalty for not possessing the Adaptive Mind feat is waived – indeed, the telepath is relying on the oddness of the alien mind in order to sense it.

A Knowledge (specific culture) check at DC 10 is normally required once an alien mind has been detected to recognise the type of alien. It is quite possible to pick up the presence of an alien mind and still have no idea

If the use of locate alien mind is successful, the telepath will instantly knows if there are any sentient minds within range and the direction of the highest concentration of those minds. Subsequently using the precision variation of locate mind can yield more information.

(DC 10) allows the characters to confirm that Pro Zeta has over 500 commercial telepaths assigned to it and that a dozen of these are on Beta 9. By lurking around Canyon City and looking for the familiar Psi Corps badge, the characters can identify the telepaths on Beta 9 and follow them to the base.

The telepath that the characters are most likely to encounter in Canyon City is Angie Frezetta, one of the senior telepaths working at the Pro Zeta compound. Frezetta has been assigned to working with the cloned bugs for years and it is having a severe impact on her. She comes to Canyon City to immerse herself in Human minds again, to cleanse herself after weeks spent brain-deep in Gaim psychic energy. This makes her unusually outgoing and friendly for a telepath. Frezetta will not discuss her work with the characters under any circumstances.

A more difficult Psi Corps Influence (DC 15) or Earth Political Influence check (DC 25) reveals something else – there is a 'Corps Retraining Centre' on Beta 9, in the wilderness, where renegade telepaths are sometimes sent. While Human telepaths are normally of no use dealing with Gaim minds, the Corps is experimenting with retraining blips to think differently using brainwashing, drugs and smashing down the telepaths' mental defences so they have no choice but to absorb the full and unmitigated thoughts of the insane Gaim Queen.

- **Lots of fresh meat**. Most food on Beta 9 is grown in covered canyons, although there are also vast lichen farms trying to make the native flora of the planet more palatable. A relatively easy bit of digging (Intrigue check, DC 15) reveals that there is a pig farm belonging to Varney Fabrication located out in the middle of nowhere, close to a mining facility called Castle Mining 26

Other Ways to find the Pro Zeta Compound

Instead of following the clues left by Zellner, the characters might head straight to Beta 9 from Babylon 5. In this case, finding the Pro Zeta Compound is more difficult but not impossible.

- **Scanning from Orbit:** The *Far Star* has an excellent sensor suite, so the characters may just be able to hang in orbit and scan the planet. Finding the Pro Zeta Compound requires an Operations (sensors) check at DC 30. Each check will take at least one hour.

- **Investigating La'Cyuin's Movements:** The Gaim trader visited the TCS mining corporation offices in Canyon City. The TCS representative there, Lucas Smith, recalls that the Gaim asked him a series of questions about Quantium-40 mining, then suddenly fell silent, got up and left. Smith does remember that a telepath, Angie Frezetta, had just entered the TCS offices to discuss a TCS remote drone that had crashed in an area claimed by Frezetta's employer, Castle Mining.

Bringing a Telepath: A telepathic signal from the Gaim Queen managed to reach La'Cyuin, so presumably even a Human telepath could pick up on a signal. Locating the psychic distress of the Gaim Queen requires a variation of the *locate mind* power (*locate alien mind*).

Bringing a Gaim: The characters may choose to bring a Gaim with them on their hunt for the source of La'Cyuin's distress. This proves to be a double-edged sword – while a Gaim drone can indeed easily pick up the psychic emanations of the Queen, it also drives the drone mad in within a few minutes. The drone will be able to give the characters the rough location of the Castle Mining 26 facility before trying to kill the characters.

THE LAIR OF THE QUEEN

The Pro Zeta compound, Castle Mining 26, is located 500 kilometres north of Canyon City. From a distance, Castle Mining 26 looks just like any of the other ugly mining stations found elsewhere on Beta 9. It even has the right thermal and electrical emissions, and the shuttle landing pad nearby sees plenty of activity. However, up close, it is clear that the mining facility is *hollow*, a giant shell of resin and steel hiding a sealed canyon beneath.

Approaching by Ground

In a ring 15 miles around the compound are signs saying that the land beyond is the property of Pro Zeta and that trespassers should be aware of the danger of hidden fissures, explosions caused by mining, and so on.

Pro Zeta have created one of the most simple expedients to ward against intruders (or escapees). The entire area surrounding one mile of the compound is heavily mined with seismic charges. Additional mines are also liberally sprinkled within the 15 mile radius. Should any of these detonate, Pro Zeta will declare that they were mining explosions… and they have posted warnings. Compound staff, deliveries and the like are all done by shuttle – there is no 'safe route' through the minefield that Player Characters can attempt to research or discover.

Any character taking a move action within 15 miles of the compound has a 5% chance of setting off a nearby mine. If combined with a successful Investigate check (DC 20) or Operations (sensors) check (DC 15), the character can avoid the mines altogether for one round of movement.

Any character taking a move action within 1 mile of the compound has a 25% chance of setting off a nearby mine. If combined with a successful Investigate check (DC 20) or Operations (sensors) check (DC 15), the character can reduce the chance of setting off a mine to 5% for one round of movement.

Approaching by Air

Aircraft coming within 30 miles of the compound are contacted by radio and warned that they are entering restricted airspace due to the possible danger of electrostatic bursts caused by mining… and that they should turn back. Once an unauthorised aircraft approaches within 20 miles of the complex, all electrical emissions from the station shut down temporarily (as the complex's EMP shielding is activated). If the unauthorised aircraft approaches within 10 miles of the complex, it is contacted by radio once more and warned again.

As soon as an unauthorised craft comes within 3 miles, a huge EMP blast is emitted by the complex. This is a non-directed attack and so will automatically strike any craft (including the base's own shuttles) within 3 miles. Craft struck by the EMP blast must succeed at an Operations (systems) check (DC 20) or lose one control space automatically. The EMP blast will recur every round for one minute (ten rounds), before automatically shutting down. It will take the Pro Zeta compound 1d6 minutes to get its sensors and other external systems back online, but until that time the base is effectively blind to outside movements.

Any craft that loses all of its control spaces will crash… into the minefield.

Guard Shuttles

Once more than two mines have gone off within an hour, or the EMP has been fired, a guard shuttle will launch from the facility to check out the situation. It will attempt to track down the invaders using its sensors and then will either use diplomacy, threats or firepower to drive the invaders away. If the invaders are within a mile of the complex, the guards will attempt to wipe them off the face of the planet.

Seismic Charges (mines)
These devices are used in legitimate mining to blow holes in things. They can also be rigged with a simple pressure switch, converting them into simple yet effective mines.

It requires a Technical (electronics) check (DC 12) to plant a seismic charge and a concurrent Subterfuge check (with a –5 penalty) will determine the DC of the Investigate check necessary for others to find it. A Subterfuge check (DC 20) or Technical (electronics) check (DC 15) is required to disarm a seismic charge.

If triggered, all characters within 30 feet suffer 4d6 damage, with a Reflex save (DC 16) allowable for half damage. The AP of this mine attack is 2d10.

Item	Cost	I / R	Weight
Seismic Charge	500 cr.	R	10 lb.

Guard Shuttle

Small Spacecraft
Defence Value: 14[1] (+1 size, +3 Handling); **Armour:** 12; **Handling:** +3; **Sensors:** +2; **Stealth:** 14; **Stress:** 16; **Features:** Atmosphere Capable, Fusion Engine
Crew: EarthForce Line (+4 BAB, +9 Training[2]); 1 Pilot, 3 Passengers
Structural Spaces: 7 (Cargo 2, Control 1, Crew 1, Engine 1, Weapons 2)
Fore Arc Weapons
5 Twin-Linked Light Particle Guns (Close, Offence 4, 2 weapon spaces)

[1] 15 when piloted by Pro Zeta pilot.
[2] Use the following skill bonuses when piloted by Pro Zeta pilot: Computer Use +7, Knowledge (astrophysics) +3, Knowledge (tactics) +3, Operations (sensors) +7, Pilot +11, Technical (electronics) +4

Each guard shuttle carries one Pro Zeta pilot and three Pro Zeta guards.

1. Fake Mining Station. This massive building is over 12 stories tall but is a hollow fake. Inside, elevators at (4) and (5) allow access to the cave below. It is built over the opening into a massive underground cave network.

2. Shuttle Landing Pad. There is a small control tower with radar dishes and transmitters built into the side of the pad.

3. Cave Mouth. The floor of the cave is 200 feet below this entrance. Climbing down requires a series of DC 15 Athletics checks at 50-foot intervals; the passage of the Gaim has cut natural footholds into the rock.

Half of the facility below has a methane atmosphere, for the Gaim hive. A wall of toughened perspex (Hardness 7, 12 hit points, Break DC 25) divides the two sections, but there are numerous airlocks linking the two sides. Non-Gaim in the methane section without a breather mask will have to hold their breath or begin to suffocate, and vice versa.

4. Bulk Elevator, used for shipping large items down into the caves. Obviously, using this lift is rather dangerous for the characters, as it is very obvious that it is in use.

5. Housing. Over 100 scientists and researchers work here; conditions are rather cramped but they are well compensated, and newer housing units are being constructed in the tunnel network beyond the caves. There are smaller lifts connected to the fake mining station that access this building.

6. Reactor. The facility is powered by this fusion reactor.

7. Laboratories and Research Domes. The primary purpose of this facility is to learn about the Gaim and how they can be controlled. These domes contain Gaim warriors being exposed to new telepathic signals, pheromone conditioning and so on. Hidden behind the dome is the Psi Corps section, where a dozen renegade telepaths have been driven insane to make their minds compatible with the Gaim. They now think of themselves as part of the Gaim hive.

8. Cloning Facility. This is the oldest part of the research facility but is still in use. Here are rank upon rank of Gaim eggs, handled by robot midwives. Most of the old eggs are now in cryogenic suspension, as the facility has a new source of eggs.

9. The Hive. In places, the characters can still see the original artificial hive created using the synthetic resin but it has been engulfed by the vast new hive created by the cloned Gaim. This massive structure boils out of the tunnels beyond the cave and contains thousands of Gaim workers and warriors.

The Gaim have been programmed not to attack the perspex

divide or to expand the hive beyond certain rough parameters; if they break this programming, the Queen is punished.

10. The Mad Queen. This is a huge cage-like structure containing the massive Gaim Queen. Her immobilised bulk is almost as big as the *Far Star*; the life-support machinery around her keeps her alive despite the numerous errors in cloning and growing her. She is quite, quite insane, as are all her offspring. Robots and tender Gaim carry the eggs she lays to the hive. The Queen can be punished using electrical prods built into the cage, which are controlled from the laboratory building.

Sneaking Through The Facility

There is almost no security presence within the laboratory; the security presence (guards, mines, EMP pulse) are all concentrated on deterring or destroying interference outside, not inside. Characters may be able to sneak into the base with relative ease. The question is, what do they do then? Whenever the characters try to move from one location to another within the base, roll on the Pro Zeta Compound Encounter table to see what they encounter:

Pro Zeta Compound Encounter

Roll	Facility	Hive
1	No encounter.	No encounter.
2	Pro Zeta scientist, busy on an errand.	Two cloned Gaim workers, who will ignore the Player Characters and flee if provoked.
3	Pro Zeta guard.	Two cloned Gaim workers, who will ignore the Player Characters and flee if provoked, and one cloned Gaim warrior, who will only attack if the Player Characters interfere with the workers.
4	Two Pro Zeta scientists having a discussion.	2d4 cloned Gaim workers, who will ignore the Player Characters and flee if provoked, and 1d4 cloned Gaim warrior, who will only attack if the Player Characters approach within 10 feet of any cloned Gaim.
5	1d4 Pro Zeta guards, in a bad mood.	Berserk cloned Gaim warrior – the insanity of the hive has driven him quite mad and he will attack any non-Gaim on sight.
6	Telepath. Roll 1d6 – on a 1, 2 or 3, it is a Psi Corps telepath. On a 4, 5 or 6, it is a renegade teep being escorted by two Pro Zeta guards.	1d4+1 berserk cloned Gaim warriors – the insanity of the hive has driven them quite mad and they will attack any non-Gaim on sight.

Raising the Alarm
If the characters are spotted in the facility (but not in the hive), the alarm will be raised via wrist link communication. All the Humans retreat to the Housing building (5), while groups of Psi Corps telepaths and Pro Zeta guards look for intruders.

Once the alarm has been raised, roll of 1 or 2 on the Pro Zeta Compound Encounter table will now result in no encounter. A roll of 3 or higher results in an encounter with a one Psi Corps telepath and two Pro Zeta guards.

Captured

If the characters are captured as they investigate the Pro Zeta compound, then they will be imprisoned in the one place in the compound which has security measures: – the cells in (7) for the renegade telepath prisoners.

The one telepath who is still lucid calls himself Twitch and is the most recent addition to the menagerie. The telepaths in the cages show clear signs of experimentation and torture, as Pro Zeta attempts to attune them to the minds of the Gaim. There are a dozen telepaths split among four cells; Twitch is the only one who is even vaguely sane.

Escaping the cells is tricky; the cells are solid rock, with a mechanically locked heavy plastic door as the only means of egress. The characters can try to force the door open (Strength check, DC 25), or somehow bribe or bluff the guards into letting them go. Alternatively, they can wait until the Gaim fleet traces their movements, in which case they can escape in the confusion as the Gaim bomb the compound. Fortunately, one of the first blasts cracks the plastic door of the cell, allowing the characters to escape.

Infiltration Solutions

The following are some of the ways in which ingenious Player Characters may deal with the cloned Gaim. The sad truth as that there is no way to 'save' these cloned Gaim. They are an abomination to true Gaim and also quite homicidal. The only solution acceptable to the Gaim will be the extermination of the cloned hive. If the Player Characters wish to wash their hands of the whole mess and simply call the Gaim in to deal with the situation, let them – turn to page 64 and the Calling in the Gaim section.
However, this is not the route ASI,

Operation FIRMAMENT or the ORC will want – a full out Gaim attack will be far too high profile and politically destabilising. A subtler, but no less effective, elimination of the cloned Gaim (and preferably the facility too) would be better for all involved.

Smash the Window

This is one of the more lethal ideas the characters could have. While the perspex wall is tough, a concerted attack will shatter it – and mix the methane and oxygen atmospheres. Depending on the scale of the breach, this mixing may occur either immediately or over a period of minutes. Any small breaches will be fixed by a pair of Pro Zeta scientists issued to deal with the leak.

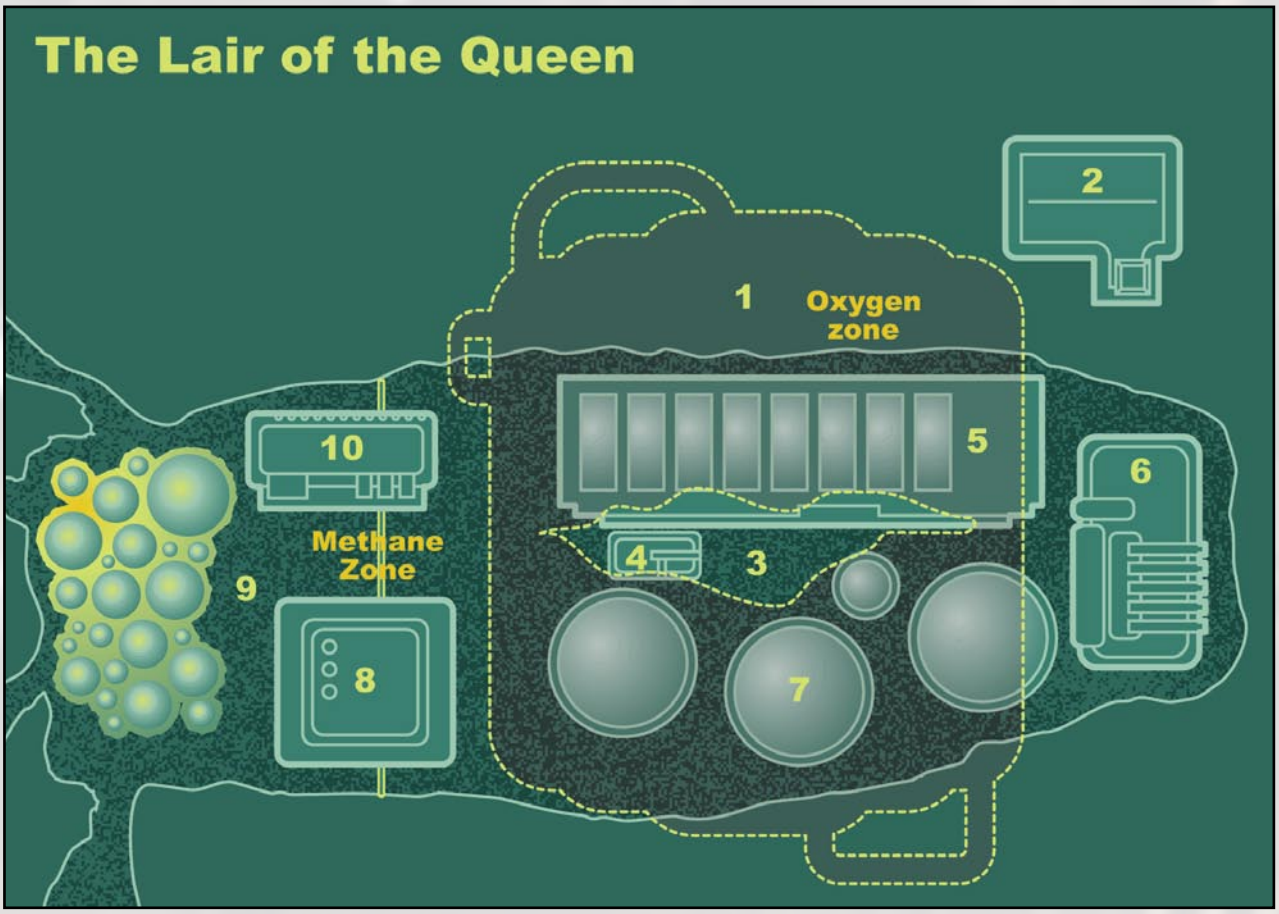
If the atmospheres are mixed, both Humans and cloned Gaim will suffer as if they were in a thin atmosphere (see the Suffocation and Drowning section in the Games Mastering chapter of the *Babylon 5 Roleplaying Game: 2nd Edition*), unless they are wearing breathers. This is not enough to kill anyone, though the Humans will evacuate the base is this occurs. Also, the cloned Gaim will likely go on a rampage, especially as the shattered perspex may well allow them easy access to the facility and their persecutors…

The Queen, however, will not be unduly harmed by the mixing of the atmospheres, as she is on a separate life support system.

Turning off the Queen's Life Support

If the characters can make it to the Queen's cage (10), they can deactivate the machinery keeping her alive. Doing so requires a Technical (engineering) check (DC 15) or a Subterfuge check (DC 20). As soon as the life support is turned off, the Queen will begin to suffocate.

If the Queen dies, then the Gaim drones retreat to their hive and fall into the same sort of catatonic state that La'Cyuin is suffering from on Babylon 5.



Freeing the Queen

The Queen is obviously being controlled by the collar assembly around her head, which sparks with blue arcs of electricity and drives probes deep into her skull.

If the characters can remove this collar, the Queen will be freed from the torment and control of her Human captors. She will also be in a homicidal rage.

As soon as the Queen is freed from the control of Pro Zeta, the Gaim hive revolts. The characters have only one round to act before a swarm of hostile, blood-thirsty giant bugs sweep over them, through the perspex wall and into the facility, killing any Humans they encounter. The Queen herself is utterly insane and wants revenge on Humanity for creating and imprisoning her.

Note that the Queen is also committing suicide for herself and her hive. Her warriors and workers will not live long in the oxygen atmosphere, and her own life support will fail rapidly without Humans to maintain it.

Calling in the Gaim

It is likely that the characters maintained contact with the Gaim on Babylon 5 while investigating the attack on Bellwood. If so, then they can call in the Gaim as soon as they discover the location of the Pro Zeta base. The results of this action are… messy.

The Gaim have a fleet standing by in hyperspace, conveniently near to Beta 9, so it only takes them a few hours to arrive. As soon as they jump into the system, their rag-tag fleet of borrowed and copied ships enters orbit above Beta 9/III, above the Pro Zeta base – and then they begin bombing it. The true Gaim Queens will not tolerate an upstart like the cloned Queen and she must be destroyed. The Gaim will keep bombing the Pro Zeta compound until there is nothing left but ash and melted stone. If the characters are caught in the Pro Zeta compound during the bombing, only the most daring of escape plans has the chance of getting them out before they are incinerated.

WRAPPING UP

One way or another, the Pro Zeta compound at Beta 9 will likely be destroyed by the actions of the Player Characters – either bombed by the Gaim or overrun by the monsters it spawned. As long as the Gaim learn about the existence and subsequent destruction of the cloned Queen, they consider the characters to have succeeded in their mission.

Friends In Very Odd Places

If the characters played through The Cold Equations, they may remember Twitch as a rogue telepath who was on the shuttle with them at the beginning of the adventure. If the Games Master has not used Twitch since then, he can show up again here, having being captured by the Psi Corps and sent to Beta 9 as punishment. On the other hand, if Twitch has been used as a Non-Player Character since the end of The Cold Equations and so could not have been captured and abused by the Corps, then replace him with another telepath, Seth. Given all they need to do is gibber, talk about the insects running around the inside of their skulls, be freakish, and finally go 'they're coming' as the Gaim fleet arrives, the Player Characters will hardly notice the difference.

Pro Zeta corporation denies all knowledge of having held Gaim captive on Beta 9 and claims that the facility on Beta 9 was actually a mining research facility.

Questions are asked in the Babylon 5 council by the Gaim ambassador and the League of Non-Aligned Worlds about the incident, but more attention is paid to the declaration of war by the Narn Regime on the Centauri Republic. The whole incident with the Earth Alliance attempting to control the Gaim, and the Gaim's retaliatory attack on an Alliance colony, is conveniently sidelined in the face of a growing galactic war. Pro Zeta has its wrist slapped by EarthGov but the incident becomes a footnote in history.

Experience

The characters gain 1,000 XP for successfully investigating Bellwood's past, encountering Zellner and finding out about Operation NEWT. The following will also earn the characters XP:

- Finding the Beta 9 Pro Zeta Compound: 1,000 XP each.
- Personally Killing the Cloned Queen: 1,000 XP each.

5 Personally Destroying the Pro Zeta Compound: 1,000 XP each.

Influence
Dealing with the cloned Gaim queen will boost each character's ASI Influence by +2. Each character will also gain +10 Gaim Influence. Depending on their actions, the Player Characters also have the opportunity to gain (or lose) Earth Military, League Political and Proxima Influence.

NON-PLAYER CHARACTERS

Cloned Gaim Queen

10th Level Gargantuan Gaim Telepath P12; 183 hp; Init +0; Spd 10 ft.; DV –2; Atk: +10 close combat or +1 ranged; SQ Carapace (DR 8, ACP –4), Discipline Focus (Blocking, Communication, Scanning & Sensing), Impenetrable Mind, Maintain Concentration, Natural Savant, Racial Telepathy; Fort +2, Ref –1, Will +5; Str 20, Dex 3, Con 8, Int 14, Wis 2, Cha 18
Notable Skills: Athletics +1 (–7 when jumping), Concentration +5, Diplomacy +10, Intimidate +11, Knowledge (any) +2, Knowledge (biology) +18, Knowledge (Gaim) +7, Knowledge (tactics) +8, Knowledge (telepathy) +9, Linguistics +9, Notice +1, Sense Motive +1, Telepathy +17 (+19 with Blocking, Communication, Scanning & Sensing abilities)
Feats: Ability Focus (Blocking, Communication, Scanning & Sensing), Fluency (Gaim), Iron Will, Skill Focus (Knowledge (biology)), Telepath, Weapon Proficiency (natural)
Equipment: Acidic spit (+1, 1d8–1, AP 1, Automatic, Rapid Fire), claws (+10, 2d6+5, AP 2)
Notes: The cloned Gaim Queen is not as large or powerful as a true Queen, due to her flawed DNA and state of life support. Her form has atrophied into what any right-thinking Gaim would view as a monstrosity.

Cloned Gaim Warrior

4th Level Large Gaim Soldier; 23 hp; Init +5; Spd 40 ft.; DV 13; Atk: +7 close combat or +5 ranged; SQ Carapace (DR 3, ACP –1), Co-ordinated Unit +1, Impenetrable Mind, Racial Telepathy; Fort +6, Ref +2, Will +0; Str 17, Dex 13, Con 14, Int 8, Wis 8, Cha 4
Notable Skills: Acrobatics +4, Athletics +6 (+10 when jumping), Intimidate +4, Knowledge (Gaim) +2, Knowledge (tactics) +1, Stealth +3
Feats: Armour Familiarity, Fluency (Gaim), Improved Initiative, Run, Weapon Focus (claw), Weapon Proficiency (natural), Weapon Specialisation (claw)
Equipment: Acidic spit (+5, 1d8+2, AP 1), claws (+8, 1d6+5, AP 2)

Cloned Gaim Worker

2nd Level Gaim Worker (blue collar); 7 hp; Init +1; Spd 30 ft.; DV 12; Atk: +1 close combat or +2 ranged; SQ Carapace (DR 1), Impenetrable Mind, Racial Telepathy, Vocation (Profession (harvester)), Worker Type: Blue Collar (Acrobatics, Athletics & Notice); Fort +4, Ref +1, Will +1; Str 10, Dex 12, Con 12, Int 10, Wis 12, Cha 4
Notable Skills: Acrobatics +2, Athletics +2, Concentration +6, Knowledge (Gaim) +7, Knowledge (Clone Hive) +5, Notice +3, Profession (harvester) +11, Technical (mechanical) +5
Feats: Fluency (Gaim), Skill Focus (Profession (harvester)), Weapon Proficiency (natural)
Equipment: Claws (+1, 1d4, AP 2)

Babylon 5 Gaim Ambassador

6th Level Gaim Diplomat; 11 hp; Init +1; Spd 30 ft.; DV 14; Atk: +2 close combat or +4 ranged; SQ Carapace (DR 1), Impenetrable Mind, Racial Telepathy, Swift Diplomacy; Fort +3, Ref +2, Will +8; Str 8, Dex 10, Con 12, Int 10, Wis 12, Cha 9
Notable Skills: Bluff +4, Computer Use +4, Diplomacy +9 (+11 with Gaim), Intimidate +3, Intrigue +3, Knowledge (Babylon 5) +5, Knowledge (Gaim) +14, Knowledge (history) +5, Knowledge (law) +4, Linguistics +4 (+6 with Gaim), Sense Motive +11
Feats: Alien Empathy, Fluency (Gaim), Iron Will, Skill Focus (Diplomacy, Knowledge (Gaim) & Sense Motive), Weapon Proficiency (natural, pistol)
Equipment: Claws (+2, 1d4, AP 2), translator

Mad Renegade Teep Prisoner

2nd Level Human Telepath P3; hp 7; Init +0; Spd 30 ft.; DV 11; Atk: +0 close combat or +0 ranged; SQ Discipline Focus (Communication); Fort +1, Ref +0, Will +4; Str 10, Dex 11, Con 8, Int 13, Wis 11, Cha 14
Notable Skills: Bluff +4, Concentration +3, Knowledge (Human) +4, Knowledge (telepathy) +2, Sense Motive +5, Stealth +2, Subterfuge +2, Telepathy +6 (+8 with Communication abilities)
Feats: Ability Focus (Communication), Fluency (Human), Great Fortitude, Telepath, Weapon Proficiency (pistol)

Pro Zeta Guard

3rd Level Human Soldier; hp 15; Init +5; Spd 30 ft. (20 ft.); DV 14; Atk: +4 close combat or +4 ranged; SQ Co-ordinated Unit +1; Fort +4, Ref +2, Will +1; Str 13, Dex 12, Con 13, Int 11, Wis 10, Cha 10
Notable Skills: Acrobatics +5 (+2), Athletics +4 (+1), Computer Use +4, Drive +4 (+1), Intimidate +3, Knowledge (Beta 9/III) +3, Knowledge (Human) +5, Knowledge (tactics) +3, Notice +3, Operations (systems) +3, Stealth +4 (+1)
Feats: Armour Familiarity, Fluency (Human), Hobby

(Notice), Improved Initiative, Martial Arts, Point Blank Shot, Weapon Focus (PPG rifle), Weapon Proficiency (close combat, grenade, pistol and rifle)
Standard Equipment: Auricon EF-PR PPG rifle (+5, 2d8 dam, 19–20 crit, 150 ft., 24 shots, AP 2, Automatic, Rapid Fire), flak jacket (DR 4, –10 ft., –3 ACP), wrist link

Pro Zeta Pilot

3rd Level Human Officer (pilot); hp 11; Init +2; Spd 30 ft.; DV 14; Atk: +3 close combat or +5 ranged; SQ Branch Specialisation (pilot), Rallying Call 1/day; Fort +2, Ref +5, Will +4; Str 10, Dex 15, Con 13, Int 12, Wis 12, Cha 10
Notable Skills: Acrobatics +4, Athletics +2, Computer Use +7, Concentration +3, Knowledge (astrophysics) +3, Knowledge (Beta 9/III) +2, Knowledge (Human) +4, Knowledge (tactics) +3, Notice +4, Operations (sensors) +7, Pilot +11, Technical (electronics) +4
Feats: Fluency (Human), Lightning Reflexes, Martial Arts, Skill Focus (Pilot), Spacecraft Dodge, Spacecraft Proficiency, Weapon Proficiency (close combat, grenade and pistol)
Standard Equipment: Auricon EF-7 PPG (+5, 2d8 dam, 19–20 crit, 60 ft., 12 shots, AP 1, Automatic), wrist link

Pro Zeta Psi Corps Telepath

6th Level Human Telepath P9; hp 17; Init +0; Spd 30 ft.; DV 13; Atk: +1 close combat or +3 ranged; SQ Discipline Focus (Blocking, Communication & Scanning), Maintain Concentration; Fort +1, Ref +2, Will +7; Str 7, Dex 11, Con 8, Int 14, Wis 15, Cha 15
Notable Skills: Bluff +5, Concentration +8, Diplomacy +13, Intimidate +5 Knowledge (Beta 9/III) +5, Knowledge (Human) +8, Knowledge (Gaim) +4, Knowledge (telepathy) +5, Linguistics +7, Medical +5, Notice +5, Sense Motive +11, Telepathy +11 (+13 with Blocking, Communication & Scanning abilities)
Feats: Ability Focus (Blocking, Communication & Scanning), Adaptive Mind, Fluency (Human), Hobby (Medical), Telepath, Weapon Proficiency (pistol)

Pro Zeta Scientist

5th Level Human Scientist; hp 9; Init –1; Spd 30 ft.; DV 11; Atk: +1 close combat or +1 ranged; SQ Alien Technology Familiarity (Gaim & Narn), Mental Agility, Primary Area of Study (Knowledge (biology)), Peripheral Study (Knowledge (Gaim) & Medical); Fort +1, Ref +0, Will +7; Str 9, Dex 9, Con 11, Int 14, Wis 12, Cha 10
Notable Skills: Computer Use +10 (+12 to find files), Concentration +8, Diplomacy +0 (+2 with Gaim), Investigate +10 (+12 if forensic biological, chemical or physics check), Knowledge (Beta 9/III) +6, Knowledge (biology) +15, Knowledge (chemistry) +10, Knowledge (Human) +8, Knowledge (Gaim) +14, Knowledge (physics) +10, Linguistics +13 (+15 with Gaim), Medical +12 (14 long-term or treatment), Notice +3, Profession (experiment co-ordinator) +10, Sense Motive +3, Technical (electronics) +5, Technical (mechanical) +4
Feats: Fluency (Human & Gaim), Iron Will, Skill Focus (Linguistics & Profession (experiment co-ordinator)), Weapon Proficiency (pistol)

Twitch (Joseph Redwall), Renegade Teep (Pro Zeta Prisoner)

4th Level Human Telepath P5; hp 12; Init +1; Spd 30 ft.; DV 14; Atk: +2 close combat or +3 ranged; SQ Discipline Focus (Communication & Sensing); Fort +1, Ref +4, Will +5; Str 10, Dex 12, Con 10, Int 13, Wis 13, Cha 15
Notable Skills: Bluff +9, Concentration +4, Knowledge (Human) +4, Knowledge (telepathy) +6, Sense Motive +6, Stealth +2, Subterfuge +2, Telepathy +9 (+11 with Communication & Sensing abilities)
Feats: Ability Focus (Communication & Sensing), Dodge, Fluency (Human), Lightning Reflexes, Telepath, Weapon Proficiency (pistol)

Zellner, Earth Alliance Gaim Expert

6th Level Human Scientist; hp 10; Init –1; Spd 30 ft.; DV 14; Atk: +2 close combat or +4 ranged; SQ Alien Technology Familiarity (Gaim & Narn), Mental Agility, Primary Area of Study (Knowledge (biology)), Peripheral Study (Knowledge (Gaim), Linguistics & Medical); Fort +2, Ref +3, Will +8; Str 8, Dex 13, Con 11, Int 14, Wis 13, Cha 10
Notable Skills: Computer Use +14 (+16 to find files), Concentration +9, Diplomacy +0 (+2 with Gaim), Investigate +10 (+12 if forensic biological, chemical or physics check), Knowledge (biology) +15, Knowledge (chemistry) +10, Knowledge (Human) +8, Knowledge (Gaim) +15, Knowledge (physics) +10, Knowledge (Proxima) +6, Linguistics +16 (+18 with Gaim), Medical +13 (18 long-term or treatment), Notice +3, Profession (behavioural psychologist) +12, Sense Motive +3, Subterfuge +3, Technical (electronics) +5, Technical (mechanical) +4
Feats: Fluency (Human & Gaim), Iron Will, Skill Focus (Computer Use, Linguistics & Profession (behavioural psychologist)), Weapon Proficiency (pistol)

Gaim

The Gaim are an insectoid race ruled by six Queens. The Queens have an instinctive knowledge of genetic engineering far beyond that of the other Younger Races. They use this knowledge to keep their race evolving at a terrifying rate. The Gaim are one of the most powerful of the League races, though few outsiders encounter any other than the diplomatic 'ambassador' Gaim breed. Queens have never been encountered by non-Gaim, but worker and warrior breeds have.

Gaim Racial Traits

- Ability adjustments depend on the Gaim's breed. Queen Gaim gain +12 Strength, –2 Dexterity, +8 Constitution, +4 Intelligence, +8 Wisdom and +4 Charisma. Worker Gaim gain +2 Dexterity, +2 Constitution, +2 Intelligence and –6 Charisma. Warrior Gaim gain +6 Strength, +2 Dexterity, +4 Constitution, –2 Intelligence, –2 Wisdom and –6 Charisma. Ambassador Gaim gain –2 Strength, +2 Constitution, +2 Wisdom and –2 Charisma.
- Gaim size varies from the Colossal Queens to the Large warriors and Medium-sized ambassador and worker breeds. Gaim of Colossal size gain +16 hit points per character level. Gaim of Large size gain +1 hit point per character level.
- Queens have a base speed of 20 feet. Workers and ambassadors have a base speed of 30 feet. Warriors have a base speed of 40 feet.
- Acidic Spit: Warrior Gaim can spit acidic saliva as a ranged attack. The spittle has a range increment of 10 feet and inflicts 1d8 + Con modifier damage, with an AP of 1. Queens have a similar ability, but their acidic spittle is also considered to have the Automatic and Rapid Fire features.
- Carapace: The exoskeleton of worker and ambassador Gaim grants a natural Damage Reduction of 1. This stacks normally with any armour worn. A Queen Gaim has a carapace that grants her a natural Damage Reduction of 8 (though this imparts a –4 ACP penalty and they cannot wear other armour). A warrior Gaim has a carapace that grants him a natural Damage Reduction of 3 (though they cannot wear other armour).
- Claws: All Gaim have claws, though the size and power of these natural weapons is . A Gaim does not provoke attacks of opportunity when attacking with its claws. They count as Light weapons that inflict lethal slashing damage, with an AP of 2. Ambassador and worker claws inflict 1d4 + Strength modifier damage, Warrior claws inflict 1d6 + Strength modifier damage and Queen claws inflict 3d6 + Strength modifier damage.
- Impenetrable Mind: Gaim minds are nearly impenetrable to non-Gaim telepathy. They gain a +8 bonus to any Will saves to resist the telepathic abilities of non-Gaim. It is believed that the opposite is also true (that non-Gaim gain a +8 bonus to Will saves to resist the telepathic abilities of telepathic Gaim)... but not guaranteed.
- Natural Savant: Gaim Queens (and only Queens) count all Knowledge and Technical skills as class skills and may use them untrained.
- Racial Telepathy: All Gaim are telepaths to some degree or another. However, it is a very specific form of telepathy. Unless the Gaim also possesses the Telepath feat (as Queens do), they do not possess the mind shield, accidental scan or danger sense traits and their telepathic abilities can only affect Gaim. Additionally, only the following telepathic abilities may be used; locate mind, message and warning. Gaim are considered to be a minimum of P10 when using these abilities and have a minimum Telepathy check bonus of +10.
- All Gaim are automatically proficient in their claws and other natural weaponry. Gaim (other than ambassadors) cannot become proficient in other weapons.
- Gaim do not communicate in any language other than their own. They may only communicate with those who do not understand their language through the use of translators.
- Automatic Language Feats: Fluency (Gaim).
- Favoured Classes: None. In fact, Gaim will only gain levels in a single class, determined by their breed, for their entire lives (though once they reach 10th level, they may select a relevant prestige class to advance in). Queens are telepaths, ambassadors are diplomats, warriors are soldiers and workers are, well, workers.

SCENARIO FIVE - GREEN VS PURPLE

Summary

Haversham sends the characters to the Drazi world of Heptharg, where a Purple warlord has taken power. Jok wants the characters to secure the safety of a group of important tourists on that planet, as the old Drazi fears that the death of offworlders could damage the Drazi during their most vulnerable time. When the characters arrive, however, they find that the political intrigues of the tourists could be just as dangerous as their mission to overthrow a planetary government.

The Drazi world of Heptharg is a beautiful planet, known the galaxy over for its magnificent vistas and fascinating ecology. It was originally a young Centauri colony but the Drazi seized it from the Republic two generations ago. The Centauri offered to trade for the return of the planet but the stubborn Drazi declared that it was a Drazi world now, even though Heptharg is without significant resources or strategic importance. All the Drazi could do with it is open the planet up to tourism, but for all its beauty, Heptharg was too far from the normal trade routes to be of interest to anyone except those who were both wealthy and eccentric.

The current group of tourists on Heptharg certainly fill those criteria. Notable among them are:

- Lord and Lady Grigas Albro, Centauri nobles from a mid-ranking House and collectors of antiques and cultural artefacts. One of these items is an ancient Narn relic from the time of G'Quan, a thousand years ago, said to have come from the stars.
- The Tancred family, heirs to Tancred Systems, one of the largest corporations in the Earth Alliance.
- A Human travel writer and journalist, Jerry Warren.
- A Minbari philosopher called Urthen.
- A Narn tourist, D'Nor; in truth, D'Nor is a religious assassin, sent to kill the Albros. He was incapacitated by the relic when he made the attempt.

Under normal circumstances, the Drazi ritual battle results in a few deaths and a lot of sore heads, but this cycle has proved very different. As seen on Babylon 5, the Drazi have begun killing each other – and it started here on Heptharg. A warlord, Tokar, has arisen and turned his Purple Drazi into an army, using lethal weapons on the Green Drazi. The poorly organised Green Drazi are being slaughtered on Heptharg – and Tokar has taken the tourists hostage. News of the growing diplomatic crisis has yet to leak out to the wider galaxy but Heptharg could be an unlikely flashpoint for war.

Time Period: July, 2259.
Duration: Between travel and adventuring, this adventure probably takes two to three weeks.
Episode Reference: The Drazi ritual battle is described in 'The Geometry of Shadows'. As far as the series timeline goes, this adventure happens around the same time as 'Acts of Sacrifice'.
Character Level Range: 6th to 7th.

The Next Mission

Haversham summons the characters into the Autumn Shipping offices on Babylon 5. The characters will notice that the company seems considerably smaller than the last time they were in the offices; about a quarter of the previously occupied workstations are empty. Walters will confirm that they had to let several people go for security reasons – various 'corporate rivals' are sniffing around Autumn Shipping and they can only keep people they trust.

In the office, Haversham briefs the characters. He has received a request for aid from the Drazi Jok, speaking of problems on the Drazi colony of Heptharg. The characters are to take the *Far Star* to Heptharg and give Jok whatever aid he needs. Furthermore, the Narn-Centauri War has begun and Haversham wants whatever intelligence the Player Characters can retrieve from the front lines. They should beware of making contact with Narn vessels though; while the *Far Star* is painted in neutral colours, she is obviously of Centauri design and

may be mistaken for a scout by a trigger happy Narn. The *Far Star* is therefore ordered to wind its way along the frontier en route to Heptharg.

If the characters ask what Jok wants, Haversham tells them that the Drazi ritual combat on Heptharg is getting out of hand and Jok wants the characters to help him in controlling it.

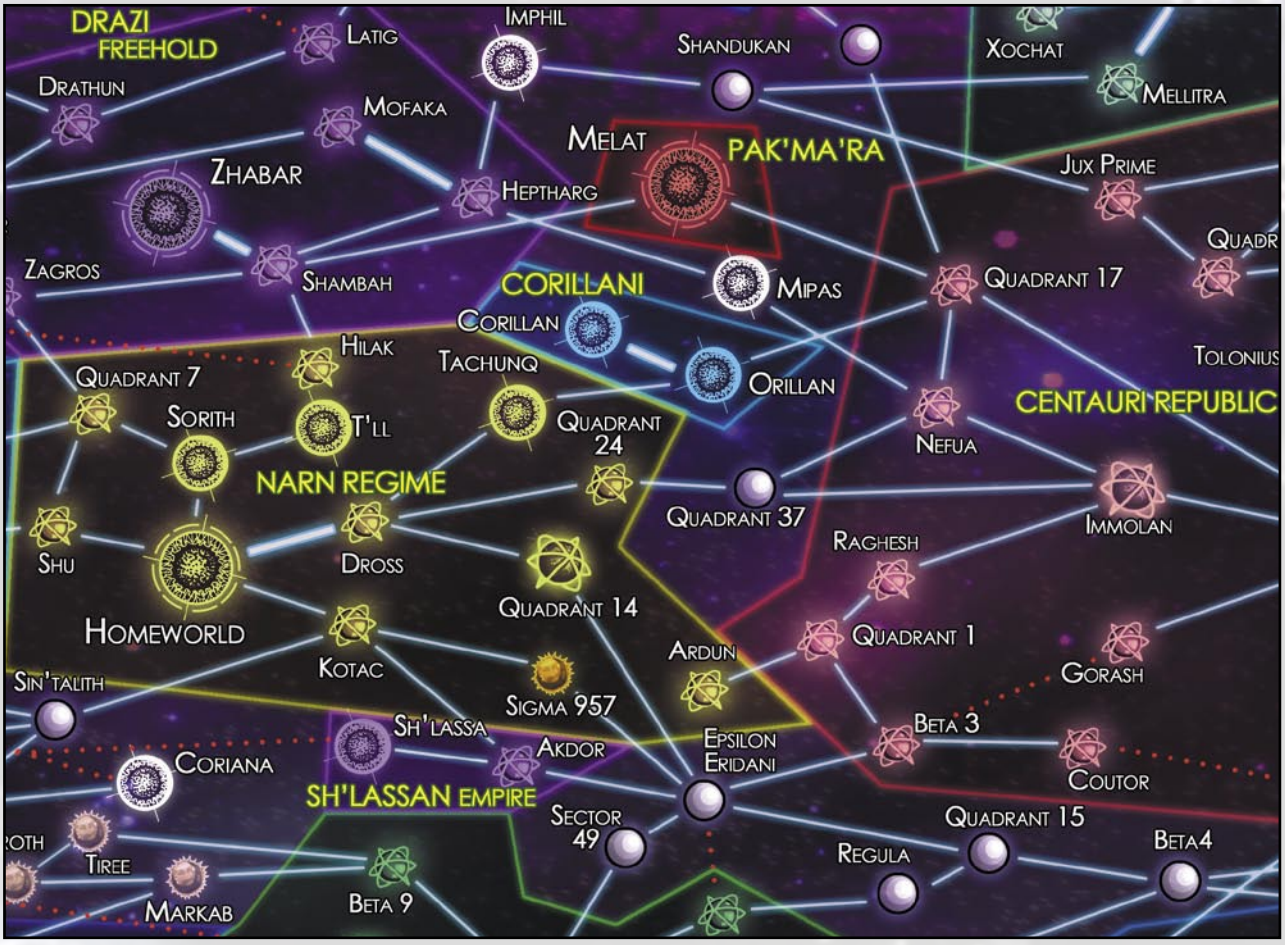
THE WAR ZONE

There are two routes to Heptharg – one via Narn space, the other via Centauri. The characters have a chance of encountering battle on either route; according to ISN, the Narn have taken the fight to the Centauri, snapping up ill-defended colony worlds. The Centauri's only victory thus far came in Quadrant 14, where the Narn base there was destroyed in a surprise attack.

The Narn Route – Quadrant 14

If the characters go via the Narn route, then their first stop is in Quadrant 14 (the system they probably visited in Scenario One – Initiation). The Fir Maa'Ta refuelling station is now floating debris, having been blown up by the Shadows who destroyed all Narn forces in this system. The Centauri now hold the Quadrant 14 system. As soon as the *Far Star* jumps it, the characters are hailed by the officer in charge of Quadrant 14, one Admiral Kor Ardo, who questions what they are doing in contested space. Kor Ardo is in on the bridge of a Vorchan-class warship (the *Bara Durr*) and also commands another (the *Ithilya*). Both are currently shepherding a slow-moving convoy of five House Ardo freighters.

Kor Ardo is a fat and merry Centauri noble, who sees this whole war as an absolutely marvellous adventure! He is an enthusiastic student of Centauri military history, with whole palaces full of antique weapons, models of warships, and holographic reconstructions of classic battles from the glory days of the Republic – but what really fascinates him are the battles with the Xon from thousands of years ago. When



you compare the two races, the Narn and Xon are virtually identical, so surely the same tactics will work!

While Kor Ardo will bluster that the characters have entered restricted space and are in danger, Kor Ardo really just wants someone to talk to so he can show off his shiny new warfleet and trophies. The Narn in Quadrant 14 have been quite troublesome, he complains, not lining up in neat rows like the illustrations in his books on tactics (which he studied carefully before conquering the planet). Instead, they had fled the ruins of their burnt-out cities and are harassing his planet-side forces from the wilderness. Still, he has taken many thousands of the survivors as slaves and a well-directed workforce will rebuild the planet in no time.

As the characters are dealing with Kor, the jump gate opens and a Narn T'Loth assault cruiser jumps in. Kor Ardo's inexperienced crew are slow to react and are further hampered by Kor's rambling and contradictory commands. The Narn vessel is commanded by old Du'Va, one of the Narn raiders from Scenario One – Initiation. Du'Va is there to hit the Centauri convoy.

The characters can choose to let Du'Va strike at the Centauri, or they can aid Kor Ardo, or just stand by while the skirmish resolves.

Du'Va will concentrate his attacks on the supply vessels. Once he has destroyed three, he will create a jump point and escape, unless he can reasonably expect to take out the other two as well. Note that if the P{layer Characters aid the Vorchans, Kor will quite willingly sacrifice the *Far Star* for any of his ships – all his books on tactics insist on the value of ruthlessness and the willingness to make sacrifices (in this case, the Player Characters).

Attack/Defend the Centauri Convoy

Centre: Centauri convoy fleet, consisting of five House Ardo freighters.
Close Range: One Centauri Vorchan (*Ithilya*).
Long Range: One Centauri Vorchan (*Bara Durr*).
Sensor Range: Narn T'Loth (*Hokash'Dyen*), the *Far Star*, one jump gate.
Beyond Sensor Range: Nothing.

House Ardo Freighter, Centauri

Large Spacecraft
Defence Value: 10 (–1 size, +1 Handling); **Armour:** 21; **Handling:** +1; **Sensors:** +1; **Stealth:** 10; **Stress:** 10; **Features:** Gravitic Engine, Targeting Computer (+1)

Crew: Centauri Green (+2 BAB, +5 Training); 2 Officers, 3 Pilots, 1 Sensor Operator, 6 Crewmen
Structural Spaces: 40 (Cargo 22, Control 4, Crew 4, Engine 6, Weapons 4)
Turret Weapons
- Particle Beam (Close, Offence 6, 2 weapon space)
- Particle Beam (Close, Offence 6, 2 weapon space)

Vorchan Warships *Bara Durr* & *Ithilya*

Huge Spacecraft
Defence Value: 10 (–4 size, +4 Handling); **Armour:** 34; **Handling:** +4; **Sensors:** +4; **Stealth:** 14; **Stress:** 9; **Features:** Atmosphere Capable, Gravitic Engine, Jump Point, Targeting Computer (+3)
Crew: Centauri Green (+2 BAB, +5 Training); 2 Officers, 10 Pilots, 6 Sensor Operators, 24 Crewmen
Structural Spaces: 53 (Cargo 14, Control 7, Crew 8, Engine 16, Hangar 2, Weapons 6)
Fore Arc Weapons
- Plasma Accelerator (Long, Offence 25, Beam 1d10, 2 weapon spaces)
- Laser Array (Close, Offence 25, Array, 2 weapon spaces)
- Laser Array (Close, Offence 25, Array, 2 weapon spaces)

Craft (1): 2 Shuttles

T'Loth Assault Cruiser *Hokash'Dyen*

Gargantuan Spacecraft
Defence Value: 3 (–8 size, +1 Handling); **Armour:** 30; **Handling:** +1; **Sensors:** +1; **Stealth:** 13; **Stress:** 18; **Features:** Fusion Engine, Jump Point, Targeting Computer (+2)
Crew: Narn Line (+4 BAB, +7 Training); 4 Officers, 12 Pilots, 9 Sensor Operators, 52 Crewmen, 56 Passengers
Structural Spaces: 160 (Cargo 70, Control 12, Crew 30, Engine 18, Hangar 16, Weapons 13)
Fore Arc Weapons
- Twin-Linked Heavy Plasma Cannon (Long, Offence 30, 4 weapon spaces)
- Light Pulse Cannon (Close, Offence 5, Rapid Fire 3, 1 weapon space)

Port Arc Weapons
- Light Pulse Cannon (Close, Offence 5, Rapid Fire 3, 1 weapon space)

Aft Arc Weapons
- Light Pulse Cannon (Close, Offence 5, Rapid Fire 3, 1 weapon space)
- Light Pulse Cannon (Close, Offence 5, Rapid Fire 3, 1 weapon space)

Craft (6): 1 Shuttle

Note that the *Hokash'Dyen* has been through some rough times and is in severe need of a refit and repair period. This does not seem likely, however. While the powerful craft would normally be able to handle an ambush without too much trouble, Du'Va is quite aware that with his Frazis all destroyed and many of his weapons offline, he has only a fighting chance of achieving his goal. He is willing to take that chance.

If Du'Va survives and Kor is defeated, and the characters contact Du'Va, then the old Narn will briefly describe what happened to Quadrant 14. The other raiders who made Fir Maa'Ta their home are all dead, the colony was destroyed in a few seconds. Whatever hit the system was far more powerful and more dangerous than the Centauri – the whole Imperial Fleet combined could not have been so destructive in so short a time… and left so little evidence.

If the characters witness or engage in the convoy battle (rather than simply fleeing), they can gather intelligence on Du'Va's raid on the Quadrant 14 Centauri supply routes.

The Centauri Route – Immolan

The system of Immolan (visited during Scenario Three – Excess Baggage) is the doorstep of Centauri Prime, one of the Republic's most important colonies and trade hubs. It is also a target for the major Narn counterattack of the war, a counterattack that the characters are about to run headlong into.

As the characters are approaching the Immolan jump beacon from Raghesh, the Narn Red Fleet is approaching the same beacon from Nefua. Have the sensor operator on board the *Far Star* make an Operations (sensors) check, DC 15. If successful, a quirk in hyperspace allows him to detect the Narn fleet before the Narn detect them. The characters now have a choice how to proceed:

- **Race ahead to Immolan (possibly to warn the Centauri, possibly simply to escape).**
- **Continue and be intercepted by the Narn fleet.**
- **Turn Back to Raghesh.**
- **Attempt to maintain position in hyperspace.**

Race ahead to Immolan
The Narn fleet's outriders are a wing of six Frazi fighters, racing ahead of the vanguard of warships. Every turn, the Frazi will make a Sensor roll to detect the *Far Star* (a 1d20+10 bonus against the *Far Star*'s Stealth, which is usually 19). If the Player Characters manage to evade notice for six successive turns (and they are quite welcome to use the *Run Silent, Run Dark* order to increase their Stealth), they reach the Immolan jump gate without the Frazi, or the Narn fleet, ever noticing them.

It only takes one Frazi to detect the *Far Star* for the whole wing to home in on the Player Characters. The Player Characters can either surrender, flee or fight. In any case, the Player Characters will have to play through the Get to the Immolan Jump Gate space scenario. Even if the Player Characters surrender, the Narn are not willing to negotiate or listen to their explanations – there is a Narn attack fleet just minutes behind and no possibility of an advance warning must reach the Centauri. The Games Master should reiterate to any Player Characters wanting to take out a wing of Frazis that the fighters are far from alone – any moment now, a Narn fleet will arrive and will annihilate the *Far Star* without pause.

Get to the Immolan Jump Gate

Centre: The *Far Star*.
Close Range: Nothing.
Long Range: Nothing.
Sensor Range: One wing of six Frazi fighters.
Beyond Sensor Range: One extremely large Narn warfleet, the Immolan jump gate.
Activity: It will take 12 *Pull Back* orders for the *Far Star* to get within sensor range of the Immolan jump gate (for every turn in which the *Far Star* previously evaded detection by the Frazis, reduce the required number of *Pull Back* orders by 2). Once this occurs, the Frazi will break off their attack and head back to the Narn fleet.

Note that the *Far Star*, as the centre of this space combat, does not actually change from its centre position. The Frazi will use *Close for Battle* orders to get within close range of the *Far Star* and then attack.

Frazi Heavy Fighters

Small Spacecraft
Defence Value: 14 (+1 size, +3 Handling); **Armour:** 14; **Handling:** +3; **Sensors:** +3; **Stealth:** 14; **Stress:** 14; **Features:** Atmosphere Capable, Fusion Engine, Grapple, Targeting Computer (+2)
Crew: Narn Line (+4 BAB, +7 Training); 1 Pilot
Structural Spaces: 8 (Cargo 2, Control 1, Crew 1, Engine 2, Weapons 2)
Fore Arc Weapons
5 Twin-Linked Particle Guns (Close, Offence 7, 2 weapon spaces)

If the characters do manage to escape the Frazi outriders, they will arrive at the heavily garrisoned Immolan system just minutes ahead of the Narn fleet. They may simply continue from the Immolan gate to Nefua, without ever entering realspace. Or, they may attempt to enter realspace and warn the Centauri.

Contacting the Centauri is simple enough, but convincing the Immolan system commander that there is a Narn warfleet on the way will take quite a feat of Diplomacy (DC 25) – there is no time to implement Centauri Military Influence, either. Still, if successful, a warning will give enough notice to the Centauri for them to launch their fighters and ready their defences. The Narn will still win the battle of Immolan, as they have the edge in both numbers and firepower, but the characters' actions can turn a sweeping Narn victory into a bloody pyrrhic one.

This option can garner the Player Characters useful information on the Centauri defences at Immolan.

Continue and be Intercepted by the Narn Fleet
If the characters continue at their normal speed, then the *Far Star* is detected by the Narn fleet under the command of the war leader G'Sten. G'Sten is sensible enough to check the registry of the *Far Star* before opening fire and will note that despite its Centauri design, it is Earth-registered. The *Far Star* will be ordered to turn back to Raghesh.

However, a use of Diplomacy (DC 25) might allow the Player Characters to tag onto the fleet's tail while it approaches Immolan and then head onto the Nefua beacon from there. While the Narn are eager to keep the Earth Alliance on their side (and the *Far Star* is Earth-registered), the characters will not be permitted to jump into Centauri space at Immolan.

This option can garner the Player Characters useful information on the Narn fleet.

Turn Back to Raghesh
Turning back to Raghesh adds two days to the characters' journey. It requires an Operations (sensors) check (DC 10) to pick up the Raghesh beacon at this distance. By the time the characters return to Immolan, the Narn have secured the system and the characters will be unable to jump into realspace.

This option will not garner the Player Characters any useful information on the Narn fleet.

Attempt to Maintain Position in Hyperspace
The Narn fleet's outriders are a wing of six Frazi fighters, racing ahead of the vanguard of warships. Every turn, the Frazi will make a Sensor roll to detect the *Far Star* (a 1d20+10 bonus against the *Far Star*'s Stealth, which is usually 19). If the Player Characters manage to evade notice for six successive turns (and they are quite welcome to use the *Run Silent, Run Dark* order to increase their Stealth), the Narn fleet passes their position without noticing them.

However, maintaining position in hyperspace is not particularly easy – see the Hyperspace section of the Games Mastering chapter in the *Babylon 5 Roleplaying Game: 2nd Edition*.

As long as the Player Characters do not lose their lock on the Immolan beacon, they can easily follow up on the Narn fleet and then break off along the Nefua route without entering realspace and getting caught in the battle raging across Immolan space.

This option will not garner the Player Characters any useful information on the Narn fleet.

If the *Far Star* is detected, treat the encounter as if the Narn fleet had simply encountered them (see page 72).

The Battle for Immolan

The battle between the Narn and Centauri at Immolan involves dozens of capital ships on both sides – it is one of the largest engagements of the war, second only to the battles at Gorash VII and the Narn homeworld itself. The Centauri fleet is disorganised, with ships holding allegiance to different noble Houses and factions instead of the Emperor. The Narn fleet is reckless, with captains taking unnecessary risks to bring the fight to the enemy, but overall is much more focussed and disciplined.

If the characters are in the Immolan realspace during or immediately after the battle, they can gather intelligence on both the Narn fleet and the Centauri defences.

Welcome to Sunny Heptharg

After leaving Narn or Centauri space (depending on which route they took), the characters arrive at the Heptharg system. There are three stations in orbit of Heptharg; one is held by the Green Drazi and is under siege by Purple Drazi forces. The characters are contacted by Jok as soon as they jump in, telling them to meet him at Ogra Station, which is held by Purple forces.

Handout #6
Heptharg Background Information

Heptharg was originally a Centauri colony world. Before it was fully colonised, however, the Drazi invaded and fought a brief war with the Centauri for control of the system. The Republic decided that Heptharg was not worth the bother and let the Drazi keep both the planet and over 20,000 commoners, who had been shipped to the planet to prepare the way for their noble masters. Most of the commoners have since returned to the Republic but there is a sizable underclass of poor Centauri lurkers on Heptharg.

There are two major settlements on Heptharg, the capital Gotharga and the coastal city of Mozharb. The population is quite low for such a promising world – at the time of this scenario, there are some 30,000 Drazi and 4,000 Centauri living on Heptharg; Gotharga has 10,000 Drazi and 3,000 Centauri, Mozharb another 8,000 Drazi and the bulk of the remaining Centauri, while the rest of the population is scattered across the western continent.

Heptharg is beautiful but cold; over 80% of its surface area is covered with ice or glittering oceans. It has no major natural resources save its beauty, although the Drazi are manfully trying wring some value out of the Heptharg ecology by hunting and killing every species they can find, in the hopes of finding one which can be deemed a Heptharg delicacy and exported profitably.

There are three space stations in orbit of Heptharg – one is a zero-gravity manufacturing facility, one a resupply base for the Drazi military and the third is the Ogra Station where the characters docked the *Far Star*. The latter two stations are in control of the Purple Drazi.

The Heptharg system is garrisoned by three Sunhawk-class battleships. This is a sizeable force for such an unimportant world but the Drazi must present a strong face to the Centauri in order to keep the system.

Ogra Station was originally a Centauri station but has been adapted by the Drazi – they have removed most of the art that once decorated the place, then realised that the tourists might want to see the art, so they have stuck everything in the embarkation room. The Drazi grasp of both art and tourism is somewhat lacking. All the Drazi the characters see are wearing purple sashes.

The old Drazi Jok is waiting for the characters in the embarkation room: *'All this is art. Centauri make much art. Not much good art. Same as most thing Centauri do'.* He leads them to a Drazi bar in the depths of the station, where a handful of drunken Drazi are playing drunken Drazi drinking games, mostly involving hitting each other. Jok explains the situation on Heptharg in his unique idiom:

'All over Freehold, Green Drazi fight Purple Drazi. This is good, this is way of Drazi. Here on Heptharg, there is Purple Leader Tokar. Purple Leader Tokar is very dangerous Drazi. In normal fight, Drazi use fists, sticks, heads, all traditional Drazi weapons. Big fight is tradition, yes? But Tokar, he orders Purple Drazi to use PPGs, bombs, spaceships on Green Drazi of Heptharg. Green Drazi of Heptharg lose very quickly.'

'Now, Drazi all over Freehold are killing other Drazi. Little bit of killing OK. But this not little bit. This is half Drazi race getting killed.'

'I want you to stop Tokar. Tokar started killing. Stopping Tokar will show other Drazi that old ways are best. Problem is, Tokar rules damn near whole Heptharg planet. Other problem is, Tokar has hostages. Alien offworlders. Very important. Cannot let them be killed.'

The characters' goal is to overthrow the ruler of Heptharg.

Regime Change

Jok can give the characters some background information on Heptharg (see Handout 7) but he also tells the characters that they have a unique advantage when it comes to gathering information – Heptharg is the Drazi tourist planet, so as long as they look like tourists, they can go almost anywhere on the planet.

Each settlement and community on Heptharg had its own big barrel of green and purple scarves, with two scarves in each barrel bearing the mark of the leader. Tokar, the Purple leader, comes from a small village called Rangold near the coastal city of Mozharb. Under normal circumstances, the various leaders lead the fighting in their own community and the battles are entirely local. However, Tokar conquered his home village of Rangold in only a few hours, then led the Purple Drazi of Rangold into Mozharb. They were heavily armed and joined the ritual fight for Mozharb. The Green Drazi fought with fists, Tokar brought PPGs. It was a very short fight.

Currently, Tokar holds Mozharb and has swept most of the Green Drazi from the countryside. The only two Green Drazi strongholds left are the capital city of Gotharga and the manufacturing station. Gotharga is now a warzone; the Green Drazi have tried to turn themselves into an army to match Tokar's horde, and there are rumours that the Green Drazi leaders of Gotharga are trying to organise a resistance. The Purple Drazi are mostly united behind Tokar, although there are some who question his methods.

Tokar's current plan is to corral the surviving Green Drazi in the western district of Gotharga, then blast them from orbit with the three Sunhawks.

To bring down Tokar's reign, the characters need to accumulate 10 Victory Points over the next three days.

If the Player Characters hit this total in time, move onto The Fall of Tokar on page 79.

If the characters have failed to get 10 Victory Points within a three days, skip onto Gotharga Burns on page 78.

If the activities of the characters are noticed by the Purple Drazi and reported to Tokar, then run Threatening the Hostages on page 79.

There are several possible ways to approach this problem. Jok will give the Player Characters suggestions if they have no idea how to go about overthrowing a planetary government, even one as unstable and chaotic as Tokar's. The Games Master should be prepared to improvise around the suggestions and notes given below – there are many ways this scenario could go.

Gotharga

The characters can head to Gotharga and see the centre of Green resistance.

1. **Gotharga Spaceport.** This is in the hands of the Purple Drazi. The characters can land here but will be told by the Purple Drazi that the hated Green are not yet defeated and so they will not be permitted to enter the south-western parts of the city or the centre. Surely the tourists would prefer to go to Mozharb instead? Much safer, much more scenic. Gotharga prosaic city, very dull. And soon to be very very messy, as hated Greens are crushed by Tokar's Purple.

2. **Industrial Zone.** This is the only manufacturing centre of note on Heptharg. It is a dull expanse of factories and warehouses clustered around the spaceport. On a beautiful planet, it is a singularly ugly place. The Industrial Zone is where the fighting between the Green and Purple Drazi began; when the Purple Drazi swept in from Mozharb via the monorail, the Green defenders were trapped in a fuel depot between two fronts. Rather than waste time, Tokar blew up the refinery. Black smoke still pours from its wreckage.

3. **Eastern District.** Largely in the control of Purple Drazi, the eastern district is the wealthiest section of Gotharga. It consists of Centauri-style villas that were built but never finished, so the characters will wander past magnificent mansions of marble and synthetic gemstone, but no internal walls.

4. **Central District.** This is the main commercial centre of the city and was also the seat of government. It has now become the stronghold of the Purple Drazi advance into the city. Their priority has been corralling the remaining Green Drazi in the western district, so they can be blasted from orbit by the Sunhawks (see Gotharga Burns on page 78).

5. **Monorail Station.** The monorail runs between Gotharga and Mozharb. It is the primary method by which reinforcements are sent from Tokar's base on Mozharb to the contested city. The station is the command centre for the Purple on the city.

6. **Gotharga Tower.** The tallest building in the city, this communications tower was constructed after the Drazi took over. It bears all the hallmarks of Drazi architecture, being basically a big spike in the centre of the city bristling with dishes and gun emplacements. The tower proves to be a key part of the Purple stratagem.

7. **Western District.** This region was added to the city by the Drazi and consists of many rows of squat Drazi homesteads. It has become the last refuge of the Green Drazi on Heptharg. There are constant armed clashes between the Green and Purple along the border with the commercial district. The Purple are better armed but the Greens have got the most defensible section of the city as their stronghold.

8. **Fortress of the Green Drazi.** This military stronghold was claimed by the Green Drazi when the ritual battle turned bloody. It is now mainly being used as a hospital – many Green Drazi were injured in the initial clash and they retreated to this fortress.

9. **Centauri District.** The commoners left behind by the Centauri live in this slum. The Centauri nobles took little interest in making their servants' homes pleasant, so this district consists of hastily assembled prefabricated habitats. The Drazi who conquered the planet have tolerated the Centauri presence here and the district is considered neutral territory by both Drazi factions.

Street Fighting in Gotharga

The characters may find themselves fighting in the streets as they try to bring down Tokar. There is plenty of cover available on the narrow streets, but the problem is spotting where the attack is coming from. Characters must make a Notice checks locate their attackers if the enemy is not immediately obvious. Roll on the Encounters in Gotharga table whenever the Player Characters move from one section of the city to another. If the Player Characters happen to be in the Western District, reverse the colours of the Drazi encountered.

Street Fighting in Gotharga

Roll	Encounters
1	No encounter.
2	One very stressed Green Drazi thug. He is trying to hide in a nearby building but is not doing a very good job of it.
3	1d3+1 roaming Purple Drazi thugs, looking for Green Drazi. They are encountered on the open streets and will not initiate a fight with anyone except Greens (though they will respond violently if provoked).
4	One Purple Drazi sniper, 400 feet away, aiming out of the 2nd floor window of a squat house. If the Player Characters are not openly wearing Purple sashes, he may open fire (if he fails a Notice check at DC 5… but he has a –4 penalty to the check).
5	1d3+1 violent, injured Purple Drazi thugs (only 10 hp left each). They have just had to flee a failed ambush against some Greens and are looking for any excuse to regain their lost honour. Unless the Player Characters completely avoid the group or are exceptionally diplomatic, they will be attacked for an imagined slight.
6	2d4+2 Purple Drazi thugs, riding on an open-top rover[1]. They are on the warpath but will not initiate a fight with anyone except Greens (though they will respond violently if provoked).

[1] Use the Expedition Rover statistics in the Spacecraft, Aircraft and Surface Vehicles chapter of the *Babylon 5 Roleplaying Game: 2nd Edition.*

The Leaders of Gotharga

The leader of the Green Drazi in Gotharga, and indeed the whole of Heptharg, is **Turog.** Up until the ritual battle, Turog was a hunter in the wilderness of Heptharg; now, he is in charge of trying to keep the Green Drazi alive. Every day, more and more of his Drazi dishonour themselves by removing their scarves in order to survive. Turog was lucky enough to have a few of his Green Drazi be soldiers, who were able to retrieve weapons from an armoury. The rest of the military fell into the hands of Tokar. There are about 1,000 capable Green fighters remaining in Gotharga.

Turog's counterpart on the Purple side is **Dasho**, a very young and immature Drazi, just over the age of breaking heads. (See Investigating Tokar) Dasho is surrounded by thugs working for Tokar, who keep the young Drazi in check. Dasho chafes against these restrictions, but does not have the courage to overrule the elder Drazi even though he is Purple Leader in Gotharga. There are about 3,000 capable Purple fighters remaining in Gotharga (some 1,000 of which are actually arrivals from Mozharb).

Aiding the Green Drazi

The characters can aid the Green Drazi in Gotharga in several ways:

- **Bringing in Supplies:** The Green Drazi need both weapons and medical supplies. Shipping in weapons just escalates the conflict but does give the Green Drazi a chance to defend themselves. Medical supplies can also save Drazi lives but as long as the Purple Drazi continue to encircle the Western District, the Green Drazi are doomed. Bringing in supplies in this faction is worth 2 Victory Points.

- **Fight the Purple Drazi:** If the characters are combat-orientated, they can join in the battle against the Purple Drazi. Few of the fighting Drazi are trained soldiers, most are just scarf-wearing traders and workers. The characters could make a significant impact on the Purple strength. Defeating the Purple Drazi in Gotharga is worth 3 Victory Points.

- **Put Dasho In Charge:** Dasho, the Purple Drazi leader, would be incompetent if it were not for the advice given to him by Tokar. If the characters can cut Dasho off from his advisors and Tokar, then he will start giving foolish orders to the Purple Drazi, giving the Greens a huge advantage. This strategy is worth 3 Victory Points.

Investigating Tokar

If the characters dig into Tokar's past, they can uncover several interesting facts. Getting this information requires an Intrigue check (D30) or use of any Drazi Influence (DC 15), or finding suitable contacts on Heptharg.

- Tokar visited Narn four months before the ritual battle began. A successful use of Narn Economic Influence (DC 15) reveals that he purchased weapons from various weapons traders. Obviously, Tokar has been planning to use weapons in the ritual combat for some time. Garnering proof of this and revealing it to the Drazi is worth 2 Victory Points.

- All the captains of the Sunhawks patrolling the Heptharg system got purple scarves. If the characters get a chance to examine the scarves sent to the military bases and spaceships, they may discover that the scarves are quite different on a molecular level to the common scarves (Knowledge (chemistry) DC 20 to discover this information and a laboratory is required to carry out the tests).

  The scarves are in fact impregnated with very simply nanotechnical devices, capable of changing the fabric's colour. They also have microscopic sensors in the weave that scan for the DNA of specific individuals. In fact, the scarves sent to the ships automatically *become* purple when touched by the captain of the vessel. The scarves for Heptharg were distributed from a temple in Tokar's home village of Rangold. Proving that Tokar tampered with the scarves in a breach of one of the Drazi's holiest traditions is worth 8 Victory Points.

- Rumour has it that Tokar ordered Dasho to take Gotharga Tower above all other targets. If the characters investigate, they will discover the Gotharga Burns plot (see page 78). Foiling this plot and presenting evidence that Tokar intended to burn the Green Drazi from orbit is worth 6 Victory Points.

- As Jok told the characters, tourists are almost sacred on Heptharg. If the characters reveal to the Drazi that Tokar has taken hostages, this is worth 2 Victory Points.

Revealing anything to the Drazi of Heptharg requires the characters to gain access to the media, or to a transmitter directly. While there is a local news channel on the planet, it is located in Mozharb and does little except broadcast the location of Green Drazi to its loyal Purple Drazi followers. Alternatively, the characters can capture Gotharga Tower's communications array, which will lead them onto Gotharga Burns.

The Centauri

There is a sizeable Centauri population on Heptharg, who are quite terrified by the Drazi civil war. They have seen previous ritual battles in other Drazi cycles but the bloody conflict on Heptharg is more like a purge in one of the darker periods in the Republic's past. The Centauri have been sheltering from the Drazi up until now and staying neutral but the characters could try to rouse them. The Centauri could aid the Green Drazi in Gotharga, providing shelter, supplies and medical care. While the Republic has technically abandoned these commoners, they may still step in to protect them if they are threatened by the Purple Drazi. Note that the Centauri of Heptharg also know about the secret tunnel that goes into the Villa (see page 79).

Making contact with offworld Centauri requires some thought. The Purple Sunhawks currently control the jump gate. Therefore all communications routed out of the system are being monitored. Any blatant attempt to call in the Centauri faces a 25% chance per round of being detected by a Purple analyst – once this happens, the communication will be cut off.

Couching any communications with the Centauri in diplomatic jargon, metaphors and allusions (Intrigue DC 12) will fool any Drazi listening. Fortunately, with the Drazi being a very literal race, they are unlikely to realise that asking a Centauri House clerk 'to advise his master of the deplorable lack of manners here…' actually means more than just small talk.

Getting the Centauri to condemn the Purple Drazi for their acts and express an interest in protecting their Heptharg brethren requires a Centauri Political or Social Influence check (DC 15) and will gain the Player Characters 2 Victory Points. Good roleplay and a successful Centauri Military Influence check (DC 25) can cause a Centauri Primus-class battlecruiser to 'stop by' the Heptharg system, backing up the Centauri homeworld's concern for their expatriated kinfolk and earning the Player Characters a further 2 Victory Points. Such a military presence will be entirely tacit – the Centauri have no wish to start a battle with the Drazi Sunhawks.

Diplomatic Solutions

The characters can attempt to intercede in the Heptharg problem diplomatically. The Drazi normally scorn negotiation as a weakness – the whole point of the ritual battle is to prove who is stronger, not who can compromise the best. However, the Green Drazi are desperate, and Tokar is quite willing to let the Green Drazi talk as long as they stay in western Gotharga so they can get blasted.

The two Drazi leaders the characters must contact are Tokar and Turog. Tokar will demand that all negotiations be held at the Villa (see page 79). Diplomacy is resolves as a series of Diplomacy checks on a series of topics. Drazi Influence can be used to help (see the Boosting Diplomacy or Intimidate skills section in the Influence Chapter of the *Babylon 5 Roleplaying Game: 2nd Edition*).

Ceasefire in Gotharga: DC 20, 1 Victory Point.
- Characters have at least 4 Victory Points from aiding the Green Drazi in Gotharga: –5 to the Diplomacy DC.
- Green Drazi agree to remain inside Western District: –5 to the Diplomacy DC.

End to Hostilities: DC 40, 5 Victory Points.

Release of Hostages: DC 30, 1 Victory Point.
- Only releasing one race: –5 to the Diplomacy DC.

Return to Traditional Weapons: DC 25, 3 Victory Points.
- Only applies in Gotharga: –5 to the Diplomacy DC.
- Limited weapons – no PPGs or firearms but other modern weapons allowed: –5 to the Diplomacy DC.

The Ivanova Solution
As demonstrated in The Geometry of Shadows, just taking a scarf and wearing it makes someone a member of the Green or Purple faction. Taking the leader scarf makes someone the leader. The Drazi cannot even conceive of tampering with another Drazi's scarf, it is an utterly taboo concept. However, the characters are under no such cultural restrictions.

While Tokar is paranoid enough not to let the characters close enough to touch his scarf, the other Drazi are not so careful. Clever characters could, for example, steal Dasho's scarf and take over the Purple forces in Gotharga.

Assassinating Tokar

Characters who take the direct approach could just kill Tokar. This requires either infiltrating, storming or sneaking into the Villa – see Rescuing the Hostage on page 79. Killing Tokar is worth 8 Victory Points.

Threatening the Hostages

If the characters make a visible nuisance of themselves on Heptharg, then Tokar plays his trump card. He is aware that it was Human tampering in internal Drazi affairs that shamefully ended the sacred battle on Babylon 5 and he intends to take steps that the same does not happen on Heptharg. Tokar is using a large holiday palace, called the Villa, as his headquarters. The guests there have been told that the current ritual battle is unusually violent and that for their own safety, they must remain at the Villa. Most of the guests suspect they are being held hostage but given the Drazi's propensity for violent and irrational behaviour, only one of the guests (Lucille Tancred) has done anything about escaping.

Once Tokar becomes aware the characters are a threat, he will contact them by hailing the *Far Star* and threaten the hostages he holds. '*Purple Drazi have many guests. Guests will be shot if you continue to meddle in Purple Drazi affairs. Purple Drazi tell everyone Green Drazi killed them and you. This only warning.*'

A successful Sense Motive check (DC 20) reveals that Tokar is bluffing to a degree – he does not want to waste his hostages on the characters if he can avoid it and is loath to do anything at all to the hostages if he can avoid it. He wants to keep the Green vs Purple war as an internal Drazi matter.

Gotharga Burns

Tokar wants to rule Heptharg when the ritual cycle ends and do that he needs to prove himself the greatest warrior on the planet. His plan is to corral the Green Drazi into the western district of Gotharga, then blast them from orbit with the Sunhawks. This will keep as many Purple Drazi alive as possible, giving him a huge political base to work with.

There are three parts of this plan. Firstly, he has to ensure that the Green Drazi are corralled in western Gotharga. He accomplishes this by leaving Dasho in charge, which gives the Green Drazi the impression that they have a chance of winning. He also has patrols circling the outskirts of the city, keeping the Greens trapped. Secondly, he has captured the Gotharga Tower, the highest point in the city. A team of his most trusted Purple soldiers are occupying the top of the tower, from where they will relay targeting data to the ships overhead. Thirdly,

he conspired to ensure that the captains of the Sunhawks got purple scarves.

As long as all three pieces are in place, then Tokar's plan works perfectly. The majority of the Green Drazi are in the Western District when the Sunhawks blast the city with their particle beams. The whole district is reduced to a smoking crater in a matter of minutes.

There is a squad of six Purple Drazi soldiers at the summit of the tower, setting up a laser painter that they patch into the tower's communications array, allowing them to feed targeting information to the Sunhawks. The Drazi have been told to attack anyone who attempt to disturb them, even other Purple Drazi or offworlders. At any time, two of these six Drazi will be sleeping, one will be watching the only entrance to the top level, one will be patrolling the area and the other two will be working on the targeting system.

1. **Elevator.** The Gotharga Tower is 12 stories tall and this elevator runs all the way to the top. The Drazi have rigged the elevator to sound an alarm when it is activated, so they will know if the characters are coming via this route. It will take a Subterfuge check DC 20 / Technical (electronics) check DC 15 to disable the alarm, but there will still be a good chance the Drazi soldiers will hear the lift anyway (Notice check at DC 10).

2. **Main Chamber.** The sleeping Drazi and the elevator guard are here.

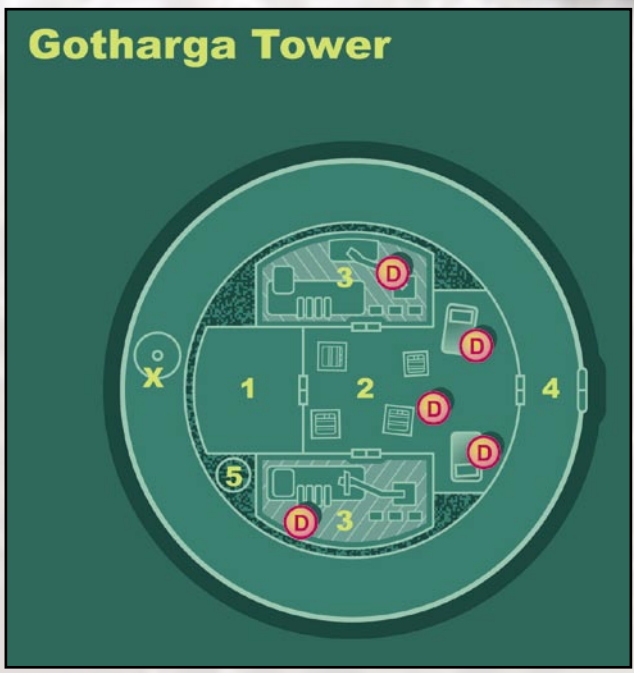
3. **Communications Arrays.** There is one Drazi soldier in each of these rooms. They are monitoring the emitter's systems and painstakingly setting up the relays.

4. **Balcony.** This narrow balcony rings the whole tower. One Drazi soldier patrols it at all times. The targeting array is set up on the western side of the tower, at the spot marked X.

5. **Access Shaft.** Drazi engineering does not prioritise safety. This shaft runs from the foundations of the tower to the very top. There are handholds set into the wall, allowing characters to climb up the shaft. However, a single slip means the character will plunge up to a dozen stories to their death. The access panel at the top is sealed, requiring a Strength check (DC 15) or Technical (mechanical) check (DC 10) to open. A Stealth check opposed by the Drazi's Notice is also required when climbing the latter to avoid alerting the Drazi.

THE FALL OF TOKAR

Once the characters have accumulated 10 Victory Points, the Purple Drazi's faith in Tokar collapses. The various Purple Leaders begin fighting their own local battles instead of being



cogs in his grand strategy and many return to using traditional methods of combat instead of shooting the Greens. Most notably, the Sunhawk captains discover that their scarves have been tampered with and declare the contests aboard the ships void.

Tokar's staff at the Villa are still loyal to him, however, and he still has the hostages (unless the characters rescued them). The Drazi declare him a criminal and sentence him to death by orbital bombardment from the Sunhawks. When it is pointed out that there are hostages in the Villa, the Drazi collectively shrug and tell the characters that they can go get the hostages out if they want but in 24 hours they are going to blast the Villa just like Tokar was going to blast Gotharga. The characters will have to go in and get the hostages.

Rescuing the Hostages

The Villa was one of the few Centauri palaces on Heptharg that was fully complete when the Drazi stole the world. It is magnificently decadent, all gilt and velvet and marble. Unlike most of the other Centauri structures, the Drazi have not altered the interior of the Villa, so it looks something like the Imperial Palace back on Centauri Prime.

The Villa is surrounded by manicured lawns on two sides. To the north, there is a shallow ornamental lake and to the east there is a thick natural forest that has been allowed to grow up to the walls of the Villa (for that proper colonial look the Centauri prefer).

The Villa has relatively few defences other than Tokar's Drazi guards. All the outer doors and windows are obviously alarmed (Notice / Investigate DC 10 to spot). Disabling an alarm is a DC 20 Technical (electronics) or DC 15 Subterfuge check. This is an audible alarm that sounds throughout the Villa.

There is either a listening devices (the blue dot) or a surveillance camera (red dot) in each room. These devices all route through to security control (15). These are very basic and easy to circumvent (Notice / Investigate DC 10 to spot, Technical (electronics) 10 / Subterfuge DC 15 to bypass). Moving through a room without being picked up by its sensor requires a Stealth check (DC 10 to 20, depending on the character's cover).

1. **Main Entrance.** The huge double doors of the Villa are panelled with wood imported from Centauri Prime but there is a tough alloy beneath the wood (making them as tough as 4 inches of tough concrete (Hardness 8, 60 hit points, Break DC 25). There are four Drazi thugs stationed here at all times. The entrance is decorated with scenes from Centauri history (lots of enemies of the Empire being trampled underfoot by muscular Centauri gods with truly magnificent hair).

2. **Guard Post.** The eastern wing of the Villa is where the hostages are being kept. This room, formerly a solarium, has been turned into a guard post. A Drazi soldier manning a D'Va'Tak assault pulse rifle (mounted on a tripod) has been placed here, pointing out over the lawn.

3. **Gallery.** Decorated with Centauri busts and portraits. The bored Drazi have started using it as a shooting gallery to practise their combat skills. There is usually a Drazi soldier here.

4. **Corridor.** Two Drazi thugs patrol this corridor at all times.

5. **Guest Rooms.** These are the rooms occupied by the tourists staying at the Villa. The Drazi insist that, for security reasons, guests are not permitted to leave their rooms without informing the guards. The Albros are in room 5a. The Narn D'Nor was in 5b (but he is currently in the hospital (14). The Tancreds are in room 5c; the journalist Jerry Warren in 5d. The Minbari is in 5e. The other rooms are unoccupied.

6. **Communications.** This room has computer terminals and holoscreens, including an ISN feed. The computer connection to the Heptharg network was taken out by a Green bomb. While Tokar has a working link in his section of the Villa, they have not yet repaired the guests' connection (nor do they intend to).

7. **Servant's Room.** A Centauri servant is on duty here at all times. The actual servants' quarters at the Villa are underground, accessible from (11).

8. **Drawing Room.** The guests spend much of their time here, or walking the grounds, waiting for the crisis to end. The drawing room has a large Centauri musical instrument, something like a grand piano, as well as lots of couches and divans.

9. **Grand Hall.** This magnificent chamber is the heart of the Villa. It was originally used for banquets and celebrations, and is decorated accordingly, with the Centauri gods smiling down on the feasters. However, due to the continuing crisis, it has been claimed by the Purple Drazi. A dozen of Tokar's followers (Drazi thugs) are now encamped here, along with their gear. During the night, these troops are instead in their bunks – see (24).

The room is filled with crates of military supplies, including weapons. Many of these weapons bear Narn glyphs on them, though they are of EarthForce design – they were purchased by the Drazi on his visit to Narn.

10. **Dining Room.**

11. **Kitchen.** The Villa has an extensive set of catacombs beneath it, which contain storerooms and the servants' quarters, as well as a shelter and escape tunnel. The Centauri know about the tunnel but the Drazi are as yet unaware of it. This is the best method of entry into and egress out of the Villa.

12. **Storeroom.**

13. **Patio.**

14. **Hospital.** This room was originally used for Centauri sex games but it has been converted into a hospital for Tokar's troops in the event of an attack. There are four patients and two doctors here. The doctors and three of the patients are Drazi, but the fourth is the Narn D'Nor, who was injured trying to escape after making an attempt on the life of the Centauri. D'Nor is suffering from bizarre sinuous burns, as if he had been whipped with tongues of fire.

15. **Security Control.** Player Characters have an unexpected bonus here – the single Drazi thug manning the internal security sensors and cameras is extremely hungover and spends his time dozing in this room. He has only a 5% chance of noticing if anyone is picked up on a surveillance camera or listening device. If Tokar's suspects that enemies have entered his base, he will check up on this Drazi thug and immediately have him replaced. The replacement will be much more alert (75% of noticing if anyone is picked up on a surveillance camera or listening device).

16. **Response Post.** Tokar has two Drazi soldiers placed here at all times. These are ready to react to anything spotted by the surveillance Drazi in room (15).

17. **Tokar's Room.** The Purple Drazi leader has taken this room as his personal quarters. It was originally the master bedroom of the Villa and is the most luxurious room in the palace. However, the Drazi have little interest in Centauri decadence, so Tokar has pushed the Emperor-sized bed out of the way and sleeps in a sensible Drazi cot.

18. '**Rage Room'.** This room was originally the quarters of the Centauri lady of the Villa. Tokar has used it over the last few days whenever he wants to vent his anger without his followers watching him. As such, there is little left of value in this room – it has been trashed on a regular basis.

19. **Guard Post.** As (2).

20. **Storerooms.**

21. **Laboratory.** Tokar moved his chemistry lab here when he left Rangold. This room contains all the evidence necessary to prove that Tokar was behind the manufacture of the colour-changing scarves used to capture the loyalty of the Sunhawks.

22. **Booty Storeroom.** This room has a separate alarm system (Notice DC 20 to spot, Technical (electronics) DC 20 / Subterfuge DC 25 to disable), which triggers an alert on Tokar's link only. Tokar has stowed treasures looted from Mozharb and Gotharga here; there are several hundred thousand credits' worth of stolen goods crammed into this room.

23. **Drazi Commanders Rooms.** Three of Tokar's closest advisors (Drazi soldiers) have these rooms. They advise Tokar from the war room.

24. **Barracks.** At night, each of these rooms contains two Drazi thugs; during the day, they are training in (9).

25. **War Room.** Tokar has turned this room into his headquarters, co-ordinating the attack on Gotharga. The Drazi leader spends his time here, co-ordinating the attack on Gotharga with his three commanders and, via communications links, his pawn Dasho and the Sunhawk captains.

Entering the Villa

There are several ways the characters can get into the Villa. They can just walk up to the door and present themselves as tourists, trapped by the Drazi fighting. They will be given rooms in the Villa and kept as Tokar's guests (hostages) until after he has burned out the Green Drazi and become ruler of Heptharg. If the characters disguise themselves as Centauri, they can blend in with the servants – or if they make contact with the local Centauri population, they can find the hidden escape tunnel that runs from outside the Villa grounds to the basement underneath the kitchen (11). Stealthy characters can enter the Villa from the thick woods to the east and then take out the Drazi guards one by one. If the characters want to risk the safety of the hostages, they can even enlist the aid of the Green Drazi and storm the building.

The Hostages

All of Tokar's hostages were tourists on Heptharg before the Drazi ritual combat turned bloody. They were escorted to the Villa by Drazi security working for Tokar, who knew that he might need to deal with alien governments if his plot to subvert the traditions of the ritual combat failed. As Heptharg is quite distant, all of the tourists are on long interstellar voyages and so have not yet been missed by their families or governments. The Drazi Freehold has told ISN that all non-Drazi are safe despite the escalation of the ritual combat.

Lord Grigas Albro: Grigas' father was a notorious butcher of the Narn, responsible for the deaths of millions of Narn when he was one of the planetary overlords. While Grigas Senior was on Narn, his son was getting the benefit of a first-class education in the best schools money could buy. He was a studious and quiet young noble, and was rather unpopular as he refused to participate in much of the debauchery common in such schools. After the Narn revolt, the Albro family were disgraced as they had cost the Republic so much territory. Albro's father committed suicide and young Albro was exiled. He took his exile rather well and has been wandering around the fringes of the Centauri Republic for the last 30 years, pottering about with archaeology and art.

Lady Miro Albro: She married Grigas for his money – the Albro family took a huge amount of wealth out of Narn – just in time to share his exile when the Centaurum decided to belated punish the family for losing Narn. She has learned to tolerate her husband's eccentricities and has come to accept that she is going to be in exile for a long time, but she still dreams of returning to Centauri Prime. She is quite terrified of both D'Nor and the Walking Stone (the Shadow device that blasted D'Nor), which has come to haunt her dreams.

Hans Tancred: The Tancred family are the founders and majority shareholders in Tancred Systems, one of the megacorporations of the Earth Alliance. They are quite staggeringly rich and well able to take trips to obscure Drazi planets. Hans has found the Centauri Albros to be very pleasant company and is willing to spend his time playing pool with Grigas until this Drazi crisis blows over. It is, after all, the first break Hans has had in years. He is in wilful denial about how bad the crisis is and as soon as he is convinced that he is actually in danger, he will do his utmost to help the characters.

Lucille Tancred: Lucille, Hans' 16 year-old daughter, is a studious young woman with aspirations of becoming a scientist. She is quite astute and realised almost immediately that the Drazi were functionally their captors – the 'tourists' cannot leave the area around the Villa and it is obvious to her that Tokar is fighting a war. She has tried spying on the Drazi and knows about Tokar's Narn weapons and colour-changing scarves. She also suspects that he has some plot involving the Sunhawks but has been unable to find out more. Lucille feels she cannot do more without putting Simon in danger.

Simon Tancred: The nine year-old heir to part of the Tancred fortune, Simon is *bored.* All the Drazi running around with guns was interesting at first and the bit where the Narn got exploded a few nights ago was sort of interesting but overall it is just really boring here at the Villa. He wants to go back to Earth, now. His only entertainment comes in annoying Urthen and Jerry Warren.

Jerry Warren: A journalist, Warren is the only one of the hostages who really knows what is going on. He has a pocket computer and has been able to hack into Tokar's uplinks. He knows that Tokar has launched a pogrom against the Green Drazi and that the tourists are going to be used as bargaining chips if the situation goes badly for Tokar. In other words, they are right in the heart of the story that is going to make Warren's career. He wants a dramatic conclusion to the whole situation. He knows of the Centauri escape tunnel (he has won the friendship of the servants) and intends to use it to get the other hostages out if things go badly. For the moment, though, he is just observing the growing crisis.

Urthen: This elderly warrior caste Minbari is a true seeker, looking for the hidden patterns behind the turning of the wheel, for the conspiracies and mysteries that invisibly shape our lives. He has been travelling the galaxy since the end of the Earth-Minbari War. He does not know what happened on board the Grey Council ship but it was that surrender that caused him to leave his warrior clan and go travelling.

D'Nor: This Narn is an assassin of the Thenta Makur order, sent to avenge the deaths of thousands of

The Assassin, the Nobles and the Shadow Technology

The Centauri noble Grigas Albro is the son of one of the governors of the Narn homeworld, Nar'Shal. His father committed terrible atrocities upon the Narn and looted the planet before he left. One of the things he took was a relic from the time of G'Quan, the Walking Stone. What neither the Narn nor the Centauri knew is that the relic was actually a Shadow device lulled into inactivity by one of the last mindwalkers (extinct Narn telepaths). Now that the Shadows are moving again, the device has reactivated. One of its functions is to protect its owner.

The Narn D'Nor is an assassin of the Thenta Makur, sent by the families of those who suffered under the Centauri occupation to kill Albro for his father's crimes. D'Nor was posing as a tourist so he could get close to the Centauri. One night, soon after the guests at the Villa were told they could not leave, D'Nor crept from his room and tried to murder Grigas Albro. The Shadow device activated and struck at D'Nor. The only person to witness what happened was Grigas' wife, who is now terrified of the device and wants to get rid of it.

If the Player Characters do not end up with the Walking Stone any other way, Miro will quietly steal it from her husband and offer it to the Player Characters, as a gift.

Narn at the hands of Grigos Albro's father. He traced the wandering Centauri to Heptharg and came to the planet posing as an innocent Narn trader. He was close on Albro's trail when the Drazi brought all the tourists left on Heptharg to the Villa. D'Nor bided his time for a few weeks, plotting to make sure he could escape after murdering the Centauri. He knows how to disable the Villa's security systems and how to evade the guards. The only thing that he was not prepared for was an ancient Narn relic that lashed out at him.

WRAPPING UP

This scenario ends when Tokar is defeated. To defeat the Drazi warlord, the characters must rescue the hostages and bring Tokar's regime crashing down. They can sneak in and get the hostages while the battle is still raging in Gotharga or they can help end the war in Gotharga first and then deal with the crisis at the Villa.

If the characters rescue the hostages, then they win their gratitude. The Tancreds are especially valuable contacts thanks to their vast wealth but Lady Albro will also give the characters a unique gift – the Narn 'Walking Stone' relic that Lord Albro's father looted from the Narn homeworld. If the hostages are killed, then the Walking Stone will still end up on the *Far Star*, even if it has to telepathically compel a Drazi to bring it there. More details on the Walking Stone are on page 89.

Experience
The characters gain 1,000 XP each if they survive the scenario. The following will also earn the characters XP:

- Gathering intelligence on the Narn fleet that attacked Immolan: 500 XP each.
- Gathering intelligence on the Centauri defences at Immolan: 750 XP each.
- Gathering intelligence on Du'Va's raid on the Quadrant 14 Centauri supply routes: 500 XP each.
- Per Victory Point gained: 200 XP each.
- Rescuing the hostages: 4,000 XP shared between the characters (–500 XP for each hostage slain).

Influence
Dealing with Tokar will boost each character's ASI Influence by +3. Depending on their actions, the Player Characters also have the opportunity to gain (or lose) Centauri Military, Centauri Social, Drazi, Earth Economic, League Political, Narn Military, Heptharg and Thenta Makur Influence.

NON-PLAYER CHARACTERS

Centauri Servant (Tokar's Villa)

3rd Level Centauri Worker (blue collar); hp 7; Init +0; Spd 30 ft.; DV 10; Atk: +2 close combat or +1 ranged; SQ Born to Intrigue (Diplomacy & Notice), Vocation (Profession (servant)), Worker Type: Blue Collar (Athletics, Drive & Medical); Fort +4, Ref +0, Will +2; Str 12, Dex 11, Con 11, Int 10, Wis 13, Cha 12
Notable Skills: Athletics +2, Computer Use +3, Diplomacy +4, Drive +2, Intrigue +4, Knowledge (Centauri) +4, Knowledge

(Drazi) +3, Knowledge (Heptharg) +2, Medical +1, Notice +3, Operations (systems) +2. Operations (any one other) +2. Profession (servant) +13, Technical (any one) +4
Feats: Fluency (Centauri & Drazi), Skill Focus (Profession (servant)), Weapon Proficiency (close combat)

Dasho, Naïve Drazi Leader

1st Level Drazi Trader; hp 6; Init +2; Spd 30 ft.; DV 10; Atk: +2 close combat or +0 ranged; SQ Scale-Like Skin (DR 1), Short Fuse; Fort +1, Ref +0, Will +0; Str 15, Dex 10, Con 13, Int 8, Wis 6, Cha 14
Notable Skills: Appraise +3, Bluff +4, Computer Use +1, Diplomacy +4, Intrigue +3, Knowledge (Drazi) +2, Knowledge (Gotharga) +3, Linguistics +1, Profession (local trader) +6, Sense Motive +2
Feats: Brawler, Fluency (Drazi), Skill Focus (Knowledge (Gotharga) & Profession (local trader)), Weapon Proficiency (close combat & pistol)
Equipment: Padded armour (DR 3, –1 ACP, inc. scales), purple leader scarf, W&G Model 10 PPG (+0, 2d6 dam, 19–20 crit, 50 ft., 6 shots, AP 1, Automatic)

D'Nor, Thenta Makur Assassin

4th Level Narn Agent / 3rd Level Soldier / 1st Level Thenta Makur Assassin; hp 26; Init +6; Spd 30 ft.; DV 17; Atk: +9/+4 close combat or +9/+4 ranged; SQ Co-ordinated Unit +1, Low-Light Vision, Multi-Skilled (Medical), Opportunism (Stunning Attack DC 14), Skill Mastery (Bluff); Fort +4, Ref +6, Will +3; Str 14, Dex 14, Con 11, Int 10, Wis 11, Cha 12
Notable Skills: Acrobatics +13, Bluff +11, Athletics +13, Computer Use +5, Concentration +2, Drive +6, Intrigue +6, Intimidate +3, Investigate +2, Knowledge (biology) +1, Knowledge (Centauri) +3, Knowledge (chemistry) +1, Knowledge (history) +1, Knowledge (Human) +3, Knowledge (law) +1, Knowledge (Narn) +4, Knowledge (physics) +1, Knowledge (tactics) +1, Linguistics +1, Medical +1, Notice +3, Pilot +4, Sense Motive +2, Stealth +13, Subterfuge +10
Feats: Alertness, Armour Familiarity, Fluency (Centauri, Human & Narn), Improved Initiative, Martial Arts, Point Blank Shot, Skill Focus (Bluff), Toughness, Weapon Proficiency (close combat, grenade, pistol & rifle)

Drazi Soldier

4th Level Drazi Soldier; hp 19; Init +7; Spd 30 ft.; DV 16; Atk: +7 close combat or +5 ranged; SQ Co-ordinated Unit +1, Scale-Like Skin (DR 1), Short Fuse; Fort +6, Ref +2, Will +0; Str 17, Dex 12, Con 14, Int 10, Wis 8, Cha 9
Notable Skills: Acrobatics +8 (+7), Athletics +10 (+9), Concentration +3, Drive +2, Intimidate +4, Knowledge (Drazi) +3, Knowledge (Heptharg) +1, Knowledge (tactics) +1, Operations (gunnery) +1. Stealth +3 (+2), Technical (electronics) +1, Technical (mechanical) +1
Feats: Brawler, Dodge, Fluency (Drazi), Improved Initiative, Natural Athlete, Nerves of Steel, Weapon Proficiency (close combat, grenade, pistol & rifle)
Standard Equipment: Padded armour (DR 3, –1 ACP, inc. scales), scarf of appropriate colour and either a club (+7, 1d6+3 dam, 1-h), a concussion grenade (–3, 1d10 dam, 20 ft. range and area) or a W&G Model 10 PPG (+5, 2d6 dam, 19–20 crit, 50 ft., 6 shots, AP 1, Automatic)

Drazi Sniper

4th Level Drazi Soldier; hp 19; Init +7; Spd 30 ft.; DV 16; Atk: +6 close combat or +6 ranged; SQ Co-ordinated Unit +1, Scale-Like Skin (DR 1), Short Fuse; Fort +6, Ref +3, Will +2; Str 15, Dex 15, Con 14, Int 10, Wis 12, Cha 9
Notable Skills: Acrobatics +7 (+6), Athletics +7 (+6), Concentration +7, Intimidate +2, Knowledge (Drazi) +3, Knowledge (Heptharg) +1, Knowledge (tactics) +1, Operations (gunnery) +1. Stealth +9 (+8)
Feats: Brawler, Fluency (Drazi), Hobby (Concentration), Improved Initiative, Nerves of Steel, Weapon Focus (slugthrower sniper rifle), Weapon Proficiency (close combat, grenade, pistol & rifle)
Standard Equipment: Padded armour (DR 3, –1 ACP, inc. scales), slugthrower sniper rifle (+7, 2d8 dam, 200 ft., 10 shots, AP 4, Automatic), scarf of appropriate colour

Drazi Thug

2nd Level Drazi Lurker; hp 14; Init +2; Spd 30 ft.; DV 11; Atk: +4 close combat or +1 ranged; SQ Scale-Like Skin (DR 1), Short Fuse, Survivor's Luck 1/day; Fort +5, Ref +0, Will –1; Str 16, Dex 10, Con 14, Int 8, Wis 8, Cha 11
Notable Skills: Appraise +1, Athletics +8 (+7), Intimidate +5, Intrigue +1 (+3 when gathering information), Investigate +1, Knowledge (Drazi) +3, Knowledge (Heptharg) +4, Notice +1, Stealth +2 (+1), Subterfuge +1
Feats: Brawler, Fluency (Drazi), Toughness x2, Weapon Proficiency (close combat & pistol)
Standard Equipment: Padded armour (DR 3, –1 ACP, inc. scales), scarf of appropriate colour and either a club (+4, 1d6+3 dam, 1-h), a concussion grenade (–3, 1d10 dam, 20 ft. range and area) or a W&G Model 10 PPG (+1, 2d6 dam, 19–20 crit, 50 ft., 6 shots, AP 1, Automatic)

Du'Va Elderly Narn Raider (Commander of *Hokash'Dyen*)

4th Level Narn Soldier / 3rd level Officer (fleet); hp 26; Init +0; Spd 30 ft. (20 ft.); DV 15; Atk: +8/+3 close combat or +7/+2 ranged; SQ Branch Specialisation (fleet), Co-ordinated Unit +1, Low-Light

Slugthrower Sniper Rifles
Slugthrower sniper rifles are the bottom-end choice for professional assassins and marksmen. While relatively accurate, they must invariably be equipped with bulky scopes, silencers and tripods in order to be effective. Nevertheless, there are more sniper rifles still manufactured than any other kind of slugthrower.

Weapon	Cost	R / I	Dmg.	AoE	Crit.	Ammo	Range Inc.	Size	Wt.	Dmg. Type	Features
Slugthrower Sniper Rifle[1]	695 cr.	R	2d8	—	x2	10	200 ft.	Large	12 lb.	Projectile	AP 4, Automatic

[1] Virtually all slugthrower sniper rifles come ready-equipped with a silencer, scope and tripod. They also come with a briefcase – the rifle can be assembled or disassembled by anyone with the Weapon Proficiency (rifles) feat. Either action takes three full round actions to complete, though a Technical (mechanical) check (DC 10) can reduce the time to one full round action.

Vision, Rallying Call 1/day; Fort +6, Ref +2, Will +8; Str 12, Dex 11, Con 13, Int 10, Wis 14, Cha 12
Notable Skills: Acrobatics +2 (+0), Athletics +3 (+1), Computer Use +2, Concentration +2, Intimidate +4, Knowledge (astrophysics) +5, Knowledge (Centauri) +4, Knowledge (Fir Maar'Ta) +4, Knowledge (Human) +3, Knowledge (Narn) +4, Knowledge (tactics) +9, Operations (piloting) +1, Operations (gunnery) +4, Stealth +2 (+0), Technical (electronics) +2
Feats: Armour Familiarity, Blood Oath (against Centauri House Albro), Brawler, Fluency (Human & Narn), Inspirational Combatant, Iron Will, Nerves of Steel, Skill Focus (Knowledge (tactics)), Spacecraft Proficiency, Toughness, Weapon Proficiency (close combat, grenade, pistol & rifle)
Equipment: Narn battle suit (DR 3, –10 ft., –2 ACP), W&G Model 10 PPG (+7/+2, 2d6 dam, 19–20 crit, 50 ft., 6 shots, AP 1, Automatic)

Hans Tancred, Human Corporate Mogul

8th Level Human Worker (white collar); hp 12; Init +0; Spd 30 ft.; DV 14; Atk: +4 close combat or +4 ranged; SQ Vocation (Knowledge (engineering)), Worker Type: White Collar (Appraise, Diplomacy & Knowledge (engineering)); Fort +2, Ref +2, Will +9; Str 10, Dex 11, Con 10, Int 12, Wis 16, Cha 15
Notable Skills: Appraise +8, Computer Use +15, Concentration +8, Diplomacy +7, Knowledge (engineering) +20, Knowledge (Human) +5, Operations (systems) +12, Profession (executive) +9, Technical (electronics) +5, Technical (engineering) +14, Technical (mechanical) +3,
Feats: Fluency (Human), Independently Wealthy x4, Weapon Proficiency (pistol)

Jerry Warren, Human Independent Reporter

2nd Level Human Agent / 2nd Level Diplomat; hp 10; Init +1; Spd 30 ft.; DV 14; Atk: +2 close combat or +3 ranged; SQ Improved Diplomacy, Multi-Skilled (Operations (systems)); Fort +0, Ref +4, Will +4; Str 10, Dex 13, Con 10, Int 12, Wis 13, Cha 14
Notable Skills: Acrobatics +4, Athletics +4, Bluff +7, Computer Use +7, Concentration +5, Diplomacy +11, Intrigue +7, Investigate +6, Knowledge (Drazi) +4, Knowledge (history) +3, Knowledge (Human) +6, Linguistics +3, Operations (systems) +2, Notice +7, Profession (investigative reporter) +6, Sense Motive +3, Stealth +4, Technical (electronics) +6
Feats: Alien Empathy, Dodge, Fluency (Drazi & Human), Hobby (Technical (electronics)), Skill Focus (Notice), Weapon Proficiency (close combat, grenade and pistol)
Equipment: Pocket computer

Kor Ardo, Inexperienced Centauri Fleet Commander

5th Level Officer (fleet); hp 15; Init +0; Spd 30 ft.; DV 15; Atk: +5 close combat or +5 ranged; SQ Born to Intrigue (Notice & Subterfuge), Branch Specialisation (fleet), Rallying Call 1/day; Fort +3, Ref +1, Will +4; Str 10, Dex 11, Con 13, Int 14, Wis 10, Cha 13
Notable Skills: Bluff +5, Computer Use +2, Concentration +3, Diplomacy +3, Intimidate +3, Intrigue +5, Knowledge (astrophysics) +6, Knowledge (Centauri) +8, Knowledge (history) +10, Knowledge (Human) +6, Knowledge (law) +6, Knowledge (tactics) +8, Linguistics +6, Notice +2, Subterfuge +2
Feats: Dodge, Fluency (Centauri & Human), Hobby (Knowledge (history)), Noble Birth, Skill Focus (Computer Use), Spacecraft Proficiency, Weapon Proficiency (close combat, grenade & pistol)

Lady Miro Albro, Centauri Noble

3rd Level Centauri Diplomat; hp 6; Init +1; Spd 30 ft.; DV 11; Atk: +1 close combat or +2 ranged; SQ Born to Intrigue (Notice & Stealth); Fort +1, Ref +1, Will +6; Str 8, Dex 11, Con 9, Int 12, Wis 17, Cha 14
Notable Skills: Bluff +10, Diplomacy +10, Intrigue +10, Knowledge (Centauri) +7, Knowledge (Drazi) +2, Knowledge (Human) +4, Knowledge (Minbari) +2, Knowledge (Narn) +4, Linguistics +5, Notice +9, Sense Motive +14, Stealth +2
Feats: Fluency (Centauri, Human & Narn), Noble Birth, Skill Focus (Sense Motive), Weapon Proficiency (pistol)

Lord Grigas Albro, Centauri Noble

1st Level Centauri Diplomat / 4th Level Scientist; hp 10; Init +1; Spd 30 ft.; DV 13; Atk: +2 close combat or +3 ranged; SQ Alien Technology Familiarity (Human), Born to Intrigue (Notice & Subterfuge), Mental Agility, Peripheral Study (Knowledge (history & philosophy)), Primary Area of Study (Linguistics); Fort +3, Ref +2, Will +4; Str 11, Dex 12, Con 12, Int 17, Wis 10, Cha 12
Notable Skills: Bluff +3, Computer Use +4, Diplomacy +2 (+4 with Centauri, Drazi, Humans, Minbari and Narn), Intrigue +3, Investigate +11, Knowledge (Centauri) +13, Knowledge (Drazi) +13, Knowledge (history) +13, Knowledge (Human) +13, Knowledge (philosophy) +13, Knowledge (Minbari) +11, Knowledge (Narn) +13, Linguistics +15 (+17 with Centauri, Drazi, Humans, Minbari and Narn), Notice +1, Sense Motive +2, Subterfuge +2
Feats: Fluency (Centauri, Drazi, Human & Narn), Noble Birth, Weapon Proficiency (pistol)

Lucille Tancred, Studious Human Teenager

1st Level Human Scientist; hp 5; Init +0; Spd 30 ft.; DV 10; Atk: –1 close combat or +0 ranged; SQ Mental Agility, Primary Area of Study (Knowledge (chemistry)); Fort +0, Ref +0, Will +4; Str 9, Dex 10, Con 10, Int 14, Wis 15, Cha 11
Notable Skills: Computer Use +6, Concentration +4, Investigate +6, Knowledge (biology) +6, Knowledge (chemistry) +7, Knowledge (Drazi) +5, Knowledge (Earth) +6, Knowledge (Human) +7, Knowledge (physics) +6, Linguistics +6, Medical +6, Technical (electronics) +6
Feats: Fluency (Drazi & Human), Independently Wealthy, Weapon Proficiency (pistol)

Tokar, Drazi Dictator

7h Level Drazi Agent; hp 20; Init +2; Spd 30 ft. (20 ft.); DV 14; Atk: +7 close combat or +5 ranged; SQ Multi-Skilled (Knowledge (chemistry) & Technical (electronics)), Opportunism (Crippling Attack +1d3+1 Str dam), Scale-Like Skin (DR 1), Short Fuse, Skill Mastery (Sense Motive); Fort +4, Ref +5, Will +5; Str 14, Dex 11, Con 14, Int 15, Wis 12, Cha 14
Notable Skills: Acrobatics +3 (–2), Athletics +5 (+0), Bluff +10, Computer Use +7, Concentration +10, Diplomacy +4, Drive +1 (–4), Intimidate +12 (+14 when demoralising opponents), Intrigue +3, Investigate +7 (+9 if forensic chemical check), Knowledge (chemistry) +12, Knowledge (Drazi) +9, Knowledge (Heptharg) +7, Knowledge (tactics) +7, Linguistics +5, Notice +4, Pilot +5 (+0), Sense Motive +9, Subterfuge +7, Stealth +3 (–2), Technical (electronics) +12
Feats: Brawler, Fluency (Drazi), Hobby (Knowledge (tactics)), Iron Will, Might Makes Right, Skill Focus (Bluff & Sense Motive), Weapon Proficiency (close combat, grenade & pistol)
Standard Equipment: Auricon EF-7 PPG (+5, 2d8 dam, 19–20 crit, 60 ft., 12 shots, AP 1, Automatic), flak jacket (DR 5, –5 ACP, inc. scales), purple leader scarf

Turog, Drazi Hunter

3rd Level Drazi Agent / 2nd Level Soldier; hp 18; Init +4; Spd 30 ft.; DV 16; Atk: +7 close combat or +6 ranged; SQ Co-ordinated Attack +1, Multi-Skilled (Knowledge (tactics)), Opportunism (Sneak Attack +1d6), Scale-Like Skin (DR 2), Short Fuse; Fort +6, Ref +5, Will +1; Str 16, Dex 15, Con 15, Int 12, Wis 11, Cha 10
Notable Skills: Acrobatics +8 (+7), Athletics +9 (+8), Computer Use +2, Concentration +4, Drive +3 (+2), Intimidate +2, Intrigue +2, Investigate +7 (+9 when searching), Knowledge (Drazi) +5, Knowledge (Heptharg) +5, Knowledge (Gotharga) +5, Knowledge (tactics) +9, Notice +8, Stealth +10 (+9)
Feats: Armour Familiarity, Brawler, Dense Scales, Far Shot, Fluency (Drazi), Point Blank Shot, Skill Focus (Stealth), Weapon Proficiency (close combat, grenade, pistol & rifle)
Standard Equipment: Padded armour (DR 4, –1 ACP, inc. scales), purple leader scarf, W&G Model 10 PPG (+6, 2d6 dam, 19–20 crit, 50 ft., 6 shots, AP 1, Automatic)

Urthen, Minbari True Seeker

7th Level Minbari (warrior caste) Soldier / 1st Level True Seeker; hp 29; Init +3; Spd 30 ft.; DV 17; Atk: +8/+3 close combat or +8/+3 ranged; SQ Co-ordinated Unit +2, True Quest (discovering the governing pattern); Fort +8, Ref +5, Will +9; Str 13, Dex 12, Con 13, Int 11, Wis 14, Cha 13
Notable Skills: Acrobatics +5, Athletics +5, Computer Use +2, Concentration +5, Diplomacy +6, Intrigue +6, Knowledge (history) +2, Knowledge (Human) +3, Knowledge (Minbari) +4, Knowledge (philosophy) +10, Knowledge (tactics) +2, Linguistics +1, Medical +1, Sense Motive +3, Stealth +2, Technical (electronics) +1
Feats: Armour Familiarity, Fluency (Human & Minbari: Lenn-Ah, Fik & Adrenato), Hobby (Diplomacy, Intrigue & Knowledge (philosophy)), Martial Arts, Iron Will, Point Blank Shot, Way of the Warrior, Weapon Focus (unarmed), Weapon Proficiency (close combat, grenade, pistol & rifle)

SCENARIO SIX - THE TURNING OF THE YEAR

Summary

The characters are sent to Narn to investigate the Walking Stone that they retrieved from Heptharg. As they attempt to find information about the artefact, however, they run afoul of the schemes of the Narn G'Vel, who sends them on a dangerous mission into Centauri space.

Time Period: July to August, 2259.
Duration: This scenario involves a lot of travel between the Narn Regime and Centauri Prime; up to two months can pass on Babylon 5 as the characters jump from one world to another.
Episode Reference: Episodes like 'Hunter, Prey' and 'And Now For A Word' take place during this scenario.
Character Level Range: 7th to 8th.

Acquiring the Walking Stone

The characters may have acquired the ancient Narn relic called the Walking Stone from Lady Albro at the end of Scenario Five – Green vs Purple. If they never made contact with Lady Albro, then there are several ways the Stone can get to the characters.

- If the hostages were killed, then the Drazi Jok is among those investigating the deaths. Jok find the curious artefact and gives it to the characters to take back to ASI for analysis.
- As the characters are about to leave Heptharg, a Drazi servant approaches them and gives them the Stone. The Drazi has no memory of the last few days – the Stone exerted telepathic control over him, compelling him to bring the Stone to the people most likely to get it to the Shadows.
- The Stone can just mysteriously appear on board the *Far Star*. It is Shadow technology, after all.

As the characters leave Heptharg, Haversham contacts the *Far Star* and orders the characters to head to Narn. The war with the Centauri means the Narn are in desperate need of civilian ships and Autumn Shipping can make a great deal of money during wartime by picking up the cargos left stranded in various ports. While the characters are in Narn space, they can also monitor the Narn war effort. Their destination is therefore Nar'Shal, the Narn homeworld. Autumn Shipping has opened a Narn office and the characters will be suborned to that office. Heading to that office should be the character's first action.

If the characters mention the Walking Stone to Haversham, then he orders them to dig into Narn records if possible and find out what they can about the artefact. Apparently, EarthForce has been searching for similar artefacts on Mars and the Rim, and Autumn Shipping needs to know all they can about such things.

Pawns of the Psi Corps

By this point in the scenario, one or more of the characters has been compromised by the Psi Corps and turned into a sleeper agent. This character will be referred to as **the sleeper** from now on, although more than one character may be affected, depending on how the Games Master ran Blanks (see Appendix C).

Psi Corps have been using the sleeper to gather information about Autumn Shipping and Operation FIRMAMENT, and now they are ready to go to the second stage. They command the sleeper to contact Haversham soon after the characters

get their orders to go to Narn. The sleeper tells Haversham that they have discovered something of vital importance to FIRMAMENT and that they must meet with Haversham immediately on Proxima. This is actually a trap for Haversham, who is captured by the Corps there (see Scenario Seven – Escape from Babylon 5 on page 101).

The characters will not receive any further communication from Autumn Shipping's Babylon 5 office for the rest of this scenario. If they try, they just get an automated error from BabCom, as the Corps is using their backdoors into the Babylon 5 computer to block the *Far Star* from contacting the office.

THE NARN OFFICE

The Narn office of Autumn Shipping is a single room in a building overlooking the spaceport in the Narn capital of Veroth. The city is a busy, vibrant place, although the air is acrid and the sky is constantly ruddy and overcast from the pollution left by the Centauri's abuse of the planet's resources. The planet is a complete contrast to what the characters saw of Centauri Prime; everywhere are buildings under construction, industries expanding and progress being made. Of course, the vast majority of these factories and industries are connected to the Narn war effort.

When the characters visit the Autumn Shipping office on Narn, they are greeted by Serena Howard (see Scenario Two – The Proving Ground), who is the company representative here. If Daniel Moa survived Scenario Two – The Proving Ground, then he is here too. Both will be quite eager to discuss current events with the characters.

Operation FIRMAMENT Confirmed

If they have not already worked it out, she will confirm that Autumn Shipping is a front for an EarthForce Intelligence secret project called Operation FIRMAMENT, dedicated to gathering intelligence about alien races and governments. If the characters tell her about the apparent connections between FIRMAMENT and the Centauri, she will be concerned but will remind the characters that their loyalty was always going to be tested by events. All of the Player Characters' ASI Influence is now switched to FIRMAMENT Influence (see page 5 for more details on how FIRMAMENT Influence works).

What Next?

Once the Player Characters and Serena have had the chance to discuss FIRMAMENT for a while, she will bring up the business available for the characters here in the Narn Regime.

The Narn Rune

K'Sta

If the Player Characters advised Haversham of their possession of a weird artefact (the Walking Stone), he will have alerted Serena, who has been investigating the possible origins of the device. Alternately, the Player Characters may show the artefact to Serena themselves. In either case, Serena will insist that the Player Characters help her investigate the Stone while they are on Narn.

As soon as she is advised of the K'Sta rune, she will have a good idea of where to look for more information – that rune is classically associated with the mindwalkers of legend. Any scrolls relating to the Walking Stone are probably held in the Library of G'Quan, which is off-limits to non-Narn. The characters need to work out how to get into the Library.

If Serena does not learn of the Walking Stone, she will instead mention that a Narn named G'Vel contacted the office asking after the Player Characters specifically. This will lead the Player Characters straight to G'Vel's Plan (see page 94).

THE LIBRARY OF G'QUAN

The Library of G'Quan is one of the oldest surviving buildings on the Narn homeworld. It is over 3,000 years old – it was named after G'Quan only after the great leader's death, when many of his holiest scrolls were placed here. Even the Centauri occupiers did not dare profane the sanctity of the Library itself, although one mad overseer did set some of the above-ground secondary annex afire. The Narn monks put the fire out by throwing their bodies upon the flames.

Gathering Information

While Serena has laid the groundwork for a raid on the library, there is plenty the Player Characters can discover for themselves. This requires an Intrigue or Knowledge (Narn) check to

The Walking Stone

The Walking Stone is a lump of twisted blackness, about the size of a man's head. It looks like melted iron but is actually some sort of organic substance, like chitin, that has been burned. It has a single rune (the Narn rune K'Sta, see page 88 for a representation) burnt indelibly into one side. The Stone is actually a Shadow device, an organic computer that controlled the Shadow base on Narn a thousand years ago. One of the last Narn mindwalkers managed to telepathically disrupt the device, turning it upon itself. The Narn's mind became enmeshed in the Stone, killing him, but also destroying the base. The Stone became a holy relic to the Narn, a memorial to the sacrifice of the mindwalkers. When the Centauri looted Narn, they took the Walking Stone as a curiosity. The Stone has the following properties:

- It is virtually indestructible – it has Hardness 50 and 20 hit points.

- Any telepath within 30 feet of the Stone feels uneasy, suffering a –4 penalty to all Telepathy checks. A telepath actually holding the stone also suffers a –2 penalty to his effective P-Rating but may make a Telepathy check at DC 14 to realise that the item is sentient (and of Shadow origin, if the telepath has encountered the Shadows before).

- The Stone is aware. It automatically performs a Notice and Sense Motive check every round; these checks can sense any changes within 30 feet. If left within 5 feet of a computer or electronic device, it will attempt to access that device remotely and subsequently access all possible files and information. Note that none of these actions are obvious, though the Stone may warm slightly when it accesses computer systems.

- The Stone can process what it interpolates from computer systems and notices in its environment. It functions as an oracle, extrapolating data and predicting large-scale trends in the same way that BLAISE does. In this sense, it is quite possible for it to 'think' and devise plans. It will usually communicate its thoughts and ides through a nearby computer screen, if it chooses to do so. The Stone is quite capable of recording everything it learns... and of editing that information to suit its purposes.

- The Stone can project an energy blast. This blast deals 3d10 damage (Reflex save, DC 15 for half damage) at a single target within 30 feet. This energy blast is under the Stone's control.

- If the Walking Stone is required to make a skill check (only Int-, Wis- or Cha-based skill checks allowed), it always has a total skill bonus of +20.

- The Stone only counts as a Minor example of Shadow technology. It can be blocked (Power Required 10) or disrupted (Power Required 6) by a telepath

- The Stone can be controlled to a degree by invoking the stored memories of the telepath who defeated it, the Narn mindwalker Pa'Vos. This requires a Concentration check (DC 30, or DC 15 if Pa'Vos' name has been discovered). Telepaths may instead make a Telepathy check (as psychometry) at DC 24 (12 if Pa'Vos' name has been discovered).

The Stone's main purpose in The Ragged Edge is to serve as a literal plot device – it will give the characters an unexpected edge in their coming clashes with the Psi Corps. To avoid the players relying on the Walking Stone too much, the Games Master should make the Stone as disturbing and eerie as possible. Play up the characters' senses of paranoia and uncertainty; let the Stone's influence dredge up odd memories and feelings. Play it as a cross between the Apocalypse Box from Crusade and the One Ring.

gather information. A Knowledge (history) check may be made instead, though this suffers a –5 penalty to the roll. A Knowledge (Nar'Shal) check would be best, as using this skill adds a +5 bonus to the roll.

Regardless of the skill used, a Narn Social Influence check at DC 12 can also grant a +5 bonus to the skill check.

Consult the Researching The Library of G'Quan table with the check's result.

Researching The Library of G'Quan

Check Result	Information
10	The main access to the Library is through the surface annex, which is under the control of the priests. Non-Narns are rarely allowed to enter even the surface annexe and only ordained monks may enter the tunnels.
15	There are lots of tunnels and catacombs beneath Veroth, some of which are said to connect to the Library. Specifically, there are the old catacombs beneath the subway network. That said, the place is likely to be dangerous – recent earthquakes have weakened many of the older underground structures.
20	An escape tunnel was dug during the Centauri occupation, to bring the sacred scrolls to safety if they were ever threatened. The tunnel is still intact, running from Du'Sa Burrow to the Library of G'Quan.
25	According to the records, no map of the Library tunnels exists – the priests have to memorise the layout. The main tunnel branches are said to resemble the Narn rune K'Sta and the Tombs of the Mindwalkers are located near the vertical stroke.

Getting Into The Tunnels: Diplomacy

The characters can just approach the priesthood who keep the Library of G'Quan and ask for their aid. The priesthood have little interest in talking to non-Narn; a successful Diplomacy check at DC 20 is required just to get an audience with the ranking cleric, H'Gol. If the characters enquire about the Walking Stone, then H'Gol will launch into a typical Narn rant about the evils of the Centauri and how they looted the heritage of the Narn race. If the characters even suggest that they have any knowledge of the Walking Stone, then H'Gol will demand that they turn it over to the priests of G'Quan.

A successful Diplomacy or Bluff check (DC 30) or use of Narn Social Influence (DC 25) allows the characters to claim that they have a lead on the location of the Walking Stone and that they need to consult the scrolls in the Tombs of the Mindwalkers. This is the only pretext on which the characters will be allowed into the tunnels with the permission of the priests.

Getting Into The Tunnels: Stealth

The characters can just sneak into the tunnels through any of the two secondary entrances (4) and (5). Neither entrance is guarded or blocked, so once the characters discover there is a back door into the passages, they can enter easily enough.

Getting Into The Tunnels: Guile

If the characters steal robes, they can pretend to be priests. Conveniently, the traditional garb of the librarians consists of heavy brown hooded robes that cover the whole body and can be drawn over the head. Characters must make Intrigue checks (opposed by the Notice checks of the priests) to make their way into the temple but they can make their way from there to the tunnels fairly quickly.

The Library is located in tunnels beneath the city. Only the monks know the safe paths through the tunnel network; there are rumoured to be guardians and traps of ancient design in the catacombs to stop thieves and intruders. The thundering of the underground river can be heard echoing throughout the corridors and sewer-ways.

1. **Underground River.** A river, mostly choked with industrial waste from the city above, flows through the catacombs. Any Acrobatics DCs are increased by 5 near the river, due to slipperiness, and Notice checks relying on sound also have their DCs increased by 5, due to the background noise.

   The river is quite fast-flowing; any characters who fall in must make an Athletics check (it counts as rough water) or be swept away by the current. Characters swept downriver in such a way must make a second Athletics check (DC 20) to avoid taking 2d6 damage from banging against the sides of the sewers and have no chance of recovering themselves – instead, they will be dumped at the end of the following round into the Circle of Judgement (13).

2. **Surface Annexe.** The surface annexe to the sacred Library of G'Quan was built just after the darkness was driven away from Narn. It is a large structure with a magnificent dome of ruby-red crystal and is called the Heart of Veroth by Narn poets. The annexe contains the original Book of G'Quan, now kept in a stasis field directly beneath the dome. The corridors

But... I am a Narn!

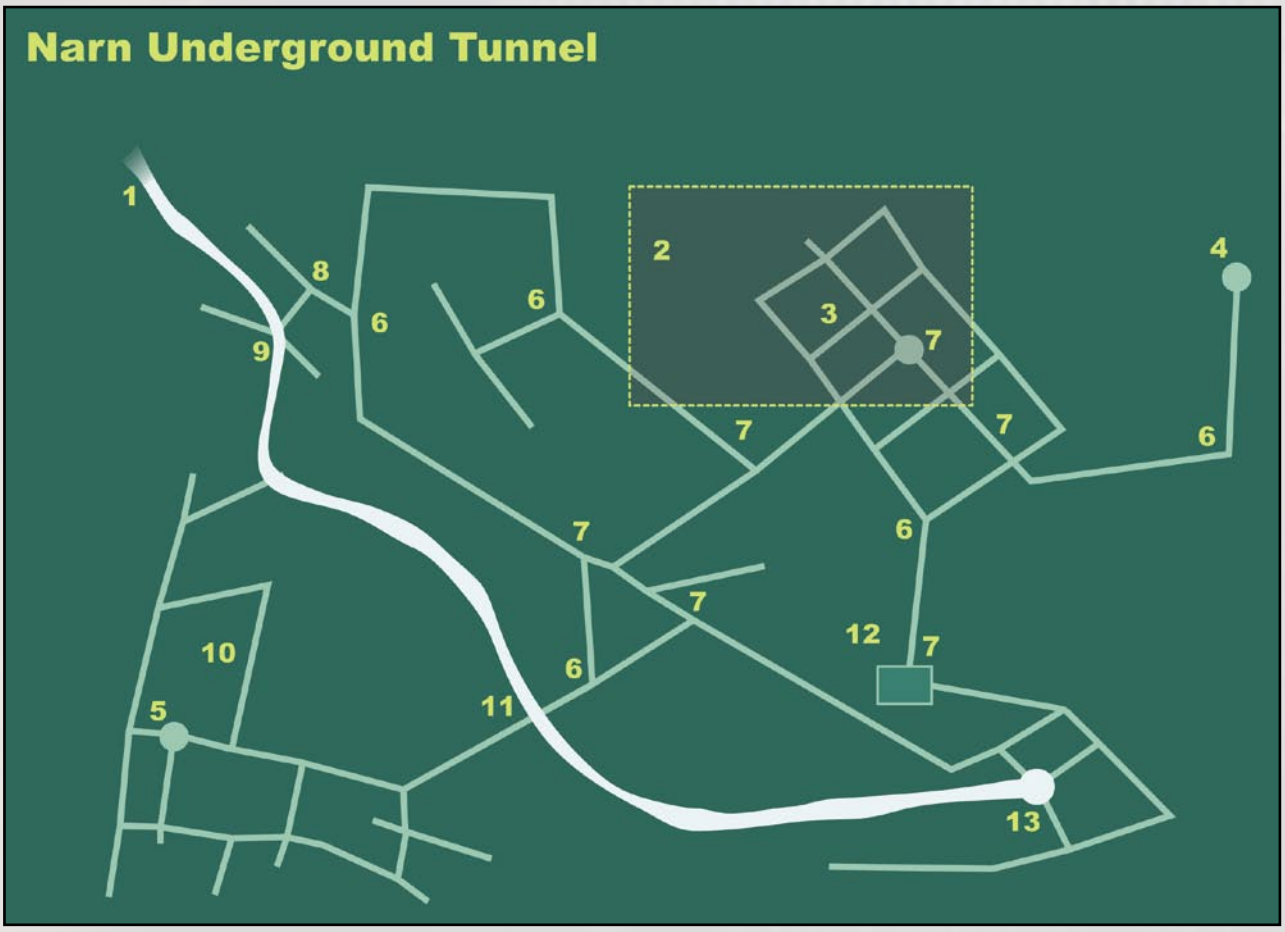
It is quite possible that one or more of the Player Characters is a Narn. Narn Player Characters will be able to enter the Library itself – but will not be allowed into the sacred tunnels. Only ordained monks may freely enter the Library tunnels.

around the dome contain thousands upon thousands of commentaries upon G'Quan's sacred scripture.

3. **Library of G'Quan.** The sacred library tunnels are narrow and dark. The only light comes from tiny red light globes that give just illumination for the Narn to see by using their low-light vision. The holy scrolls are kept in heavy metal cases that fit into niches in the walls and floor. Each case has a plate identifying the scrolls it contains (in Narn, of course).

4. **Escape Tunnel.** This tunnel was dug during the Centauri occupation, when it was feared that the aliens would destroy the sacred library. The tunnel is of obviously modern design and runs from the basement of a tenement block to a secret door leading into the Library. The tenement is still occupied by Narn citizens. Finding the catch to open the secret door requires an Investigate check (DC 25). This entrance door is quite stiff from underuse and require either a Technical (mechanical) check or a Strength check to open (DC 15).

5. **Old Stairwell.** The stairwell to the catacombs is accessed through the Veroth subway system. The subway was constructed by the Centauri to transport workers to the mines and so the Narn associate it with slavery and toil. Most of the subway has been abandoned to the Narn lurker population and feral packs of the native equivalent of dogs, beasts called lachak lizards. While there are many homeless



Narn in the subways, the lower catacombs have been abandoned due to fear of cave-in. This entrance door is quite stiff from underuse and require either a Technical (mechanical) check or a Strength check to open (DC 15).

6. **Trap.** Some of the traps in the tunnels are of ancient design, lovingly maintained by the priests of the Library. Others are modern defence mechanisms. Roll on the Random Traps table.

7. **Guard Post:** There are two Narn guards stationed at each of these posts at all times.

8. **Tomb of the Mindwalkers:** These ancient tombs contain the remains of the last of the ancient mindwalkers, the Narn telepaths who died in the final battle with the Shadows. The telepath's bodies were laid in these sacred tombs. After the Centauri left Narn, the scientists attempted to reconstruct the telepathic gene using genetic material from the tombs but these efforts were fruitless. Documents and scrolls relating to the lives of the mindwalkers are stored in cases beside the tombs.

9. **The Broken Cell:** The cell containing the documents relating to the Walking Stone were stored in this chamber. However, a recent earthquake caused the cell to collapse, dropping its contents into the fast-flowing underground river. The cases containing the documents are waterproof and resilient, so the documents could have survived intact. It is obvious from the damage that the collapse happened relatively recently. The river runs down towards the Circle of Judgement. If the Player Characters do not make the logical conclusion that the documents will have been swept down to the Circle of Judgment (13), a DC 15 Investigate or Intelligence check can provide the necessary information.

10. **Underworld Catacombs:** These catacombs have been inhabited on and off for thousands of years. They are used by the poorest of the poor and by Narn religious fanatics and madmen who desire to be close to the holy Library of G'Quan. At the moment, the catacombs are relatively empty (but in just a few months they will be packed solid with Narn sheltering from the Centauri mass drivers), with just a few ragged monks, beggars and prophets living here.

11. **The Crossing:** The fast-flowing river divides the catacombs from the Library tunnel complex. A wall once blocked off the end of the passage leading to the Library but it collapsed in the same earthquake that destroyed the Broken Cell (9). Characters can also swim or jump across the river (DC 15 Athletics check) – failure means the character falls victim to the current and is swept away (see (1) above).

12. **Court of the Chieftains:** In ancient times, the Narn tribes met here, in a sacred cave. The court was abandoned after the creation of the Kur'Tar Council of the Wise, one of the early Narn racial governments. It is preserved now as a historical curiosity and few Narn other than archaeologists and historians ever go there.

13. **Circle of Judgement:** At this point, the river falls away into a deeper cave. This natural whirlpool was adapted by the ancient Narn as a method of judging criminals and traitors. The accused would be hurled into the churning waters; if the gods deemed them innocent, then they would survive the whirlpool. G'Quan outlawed the use of the Circle and now the once-holy site is clogged with waste from the catacombs and other debris. It is still quite dangerous, as characters can be slammed into the rocky walls or dragged underwater.

    The scroll case from (9) is lodged in the debris along the south wall of the whirlpool. Getting to the case requires swimming against the current (Athletics check at DC 15).

    If a Player Character fails multiple swimming checks in this section, make them fatigued, as per the swimming rules in the Athletics section of the Skills chapter in the *Babylon 5 Roleplaying Game: 2nd Edition*.

    If the case is retrieved, then the characters can open it to find a scroll within. Translating it gets them the description of the Walking Stone.

The Problem with Narn Holy Relics...

...is that the Narn tend to want them back. If it becomes known that the characters are in possession of the Walking Stone, then the priests will demand that it be returned to their possession. They will dismiss any suggestion that the characters be rewarded for bringing it back and will be furious that the characters did not return it as soon as they obtained it. They may even accuse the characters of colluding with the Centauri who originally stole it. If the characters do not return the item, then the following events occur:

1. The priests make it known among the Narn community that the Player Characters are not to be trusted. Any Narn Social Influence the Player Characters may have is reduced by 5. Any other Narn Influence is reduced by 2.

2. The priests start sending members of their order to intimidate, bully or assassinate the Player Characters. These assassins will target the characters when they visit the Autumn Shipping offices, or when they are in the spaceport. The first attack from these assassins will just be a warning to convince the characters to hand over the Stone but subsequent attacks will be lethal.

3. G'Vel will contact the Player Characters, offering to intercede with the priests if the characters aid him in battling the Centauri (see G'Vel's Plan on page 94).

Random Traps

Roll	Trap
1	**Camouflaged pit trap**. Use the camouflaged pit trap statistics in the Traps section of the Games Mastering chapter in the *Babylon 5 Roleplaying Game: 2nd Edition.*
2	**Fusillade of darts**. Use the fusillade of darts statistics in the Traps section of the Games Mastering chapter in the *Babylon 5 Roleplaying Game: 2nd Edition.*
3	**Poison needle**. Use the poison needle statistics in the Traps section of the Games Mastering chapter in the *Babylon 5 Roleplaying Game: 2nd Edition.*
4	**Alarm**. Use the alarm (silent) statistics in the Traps section of the Games Mastering chapter in the *Babylon 5 Roleplaying Game: 2nd Edition.* If the alarm is triggered, the nearest guards investigate the disturbance.
5	**Ceiling collapses**. Use the ceiling collapses statistics in the Traps section of the Games Mastering chapter in the *Babylon 5 Roleplaying Game: 2nd Edition.*
6	**Scything blade**. Use the scything blade statistics in the Traps section of the Games Mastering chapter in the *Babylon 5 Roleplaying Game: 2nd Edition.*

THE SCROLL

The ancient scroll describing the Walking Stone is written in the same antique dialect used in the Book of G'Quan. It was written by one of G'Quan's aides, the scribe Ra'To. With the knowledge in this scroll, the characters can invoke the Narn telepath Pa'Vos.

A successful Knowledge (history) or Knowledge (Narn culture) check (DC 20) reveals that Ra'To is best known for attempting to murder G'Quan during the period known as the Second Sundering.

If the characters attempt to invoke Pa'Vos as described in the scroll, there is a definite reaction from the Walking Stone. The scorched surface of the object ripples and coruscates and the characters feel an eerie presence fill the room. The Stone – or rather the remnant of Pa'Vos within the Stone – then begins to trigger memories in the characters' minds.

Each character present must make a Concentration check (DC 15) to discern what is going on. The Stone can only dredge up memories but it can bring up memories derived from dreams, fantasies, paranoid delusions and so on. The stone will bring up two kinds of memories from the minds of the characters:

Handout #7

Narn scroll

The measure of a victory is not measured in the foes that are defeated but in the sacrifices that are made in winning it. By that measure, then, the destruction of the Darkness that plagued the land is the most bitter victory that has ever been won. Further than the eye can see or heart can encompass lie the bodies of the fallen. For every demon slain, a hundred Narn lie dead. We paid for every weapon we wrested from their hands with blood, we paid for every inch of land reclaimed with blood.

We are reborn in pain, in blood and fire.

In the tents, I can hear the crying of the last of the Mindwalkers. They are like pouchlings now, unable to feed themselves or bathe themselves. They were the wisest of us, now they are witless beasts. Their very souls were consumed in that last, terrible light, when the abode of the darkness burned.

All save one, I think. I know that my friend and master Pa'Vos is dead. She walked into the fire, stabbing at the heart of the darkness with a sword of her mind and was consumed by the shadow. Her flesh was burnt away to ashes and we found nothing of her but her bones, wrapped around some trophy torn from the heart of the darkness. I hold it here in my hand as I write these words and the heat has faded from it, leaving it as black and cold and empty as the dark between the stars.

Still, I whisper her name and I feel her presence. Nothing is truly lost as long as it is remembered, she whispers to me. And no victory worth the winning can be had without sacrifice and pain.

- Firstly, Pa'Vos will attempt to evoke memories of conflict and disagreement, to sow chaos among the characters as the Shadows are wont to do. This is to stress the danger of the Walking Stone, though the Player Characters are free to interpret the images in whatever manner they wish.

- Secondly, the imprinted personality of the mindwalker Pa'Vos restores the characters' memories of what happened to them when they were abducted by the Psi Corps. The characters will now have full recollection of everything they have done under telepathic compulsion.

What if the Player Characters lose or never activate the Walking Stone?

If the characters never activate the Stone using the scroll, then they can still get the benefit of the Stone uncovering the suppressed memories of their time with the Psi Corps, but it will not be under their control, so the memories may be triggered by the Stone at inopportune moments (such as during a firefight).

If they lose the Stone entirely, this is more of a problem for them. One option is to have G'Vel take the Stone (he has no interest in the Stone, as he sees it as a meaningless relic) and offer it to the characters in exchange for their aid with his scheme. Alternatively, they can just try to persevere through the remaining scenarios without the advantage of pocket-sized Shadow tech.

G'Vel's Plan

Before the war with the Centauri begin, the Narn G'Vel (see Scenario One – Initiation) was one of G'Kar's aides on Babylon 5, dealing with Narn raiders and criminals in Downbelow. Now, with the Narn Regime hard-pressed to fight the Republic and Londo Mollari's mysterious new associates, ambitious young turks like G'Vel are rising into positions of power. G'Vel still has contacts on Babylon 5 and is aware that Autumn Shipping recently acquired a Centauri-built ship of surpassing speed.

G'Vel's plan is to compel the characters to take the *Far Star* to Quadrant 8, where it will be used as a lure to draw the Centauri into a trap. First, of course, he needs to get the characters' co-operation. G'Vel has been observing Autumn Shipping for some time, so he has an idea of the characters' personalities and motivations. There are several ways that G'Vel can approach the characters – pick the one most appropriate to the current situation. If his initial approach fails, then he will resort to the Hostages or Poison options:

- **Hire the Player Characters:** If the characters are especially mercenary or morally flexible, then G'Vel can just

offer to hire the characters and the *Far Star* and send them off to Quadrant 8. G'Vel initially offers 10,000 credits for the use of the ship but is willing to negotiate to as high as three times that (not that the characters will ever see this money).

- **Against the Centauri!:** If the characters have an established grudge against the Republic, or mistrust the Centauri, the G'Vel will play on that. The *Far Star* can be used to end the Centauri war of aggression against the Narn with a single decisive stroke, if only the characters are brave enough to help him.

- **I'll Help You, If You Help Me:** If the characters are in trouble with the Narn government or with the priests of the Library of G'Quan, then G'Vel can contact the characters as an old friend and offer to intercede on their behalf.

- **The Belloc Option:** If the characters stole the scroll from the Library without taking precautions to hide their identities, then G'Vel can get wind of the crime and use it to his advantage, threatening to turn the characters over to the Narn government. If the characters were very sloppy, he can even show up just as they emerge from the tunnels.

- **The Trojan Horse:** If the characters have been doing minor cargo runs in addition to the missions that Autumn Shipping send them on, then G'Vel can hire the *Far Star* under a false name. However, the 'cargo' is actually a team of six Narn commandoes who storm the ship and capture the characters once the *Far Star* is underway. The Narn are under orders to take the characters alive, as they need them to fool the Centauri and fly the ship; therefore, they will take nonlethal options whenever possible.

- **Hostages:** Autumn Shipping do have an office conveniently located about five minutes walk from the Veroth spaceport. While taking Earth Alliance citizens hostage is technically illegal, the Narn government can easily provide evidence that Autumn Shipping is a threat to Narn security in the current crisis. G'Vel can take Serena Howard hostage and use her to force the characters to aid him.

- **Poison:** The Narn are almost as adept as the Centauri in the art of using poison. G'Vel can just invite the characters for a quiet drink, in memory of simpler times when the Centauri were the laughing stock of the galaxy instead of the wolves at the door and the characters were running around after fools like Tu'Shek. By the way, (he says once the characters have had a drink), they have just ingested a Narn nanotoxin that is quite, quite lethal. It requires a specific enzyme key to deactivate it. G'Vel will supply the antidote if the characters aid him. The nanotoxin itself is an illegal ingested poison, Fort DC 24, with no initial effect. The secondary effect is delayed for a period of roughly one week, as the nanotoxin bonds to key internal organs. If the enzyme is not introduced to the host's system within this time period, the secondary effect (Fort DC 24 to resist) is 3d6 Con damage.

What If The Characters Don't Fall For Any Of G'Vel's Ploys?
Especially clever players may be able to stop G'Vel before he starts, by avoiding his attempts to force them to serve him. If they do so, then just skip right on to the next scenario, Scenario Seven – Escape from Babylon 5. The characters will miss the hints from BLAISE but this is not an insurmountable problem.

Raid on Centauri Space

Once the characters have agreed (or been forced) to aid G'Vel, then the Narn outlines his plan. There is a Centauri fleet stationed at Quadrant 8, which will soon be departing for the massive Imperial Fleet massing at Immolan. G'Vel wants to ambush this battle group. The *Far Star* will be used as bait, posing as a Centauri courier that has been damaged by the Narn. When the Centauri come to rescue it, the Narn ships will jump in around them and destroy them.

This is the strategy that G'Vel describes to the characters and to a few of his commanders, but the real strategy is quite different. Quadrant 8 is being used to stockpile supplies and munitions for the Imperial Fleet. When the Centauri defenders of that world intercept and attack the *Far Star*, they will be ambushed as planned – but only by a fraction of G'Vel's ships. The other ships will continue onto Quadrant 8 and blast the supply dumps. The Centauri fleet will destroy the *Far Star* and the ambushers but the supply dump will be destroyed and the Imperial Fleet greatly slowed down. G'Vel has ten starships under his command – two are going to be sacrificed along with the *Far Star*.

From the moment the characters agree to aid G'Vel, the *Far Star* will be flanked by two *G'Karith* class patrol cruisers, the *Light of G'Lan* and the *Sword of Veroth*. G'Vel does not entirely trust the characters, so he has ordered the captains of the two ships to ensure that the *Far Star* reaches its destination.

Captain T'Ko: The captain of the *Light of G'Lan* is an elderly veteran of many wars with the Centauri. He was once greatly respected and feared but his mind is slipping and he has to be heavily supported by his first office, Ko'Shar. G'Vel selected T'Ko to be one of the sacrificed ships because the Centauri still remember T'Ko's name and reputation, and will assume that if he is present, then the fake ambush has to be real.

Captain Yal'La: Yal'La's crew are known to be troublemakers and miscreants – over the last few years, the *Sword of Veroth* has been used as the dumping ground for the Narn crew too temperamental and violent to fit in on other ships. The *Sword* is always about six hours away from mutiny but Yal'La has managed to keep her dogs in line up until now by sheer force of will.

As the characters depart Narn, G'Vel informs the characters that the *Light of G'Lan* and *Sword of Veroth* will accompany them to the Centauri system of Quadrant 8, via Drazi space and Jux Prime. The other eight ships in G'Vel's fleet will be waiting at Jux Prime – they are part of the Red Fleet under the command of respected War Leader G'Vren. The characters are ordered to maintain communication silence under all circumstances.

Travelling to Quadrant 8 - The BLAISE Connection

The artificial intelligence BLAISE is growing more desperate, as events in the next two scenarios will demonstrate. It is therefore taking risks and expanding itself beyond its normal reach. BLAISE has analysed Narn troop movements and munitions shipments, worming its way into the Kha'Ri's own computer banks and has noted that the *Light of G'Lan* and *Sword of Veroth* have been loaded with standard anti-ship weapons, the other vessels are carrying missiles and mines designed for planetary bombardment.

BLAISE sends the characters three messages as they are en route to Jux Prime. Between messages, let the characters mess with the Walking Stone, try to work out what they are going to do with the Narn, and have flashbacks to their time with the Psi Corps. The AI has enough hooks into the *Far Star*'s computer system to force it to pick up these messages even though G'Vel ordered radio silence.

- The first message comes when the characters are passing the Dross beacon. While BLAISE has begun to work out what G'Vel is up to, it has also begun to delve into the characters' connections to Psi Corps. Hence, it is unsure how much it can trust and use them.
- The second arrives as the three ships are in Drazi space. The Gul'Sa'Noth weapons mentioned are the bombs that G'Vel will use to destroy the weapons dump. This message is received just as the ships pass the *Dakal Corsk*.
- The third and final communication reveals G'Vel's plan to betray the ambush to the Centauri, ensuring they fall for the bait and strip Quadrant 8 of its defences. It is received by the characters as they approach Quadrant 8.

Any Player Character has a chance of tracing the origin of the message, despite its corrupted path. This is not easy, however, and requires a Computer Use check; see the Tracing BLAISE table for the results.

Tracing BLAISE

Computer Use Check Result	BLAISE's location pinned down to...
14 or less	Nowhere specific – the signal has very few markers left on it. Whoever masked this signal was a real pro.
15 to 20	Somewhere in the Earth Alliance.
21 to 25	Sol system.
26 or more	Somewhere in the vicinity of Io.

Player Character Options

As the ships travel to Quadrant 8, the characters have several options:

- Escape.
- Convince T'Ko and Yal'La of G'Vel's treachery.
- Warn the Centauri.
- Go along with the plan.

Escape
The *Far Star* is technically faster than either of the Narn vessels, but they are considerably better armed. If the characters try to escape, then resolve the attempt (Escape the Narn Escorts).

Handout #8

Message Path: StellarCom/corrupted path/BLAISE
Type: PRIORITY
Subject: Judas Goat

I think you are the Judas Goat. I know you are, in fact.

Handout #9

StellarCom/corrupted path/BLAISE
Type: PRIORITY
Subject: Judas Goat

The Narn Gul'Sa'Noth-class warhead is a heavy multiple-warhead nuclear missile, designed to be fired from orbit at surface targets. Slow, inaccurate, makes a very big crater but no good in a fast-moving dogfight. They are siege weapons.

The base at Kotak just issued three dozen of them to a detachment of the Red Fleet under the command of G'Vel. Interesting. Draw your own conclusions.

Handout #10

StellarCom/corrupted path/BLAISE
Type: PRIORITY
Subject: Judas Goat

Intercepted Communication Follows…

My Lord,

Our spies among the Narn have discovered a plot by the beasts to weaken the garrison fleet at Quadrant 8. Within a few days, a captured Centauri trade vessel will limp into the system, claiming to have been attacked by the Narn and requesting assistance. When our vessels go to bring mercy to the stricken ship, the cowardly Narn plan to attack from ambush.

Thus forearmed, we can turn the trap back upon them. If we send the full garrison instead of the few ships the Narn expect, then we can catch the Narn and destroy them all. My contact assure me of the validity of this information.

I remain your humble servant,

Nefri Mollari

Escape the Narn Escorts (in hyperspace / normal space)

Centre: The *Far Star*, the *Light of G'Lan* and the *Sword of Veroth*.
Close Range: Nothing.
Long Range: Nothing.
Sensor Range: Nothing.
Beyond Sensor Range: Nothing.
Activity: The G'Kariths will attempt to cripple the *Far Star's* engines by using *Target Their Engines!* orders. Note if Escape the Narn Escorts is played without a jump gate nearby that the *Far Star*, as the centre of this space combat, does not actually change from its centre position. Each Pull Back order will instead move both G'Kariths one range band outward.

Remember that performing manoeuvres in hyperspace is not particularly easy to do without losing track of a beacon and getting lost – see the Hyperspace section of the Games Mastering chapter in the *Babylon 5 Roleplaying Game: 2nd Edition*.

Escape the Narn Escorts (near a jump gate)

Centre: A jump gate.
Close Range: Nothing.
Long Range: Nothing.
Sensor Range: The *Far Star*, the *Light of G'Lan* and the *Sword of Veroth*.
Beyond Sensor Range: Nothing.
Activity: The G'Kariths will attempt to cripple the *Far Star's* engines by using *Target Their Engines!* orders. Clever Player Characters will have waited until the trio have just exited a jump gate, doubling back into hyperspace. The Narn will not follow the *Far Star* back into hyperspace – the chances of retaining a lock on both the jump gate beacon and the *Far Star* are too slim.

G'Karith Patrol Cruisers

Huge Spacecraft
Defence Value: 12 (–4 size, +6 Handling); **Armour:** 28; **Handling:** +5; **Sensors:** + 5; **Stealth:** 7; **Stress:** 14; **Features:** Fusion Engine, Jump Point, Targeting Computer (+2)
Crew: Narn Line[1] (+4 BAB, +7 Training); 5 Officers, 12 Pilots, 10 Sensor Operators, 75 Crewmen
Structural Spaces: 78 (Cargo 15, Control 5, Crew 10, Engine 20, Hangar 10, Weapons 18)
Fore Arc Weapons
- Pulsar Mine Launcher (n/a, 2 weapon spaces)
- Medium Pulse Cannon (Long, Offence 10, Rapid Fire 3, 2 weapon spaces)
- Medium Pulse Cannon (Long, Offence 10, Rapid Fire 3, 2 weapon spaces)
- Medium Pulse Cannon (Long, Offence 10, Rapid Fire 3, 2 weapon spaces)
- Medium Pulse Cannon (Long, Offence 10, Rapid Fire 3, 2 weapon spaces)

Port Arc Weapons
- Light Pulse Cannon (Close, Offence 5, Rapid Fire 3, 1 weapon space)
- Light Pulse Cannon (Close, Offence 5, Rapid Fire 3, 1 weapon space)

Starboard Arc Weapons
- Light Pulse Cannon (Close, Offence 5, Rapid Fire 3, 1 weapon space)
- Light Pulse Cannon (Close, Offence 5, Rapid Fire 3, 1 weapon space)

Aft Arc Weapons
- Pulsar Mine Launcher (n/a 2 weapon spaces)
- Light Pulse Cannon (Close, Offence 5, Rapid Fire 3, 1 weapon space)
- Light Pulse Cannon (Close, Offence 5, Rapid Fire 3, 1 weapon space)

Craft (6): 6 Frazi

[1] Note that while both G'Kariths are in relatively good repair, they are both lacking some of their armour and armament. Both have lower Armour and Handling scores than normal due to existing damage. The pulsar mine launchers equipped to these patrol cruisers would normally be their main armament, however, the two ships have no ammunition for these weapons . Both T'Ko and Yal'La have a Knowledge (tactics) bonus of +13.

Convince T'Ko and Yal'La of G'Vel's treachery
As soon as the characters become aware of G'Vel's plot to betray the Narn vessels, then they can try to convince the two captains of the other ships to give up on the plot.

T'Ko / *Light of G'Lan*: T'Ko's attitude is that the mission must be completed, as this is his last chance to die with honour in the service of Narn. The Diplomacy DC to convince T'Ko to turn back is 40, though the following modifiers to the check apply:

- Player Characters put forward a convincing case that the battle is hopeless: +5
- Player Characters appeals to T'Ko's sense of honour; victory through treachery brings no honour: +5
- Player Characters appeal to Ko'Shar that the captain is unfit and no longer competent to command. This is a separate Diplomacy check (DC 20). If successful, Ko'Shar will relieve his captain… but he will still need to be convinced himself. The DC to convince Ko'Shar is 30.

Yal'La / *Sword of Veroth*: Yal'La is less committed, as she knows that her crew are seen as cannon fodder by many in the Kha'Ri. The Diplomacy DC to convince Yal'La to turn back is 30, though the following modifiers to the check apply:

- Player Characters put forward a convincing case that the battle is hopeless: +5
- Player Characters appeals to Yal'La's patriotic streak; G'Vel's already betrayed them to the Centauri: +10
- Player Characters appeals to Yal'La's pragmatism; if they wait until G'Vel jumps in, they can win the glory of destroying the Centauri and rescuing G'Vel: +10

Note that just showing BLAISE's messages to the Narns is useless, as they could have been faked. If the characters do convince both captains to turn back, then the two G'Karith-class vessels allow the *Far Star* to leave and the attack on Quadrant 8 becomes a conventional assault on the Centauri planet.

Warn the Centauri
The characters have the opportunity to warn the Centauri. They can broadcast a warning at any time. Unless the warning is specifically addressed to Nefri Mollari, it will not be acted upon. If it is addressed correctly, Nefri will attempt o contact the Player Characters to confirm the message. Comms traffic from the *Far Star* is not being blocked by the G'Kariths, but it is being monitored.

Each transmission sent or received by the *Far Star* may get picked up. If the Player Characters have not thought to encrypt or hide the transmission, each G'Karith makes an Operations (sensors) check (DC 15) to pick up and read the transmission. Nefri will have his transmissions encrypted (DC 25 to break) and Player Characters may do the same with a Computer Use check (the result of which becomes the DC for Operations (sensors) checks to decrypt the transmission.

If the Narn suspect the Player Characters are making odd transmissions, they will jam them. Sending further transmissions will require an opposed Operations (systems) against each G'Karith.

If the Narn find that the Player Characters are sending transmissions to the Centauri, they will attack the *Far Star* immediately.

Go along with the plan
If the characters go along with the plan, then they are told to make it appear that their engines have failed and to drift through the Quadrant 8 jump gate. When they do so, they come face to face with a Centauri fleet, commanded by Nefri Mollari aboard his Primus-class craft, the *Dakal Corsk*.

Do not play through this slaughter. The Centauri fleet is more than capable of annihilating the trio in a single turn. In fact, the two G'Karith's are blown to pieces within moments, before the guns are turned on the *Far Star*…

The only chance the Player Characters will have of staying alive is to convince the Centauri fleet commander to keep them alive. Fortunately, Nefri has met them and will be quite bemused to find they are alive and in this tricky predicament. Talking to Nefri will buy the Player Characters enough time for the remainder of the Narn fleet to open jump points in orbit of Quadrant 8 and attack the colony there. At this point the Centauri abandon the *Far Star* for far more pressing matters…

Wrapping Up

If the characters survive the raid on Quadrant 8, then they are free to go. If the raid was successful and G'Vel survived, then he will be apologetic about sending them on a suicide mission… but this is war.

There is nothing to do now but head back to Babylon 5 for more orders from Autumn Shipping. If they contact the office, a panicked-looking Martina Walters tells them that Haversham's gone missing and they need to get back *now*.

Experience
The following will earn the characters XP:

- Retrieving and deciphering the scroll of Ra'Tol: 1,000 XP each.
- Contacting the imprint of Pa'Vos and having their histories revealed: 250 XP each.
- Surviving or escaping Quadrant 8: 1,000 XP each.

Influence
Depending on their actions, the Player Characters have the opportunity to gain (or lose) Centauri Military, Narn Military, Narn Political, Narn Social or Nar'Shal Influence.

Non-Player Characters

G'Vel, Narn Operative (War Leader)

5th Level Narn Agent / 2nd Level Officer (fleet); hp 24; Init +3; Spd 30 ft. (20 ft.); DV 18; Atk: +6 close combat or +8 ranged; SQ Branch Specialisation (fleet), Low-Light Vision, Multi-Skilled (Diplomacy), Opportunism (Crippling Attack +1d3 Str dam), Skill Mastery (Bluff); Fort +3, Ref +7, Will +8; Str 13, Dex 16, Con 14, Int 13, Wis 15, Cha 13
Notable Skills: Acrobatics +5 (+3), Bluff +12, Athletics +3 (+1), Computer Use +7, Concentration +4, Diplomacy +9, Intrigue +4 (+6 when disguised), Intimidate +5, Investigate +5, Knowledge (astrophysics) +3, Knowledge (Babylon 5) +7, Knowledge (Centauri) +4, Knowledge (Human) +4, Knowledge (Narn) +7, Knowledge (Nar'Shal) +3, Knowledge (tactics) +3, Linguistics +5, Notice +6, Operations (piloting) +3, Pilot +5 (+3), Sense Motive +6, Stealth +7 (+5), Subterfuge +9, Technical (electronics) +3
Feats: Armour Familiarity, Fluency (Centauri, Human & Narn), Iron Will, Martial Arts, Skill Focus (Bluff & Intrigue), Spacecraft Proficiency, Toughness, Weapon Proficiency (close combat, grenade, pistol & rifle)
Standard Equipment: Knife (+8, 1d4+1 dam, 19–20 crit, 1-h), Narn battle suit (DR 3, –10 ft., –2 ACP), Narn stun gun (+8, DC 14 Fort or unconscious, 10 ft., 5 shots, Automatic).

H'Gol, Narn High Priest of G'Quan

6th Level Narn Diplomat; hp 13; Init +0; Spd 30 ft.; DV 13; Atk: +4 close combat or +3 ranged; SQ Low-Light Vision, Swift Diplomacy; Fort +3, Ref +2, Will +8; Str 13, Dex 10, Con 12, Int 14, Wis 16, Cha 16
Notable Skills: Appraise +5 (+7 with items associated with priest profession), Computer Use +5, Diplomacy +10 (+2 with Narn), Intimidate +6, Intrigue +6 (+8 when gathering information in Veroth), Knowledge (history) +11, Knowledge (Narn) +16, Knowledge (philosophy) +14, Knowledge (Veroth) +11, Linguistics +8 (+10 with Narn), Profession (priest) +11, Sense Motive +9
Feats: Fluency (Narn), Liturgies of the Heart, Priestly Devotion, Skill Focus (Knowledge (Narn & philosophy)), Toughness, Weapon Proficiency (close combat, grenade, pistol & rifle)

Ko'Shar

3rd Level Narn Officer (fleet); hp 14; Init +1; Spd 30 ft.; DV 13; Atk: +5 close combat or +4 ranged; SQ Branch Specialisation (fleet), Low-Light Vision, Rallying Call 1/day; Fort +3, Ref +2, Will +4; Str 14, Dex 12, Con 14, Int 12, Wis 12, Cha 13
Notable Skills: Acrobatics +3, Computer Use +5, Concentration +3, Diplomacy +4, Intimidate +4, Knowledge (astrophysics) +3, Knowledge (Human) +4, Knowledge (law) +2, Knowledge (Narn) +5, Knowledge (tactics) +3, Operations (gunnery) +3, Operations (piloting) +6, Operations (sensors) +3, Pilot +3, Technical (electronics) +3
Feats: Blood Rage, Fluency (Human & Narn), Nerves of Steel, Skill Focus (Operations (piloting)), Spacecraft Proficiency, Toughness, Weapon Proficiency (close combat, grenade, pistol & rifle)

Narn Commando

2nd Level Narn Soldier / 3rd Level Agent; hp 21; Init +7; Spd 30 ft. (20 ft.); DV 16; Atk: +6 close combat or +7 ranged; SQ Co-ordinated Unit +1, Low-Light Vision, Multi-Skilled (Knowledge (tactics)), Opportunism (Stunning Attack DC 14); Fort +6, Ref +6, Will +2; Str 15, Dex 16, Con 14, Int 10, Wis 12, Cha 8
Notable Skills: Acrobatics +7 (+5), Athletics +7 (+5), Computer Use +5, Intimidate +4, Intrigue +1, Investigate +2, Knowledge (Narn) +3, Knowledge (tactics) +8, Linguistics +1, Notice +3, Subterfuge +7, Stealth +10 (+8)
Feats: Armour Familiarity, Endurance, Fluency (Narn), Improved Initiative, Martial Arts, Skill Focus (Stealth), Toughness, Weapon Proficiency (close combat, grenade, pistol & rifle)
Standard Equipment: Narn battle suit (DR 3, –10 ft., –2 ACP), Narn stun gun (+7, DC 14 Fort or unconscious, 10 ft., 5 shots, Automatic)

Narn Guard

4th Level Narn Soldier; hp 23; Init +6; Spd 30 ft. (20 ft.); DV 15; Atk: +6 close combat or +6 ranged; SQ Low-Light Vision, Co-ordinated Unit +1; Fort +6, Ref +3, Will +1; Str 14, Dex 15, Con 14, Int 10, Wis 11, Cha 9
Notable Skills: Acrobatics +5 (+3), Athletics +5 (+3), Computer Use +1, Intimidate +4, Investigate +2, Knowledge (Narn) +4, Knowledge (tactics) +2, Knowledge (Veroth) +2, Notice +3, Stealth +4 (+2)
Feats: Alertness, Armour Familiarity, Brawling, Fluency (Narn), Improved Initiative, Toughness x2, Weapon Proficiency (close combat, grenade, pistol & rifle)
Standard Equipment: Narn battle suit (DR 3, –10 ft., –2 ACP), W&G Model 10 PPG (+6, 2d6 dam, 19–20 crit, 50 ft., 6 shots, AP 1, Automatic)

Narn Priest

3rd Level Narn Diplomat; hp 9; Init +0; Spd 30 ft.; DV 11; Atk: +2 close combat or +1 ranged; SQ Low-Light Vision; Fort +1, Ref +1, Will +5; Str 12, Dex 10, Con 11, Int 13, Wis 15, Cha 12
Notable Skills: Appraise +3, Computer Use +3, Diplomacy +7, Intimidate +3, Intrigue +3, Knowledge (history) +7, Knowledge (Narn) +12, Knowledge (philosophy) +10, Knowledge (Veroth) +5, Linguistics +5, Profession (priest) +5, Sense Motive +10
Feats: Fluency (Narn), Priestly Devotion, Skill Focus (Knowledge (Narn & philosophy)), Toughness, Weapon Proficiency (close combat, grenade, pistol & rifle)

T'Ko / Ya'La, Narn G'Karith Commanders

6th Level Narn Officer (fleet); hp 19; Init +1; Spd 30 ft.; DV 15; Atk: +7/+2 close combat or +7/+2 ranged; SQ Branch Specialisation (fleet), Low-Light Vision, Rallying Call 1/day; Fort +3, Ref +3, Will +8; Str 13, Dex 12, Con 13, Int 12, Wis 12, Cha 13
Notable Skills: Acrobatics +4, Athletics +4, Computer Use +4, Concentration +4, Diplomacy +5, Intimidate +5, Knowledge (astrophysics) +10, Knowledge (Human) +4, Knowledge (law) +4, Knowledge (Narn) +6, Knowledge (tactics) +13, Technical (electronics) +4
Feats: Armour Familiarity, Fluency (Human & Narn), Iron Will, Martial Arts, Skill Focus (Knowledge (astrophysics & tactics)), Spacecraft Proficiency, Toughness, Veteran Commander, Weapon Proficiency (close combat, grenade, pistol & rifle)

SCENARIO SEVEN - ESCAPE FROM BABYLON 5

Summary

The characters return to Babylon 5 to discover that Haversham has vanished and that Martina Walters blames the characters. However, they are forced to work together when the Ministry of Peace orders the characters arrested and they must escape from Babylon 5 and head to Earth.

Time Period: September, 2259.
Duration: The actual events in this scenario probably take less than 48 hours.
Episode Reference: The most recent events on Babylon 5 were during 'In The Shadow Of Z'ha'dum'.
Character Level Range: 7th to 8th.

HOMECOMING

By this point in the campaign, the characters should at least suspect that one or more of them was tampered with by the Psi Corps. It is more than likely that the Walking Stone has revealed their tampered memories, or that some Player Characters have caught the sleeper in an odd out-of-character act (such as sending an unregistered communiqué to Haversham in Scenario Six – The Turning of the Year).

The *Far Star* returns to Babylon 5 as normal. As the characters will soon be trying to escape from the station, it is important for the Games Master to subtly but firmly establish in the players' minds what happens to the *Far Star* when it arrives at Babylon 5. The ship is small enough to fit inside the station's docking bay and Bay 12 happens to be free, so Ivanova directs the *Far Star* to dock there instead of holding position outside the station and sending a shuttle over.

If the characters have the Walking Stone with them, then they see the Vorlon transport (Kosh's ship) in Bay 13 writhe and twitch nervously as they pass by. The Vorlon ship can sense the Shadow taint on the artefact.

The *Far Star* passes through the toothed gate of the main docking bay and is carried by a transport pad to Bay 12. The docking bays are quite close to the centre axis of the station and so gravity in the Bays is less than 0.5g. After the transport pad drops the *Far Star* off in the bay, the bay is sealed and re-pressurised, allowing the characters to disembark. A short elevator ride brings them down into the main embarkation room and customs area. The characters will have to present their identicards to B5 security to enter the main part of the station.

The characters presumably then head to Autumn Shipping, which is located in Red Sector. The fastest way to get there is to take a transport tube to the core shuttle that runs the length of Babylon 5, then transfer to another tube that brings the characters down from the central axis to 'ground' level in the garden. As the characters sit in the core shuttle, they can see the vast expanse of the station's hollow core spread out beneath and above them. They can see the huge arc lights reflecting off the windows of Sheridan's office near the 'north' end of Red Sector and off the tower containing Autumn Shipping (see page 149).

When they arrive at the office, a very nervous Martina Walters is waiting for them. She ushers them into the main office, which is more crowded than the characters have seen it in some time. Walters mentions that she wanted to have as many people on hand as possible, as she no longer trusts the communications network even with encryption. A successful Notice check (DC 15) reveals that another familiar face is missing – there is no sign of Adam Grant. Walters leads the characters into a private office.

There, she confronts the sleeper. Haversham received a message from the sleeper two weeks ago. Walters hands the characters a transcript of their conversation, which Boud retrieved from the bugs he planted in the Autumn Shipping office.

Handout #11

Transcript

Computer: Incoming message from *Far Star*, Priority One.
Haversham: Run encrypt and show.
Caller: We've got a problem.
Haversham: What's up?
Caller: I can't talk here.
Haversham: This channel's secure.
Caller: Not enough. *Who lights a candle against the fall of night?*
Haversham: *The wise man*. How do you know that?
Caller: FIRMAMENT. I'll explain later.
Haversham: All right. Are you coming back to B5?
Caller: No. You'll need to meet us. Can you make it to Mars?
Haversham: Redsands Row is being watched.
Caller: Yeah. There's an abandoned dome. I'm sending you the co-ordinates now.
Haversham: FIRMAMENT, you say?
Caller: I'm afraid so.
Haversham: I'll see you there. Tell the others to get the *Far Star* out of Narn space now.
Caller: Good luck.

The sleeper has no memory of any such conversation. According to Walters, Haversham left Autumn Shipping without telling anyone he was going, although he did leave some scribbled notes about the running of the business. He booked passage to Earth on board a liner and has been out of communication since.

Walters will question the sleeper about his actions and knowledge of FIRMAMENT but this will be largely fruitless. The players may volunteer their information about being compromised by the Psi Corps at this point.

Regardless of the Player Characters' reactions, at a dramatically appropriate moment, all the windows in the office explode.

THE SIEGE

Six hours ago, an unmarked Tethys-class police cutter arrived at Babylon 5. On board was a representative of the newly formed Ministry of Peace, bearing evidence that the company known as Autumn Shipping is actually a subversive and dangerous organisation, dedicated to the overthrow of the Earth Alliance. The Tethys also contained ten Counter Terrorism Hostage Rescue seconded to Carel.

The CTHR team is lead by Special Inspector Carel, who brings with him the authorisation to take charge of the efforts to secure the Autumn Shipping Offices and any and all personnel. While Garibaldi is less than happy about this, Sheridan agreed to the arrangement. Carel has the following resources with which to secure the characters:

- Ten agents from EarthForce's elite CTHR (Counter Terrorism Hostage Rescue).
- 20 security guards drawn from Babylon 5's security forces.

Currently, the Autumn Shipping offices are surrounded by ten security guards hidden in the Garden. The remaining ten security guards are hanging back as reserves to sweep in after the CTHR agents have made the initial push.

One team of five CTHR agents (Team 1) are ready to storm the office, while the second team is in a neighbouring building. This second team (Team 2) just fired a sonic pulse grenade at the office, shattering the bullet-proof windows of every room in the building. The second team consists of three CTHR agents and two CTHR sharpshooters.

Refer to the map on page 150 for the layout of the Autumn Shipping office. To raise the tension, have the characters roll for Initiative and run the following section in round-by-round format. The characters, Boud and Walters begin in room (13). The following list of events does not take the characters' actions into account; the Games Master will have to adapt this basic timeline according to the actions an reactions of the Player Characters.

The Siege (Round by Round)

Round 1: The windows are blown open by the sonic pulse grenade. Flying shards and shrapnel cause minor injuries in the outer office. A pair of CTHR sharpshooters (from Team 2) aim into the office, covering everyone in rooms (3) and (17) – if anyone openly draws a weapon, the sharpshooters will try to take them down if they spot the weapon.

Round 2: Special Inspector Carel overrides the Autumn Shipping communications systems to broadcast the following message from every terminal in the office.

Attention! Everyone within Autumn Shipping, you are under arrest on charges of treason and conspiracy. You are being taken into the custody by the Ministry of Peace. You are ordered to lie down on the floor face down with your hands behind your heads. The building is surrounded and security forces are authorised to use lethal force to secure it.

Round 3: CTHR Team 1 assembles at the entrance to the building containing

Special Inspector Carel

A Clark political appointee, Andrew Carel is mainly concerned with showing that the new Ministry of Peace is strong and forceful in the face of alien aggression and terrorist subversion. He has excellent hair and a jaw that looks good on ISN but his previous experience was in the public relations department of a megacorporation and he has no real idea how to lead a mission of this sort.

Also, he really dislikes old Earth cartoons. When Garibaldi made a Road Runner joke in the initial CTHR/B5 Securitystaff meeting, Carel mocked the security chief. Michael Alfredo Garibaldi is, of course, a mature and wise person who would never let an insult like that cloud his judgement of some pencil-necked bootlicking incompetent figlio di puttana.

This attitude will unintentionally help out the Player Characters throughout this scenario. One ramification that the Player Characters may never discover is that Carel petitioned for a Psi Cop to aid him in his apprehension and interrogation of ASI staff. Unfortunately for Carel, Garibaldi both intercepted the message and discovered through discrete channels which Psi Cop was currently closest Babylon 5... a certain Mr Bester. The message has been unaccountably lost in transit and no plea for Psi Corps aid will leave the station (or at least, not while Garibaldi is around).

the Autumn Shipping offices. They will only move when they are sure that the building is secure.

CTHR Team 2 cuts the power to all systems in the ASI offices, with the exception of the elevator and the sprinkler systems. This is not as effective as they could have wished – the ASI offices have a backup generator that keeps the computers, lighting and other essential systems operative.

Martina Walters runs through the main office, shouting at everyone to just get down. She heads into Haversham's office (17).

Charlie Boud runs to the computer room (11) and starts a purge, blanking all the data stored on the mainframe.

A Tiny hovering video drone is launched by the CTHR Team 2. The drone has a camera mounted on it, which relays real-time feed to both CTHR teams. It will fly across to the Autumn Shipping offices and enter through the shattered windows, then scan the offices to make sure there is no resistance.

Quati Developments Vidron NTS/5 (Camera Drone)

Tiny Drone
Defence Value: 15 (+2 size, +3 Handling); **Base Speed:** 30 feet.; **Hardness:** 1; **Features:** Hover, Remote Controlled
Structural Spaces: 2 (Control 1, Engine 1)
Ability Scores: Str 4 (–3), Han 16 (+3)
Attack Bonus: n/a
Skills: Notice, Pilot, Stealth

Hover: A Pilot check (DC 10) is required for this drone to move its full speed in a single move action. Otherwise, it will move only half its base speed. Hovering drones may maintain a height of up to 10 feet.

Remote Controlled: While remote controlling a drone, the controller dedicates one or more his round's actions to the drone. Normally, the controller will dedicate both of his normal actions to controlling the drone (the drone therefore performs both actions). However, it is possible for the controller to split concentration, dedicating one move or attack action to the drone and using the other move or attack action himself.

Remote controlled drones always use the Initiative check of their controller.

Controlling Drones

Controlling a drone requires a computer and a communicator (normally a dedicated control unit is provided that comprises both). An uncontrolled drone will simply stand still or hover, performing no actions. Operations (systems) is normally the skill used to control drones.

Controllers may only use the listed skills though a drone (thus a controller of a Vidron NTS/5 may only make Notice, Pilot and Stealth rolls through that drone). Any skill checks made through a drone use the controller's skill bonuses. Strength-based skills use the drone's Str bonus (rather than the controller's) and Dexterity-based skills use the drone's Han bonus (rather than the controller's Dex bonus).

Note that the controller may also need to make auxiliary checks concerning controlling the drone itself (notably Operations (systems) and Concentration checks).

Drones normally ignore effects that require a Fortitude or Will save, as they have no mentality or constitution to affect. Damaging effects that require a Reflex save use the drone's Handling score.

Round 4: Walters screams for the characters to get into the office. The drone continues to fly. One of the Autumn Shipping clerks takes a portable communicator from a drawer but one of the snipers misinterprets it as a weapon and fires. The clerk's head explodes as the PPG round hits his skull.

Boud continues to work on the purge.

Round 5: The drone reaches the offices and starts moving from room to room, looking for resistance and suspicious behaviour (anyone not cowering on the floor is noted as suspicious).

Walters finds the data crystal she is looking for and throws it at the characters, telling them to get out of the offices and use the instructions in the document. The data crystal contains Haversham's emergency orders.

Round 6: CTHR Team 1 starts ascending in the elevator.

Round 7: Charlie Boud opens the hidden panel in the access corridor (10).

Round 8: Boud emerges from the access corridor but before he can tell the Player Characters about the open panel, a sniper shoots him in the chest. Boud goes down.

Round 9: CTHR Team 1 arrive at Autumn Shipping's floor. The moment the doors of the elevator open, they fire morph gas grenades and smoke bombs into the lobby, then head for the doors linking (2) and (3).

Round 10: CTHR Team 1 blow the doors linking (2) and (3) with plasma grenades. More morph gas and smoke bombs are fired into the office (3).

Round 11 onwards: CTHR Team 1 move into room (3). Team 1 then splits up into a trio and a duo. The trio remain in room (3), with one agent covering the door leading to room (14), one agent covering the doors leading to rooms (5) and (6), and the final agent covering the doors leading to rooms (13) and (10). The duo sweep through the remaining rooms seeking out resistance, starting with rooms (14) to (17) and then onto rooms (10) to (13) and lastly (5) to (9).

Smoke

During Round 9, room (2) will fill with smoke. The smoke spreads to room (3) rapidly during Round 10 (as more smoke bombs are fired). As the remaining doors are opened, these areas will also fill with smoke.

This smoke counts as thick fog and will not cause choking if inhaled. It reduces the ambient bright illumination to 10 feet and shadowy illumination to 20 feet (see the Light and Vision section in the Games Mastering chapter of the Babylon 5 Roleplaying Game: 2nd Edition for more details on these environmental conditions).

The CTHR agents will use thermal imaging equipment to overcome some of the problems associated with smoke. The smoke for them counts only as light fog (ambient bright illumination to 20 feet and shadowy illumination to 40 feet).

Smart characters will fire flares or grenades in the sightlines of CTHR agents. The sudden burst of heat is quite blinding, requiring a Reflex save (DC 15) to avoid becoming blinded for 1d4 rounds.

Those individuals not apparently knocked out by the gas are shot. Everyone is arrested.

Round 15: Garibaldi puts Special Inspector Carel's head through a bulkhead for having his thugs fire grenades in Red Sector. Security guards immediately enter the area

The most likely result here is that the characters get the data crystal from Walters, then head out through the emergency escape tunnel, which leads them down into the environmental systems and water pipes between the open core of Babylon 5 and the corridors and cabins of Red Sector. However, the characters may choose to stay and fight, battling the CTHR team as they approach the office.

Out the Window!

If any characters want to try jumping out the window, then they will fall three floors (30 feet) to the garden below. The low gravity halves the normal 3d6 falling damage. An Athletics check can be made to mitigate this damage as normal (see the Athletics description in the Skills chapter of the *Babylon 5 Roleplaying Game: 2nd Edition*).

They can also try climbing down (Athletics checks to do so are at DC 20) but the CTHR Team 2 snipers in the building opposite and the security guards in the garden will get to make Notice checks (DC 10 unless the Player Characters are using Stealth) to spot climbers. While the security guards will not shoot on sight, the snipers certainly will.

Once in the gardens, the Player Characters will have to deal with the ten security guards stationed down here and the attentions of the two CTHR Team 2 snipers. With luck, the Player Characters may be able to make it to out of the gardens, but it will require exceptional stealth, guile and luck (a kind Games Master may allow such Player Characters to find a hatch leading down into the maintenance tunnels beneath Red Sector).

What if all the Player Characters get captured?

If the Player Characters end up getting knocked out and arrested, then *The Ragged Edge* is likely over for them. They will be extradited to Earth under the highest security, where they will be put through a token trial before being executed for treason. There are a few ways for them to survive, though, if you want to continue the campaign:

- If the characters have *strong* ties to anyone on Babylon 5, such as Sheridan or Garibaldi, then their friend might intervene to rescue them. There are a lot of prisoners taken by the Ministry of Peace raid, too many to be interrogated all at once and one of the cells might happen to be left unlocked…
- If the characters are working for EarthForce, then they can be rescued by their EarthForce contact, who is opposed to the Psi Corps/Ministry of Peace. The characters would then be sent to follow Haversham's last command to root out the remainder of Operation FIRMAMENT and retrieve anything that can be used as a weapon by EarthForce.
- Characters could also try bargaining with Special Inspector Carel, arguing that they are the only ones who can root out the full conspiracy.

On the Run on Babylon 5

However the characters escape, they will end up fleeing into the corridors of Babylon 5 with Haversham's last instructions on a data crystal. After escaping from the initial attack on Autumn Shipping, the characters find themselves on the run on board Babylon 5. They need:

- A computer terminal, so they can access the data crystal.
- Somewhere to hide while they wait for the reply.
- When they get the reply, passage to the Sol system, either aboard the liberated *Far Star* or another vessel as stowaways.

The Data Crystal

When the data crystal is inserted into a computer, it automatically establishes a secure connection with Operation FIRMAMENT's headquarters back on Io. A prompt comes up on the screen, allowing the characters to enter whatever text they want. When they finish typing, the message is sent through a highly encrypted channel to Calliope. The screen displays the response:

MESSAGE SENT…
PLEASE RECONNECT LATER FOR SECURE REPLY…
ESTIMATED TIME FOR RECONNECT BASED ON CURRENT TACHYON NETWORK CONDITIONS…
6+ HOURS.

Roll 1d6+4 for the actual time in hours it will take Calliope to set up a secure connection. When this time has elapsed and the Player Characters can gain access to a computer terminal, run The Reply (see page 109).

If Walters or Charlie Boud escaped Autumn Shipping, they will accompany and aid the characters, but will not go with them to Io. Instead, they will sneak off on another ship, heading for a FIRMAMENT safe house on Promixa. They promise to contact the characters later.

The characters have to stay ahead of Special Inspector Carel, his elite CTHR troops and Babylon 5 security. Fortunately, Babylon 5 is a very big place with lots of places to hide, so the characters may be able to avoid pursuit for a time. The characters have another advantage – Chief Garibaldi is very, very unhappy with the Ministry of Peace stomping all over his station and charging around Red Sector with grenades and sniper rifles. If the characters can keep beating Carel, then internal conflicts will slow the hunters down as Garibaldi refuses to help Carel.

Over the course of the chase, the hunters may be right on the Player Characters' heels, or have no idea where they are. How close the hunters are to catching the characters is measured using a Hunt value.

Hunt Value

The Hunt value signifies how close Carel and his goons are to catching the Player Characters. The higher the Hunt value, the closer Carel is to catching or killing them. The starting Hunt Value depends on how the Player Characters managed to escape from the ASI offices (see the Initial Hunt Value table). The hunt begins at 1100 hours, Babylon 5 time.

Initial Hunt Value

The Player Characters…	Initial Hunt Value
Slipped away quietly…	3
Have the CTHR teams on their heels…	6
Fought and lost, barely escaping…	9
Fought and inflicted significant damage, before escaping…	(10–1d6)
Left evidence misdirecting the hunt…	–1d6

Every hour (or whenever the Player Characters move location or do something significant), the Games Master should check to see if the Hunt value changes, using either the Corridor Movement, Transport Tubes / Core Shuttle Movement, Hidden Passage Movement or Staying Still table, as appropriate.

Using the modified Hunt value, the Games Master then rolls 1d20 and adds the Hunt value to this result; this total is the Hunt check result and is used to determine the hunters' actions – see the Hunt Actions table.

Hunt Actions Table

Hunt Check Result (Hunt Value +1d20[1])	Hunt Action
–10 or lower	**Major Schism:** There is a huge argument between Garibaldi and Special Inspector Carel. Garibaldi pulls his security teams off the search and tries to have Carel thrown off the station. It takes another 1d6 hours for Sheridan to sort out the mess, during which time the Player Characters will not be hunted.
–9 to 5	**Delays and Arguments:** The hunters and the station staff differ on how to hand the hunt. While they bicker, the trail grows colder, reducing the Hunt value by –1d4.
6 to 10	**Looking for a Clue:** The hunters are searching for any sign of the fugitives, from physical evidence to rumours of their movements. While there are security patrols sweeping the station, the Ministry keeps its big guns – the CTHR – in reserve, waiting until the Player Characters show their hands. Any Hunt increases made this round by the characters' movements are doubled.
11 to 15	**Spread Out and Search:** The hunters are on the Player Characters' trail. Babylon 5 security teams flood the area. Any attempts to travel without being noticed have their DCs increased by +5.

16 to 20	**More Security Patrols:** B5 security begin to flood the area. Teams of security guards are everywhere, hunting for the characters. Unless the Player Characters can find a way to escape their current location or distract the guards somehow, they are confronted by a squad of four security guards. If spotted, there is an encounter and the guards will call for security reinforcements[2].
21 to 25	**Deploy the CTHR:** The CTHR agents are sent to the areas most likely to contain the Player Characters, according to Inspector Carel's analysis of the Player Character's trail. The Player Characters must either hide, disguise themselves or otherwise deal with a two-man CTHR patrol. If spotted, there is an encounter and the CTHR will call for security reinforcements[2].
26 to 30	**Lock Down:** The hunters throw a security cordon around the area containing the characters. Any attempts to travel without being noticed have their DCs increased by +10 and if the Player Characters' actions result in the Hunt value increasing, make another Hunt Action check immediately. This condition persists until the characters manage to escape the security cordon.
31 to 35	**Cornered:** The hunters are on the Player Characters' heels! The Player Characters must either hide, disguise themselves or otherwise deal with a combined patrol of four security guards and a five-man CTHR team. If spotted, there is an encounter and the hunters will call for security reinforcements[2].
40 or higher	**Terminate with Extreme Prejudice:** Garibaldi himself joins the hunt. All security guards are ordered to shoot the characters on sight. Any attempts to travel without being noticed have their DCs increased by +15 and if the Player Characters' actions result in the Hunt value increasing, make another Hunt Action check immediately. If this is the second time this result has been rolled, the Player Characters are **Cornered** (see above).

[1] On the roll of a natural '1', there is automatically a Major Schism.

[2] See the Security Response Times section in the All Alone In The Night chapter of the *Babylon 5 Roleplaying Game: 2nd Edition* for more details on Babylon 5 security response times.

Encounters

If an encounter is suggested without numbers of guards or CTHR noted, use the Babylon 5 Security Response table in the All Alone In The Night chapter of the *Babylon 5 Roleplaying Game: 2nd Edition* to determine the number of security guards encountered.

Note that CTHR agents will shoot the Player Characters on sight, while security guards will always attempt to disarm and detain them (unless the **Terminate with Extreme Prejudice** order has been issued).

- If the Player Characters are spotted by the hunters, then the Hunt value increases by +1 each round that surveillance is maintained.
- If the Player Characters get into a firefight with the hunters, then the Hunt value increases by +2 each round the firefight continues.
- If any civilians or security guards are injured by the Player Characters' actions, then station security throws even more resources into hunting the characters – increase the Hunt value by +1d4 for every casualty.

Explosions, Etc.

Seeing as Player Characters are involved, there may be large explosions (wherever Player Characters go, explosions tend to follow). Fires, explosions, hull breaches and other crises temporarily decrease the Hunt score by 1d6, as the security teams are distracted dealing with the emergency. After 1d4 hours, however, the Hunt value increases by twice as much as it was reduced.

Location & Movement

The Hunt value fluctuates based on the movements of the Player Characters. Keeping moving does make it more difficult for the hunt to keep track of the characters... as long as they are not spotted.

Decrease the current Hunt value by –1d4 whenever the Player Characters move from one sector to another without being spotted.

However, the type of movement could lead to the Player Characters being spotted (which will actually raise the Hunt value), or worse. Note that being 'spotted' does not necessarily mean that the Player Characters have run headlong into a security team. It is more likely that they have been picked up on internal security cameras or an informant has spotted them and leaked the information to Carel.

Corridor Movement

If the characters move through the corridors, it takes about half an hour to move from one adjoining sector to another. Player Characters may make a Stealth or Intrigue check to slip through the corridors without raising the Hunt value.

Corridor Movement

Current Sector	Adjacent Sector	Stealth / Intrigue Check DC[1]	Hunt Increase if Spotted
Blue (Operations, Customs, Personnel Quarters, Docks)	Red, Grey	20	+1d6
Red (Habitation, Commercial)	Blue, Green, Red Alien	15	+1d4
(Red Alien Sector)	Red, Green Alien	10	+1
Green (Ambassadorial Wing)	Red, Green Alien, Yellow	15	+1d6
(Green Alien Sector)	Green, Red Alien	10	+1d4
Brown (Life Support, Waste Recycling)	Green, Grey	10	+1
Grey[2] (Engineering, Rotation Drivers)	Brown, Yellow, Blue	10	+1
Yellow (Fusion Core, Power Management)	Grey	15	+1

[1] On the roll of a natural '1', there is automatically an encounter with a station security patrol.
[2] Grey Sector runs the length of the station's spine. There is no gravity there, so characters must make Acrobatics checks (DC 15) to move along Grey Sector. If this check is failed, then it takes an hour to move from one end of Grey Sector to the other.

Hidden Passage Movement

Moving through the service ducts and other hidden passages of Babylon 5 is possible but very, very time-consuming. Player Characters must make Knowledge (Babylon 5) checks or Knowledge (engineering) checks (with a –5 penalty) to move quickly through the corridors. The result of the check determines how quickly the characters can make it from one adjoining sector to another.

Only Stealth checks may be made to move unnoticed through hidden passages and the DC is always 10. The Hunt increase if spotted is always +1d6.

Hidden Passage Movement

Knowledge Check Result	Travel Time
10 or less	Characters cannot access hidden passages in this sector (due to B5 structural damage or perhaps maintenance changes).
11 to 15	1d4 hours
16 to 19	1 hour
20 or more	½ hour

Transport Tubes / Core Shuttle Movement

Moving through the transport tubes is much faster, getting the Player Characters from any sector to any other sector in a few minutes but it is much more risky and obvious.

Transport Tubes / Core Shuttle Movement

Current Sector	Stealth / Intrigue Check DC[1]	Hunt Increase if Spotted
Blue	30	+1d10
Red	25	+1d8
(Red Alien Sector)	15	+1d6
Green	25	+1d10
(Green Alien Sector)	15	+1d6
Brown	20	+1d4
Grey	15	+1d4
Yellow	25	+1d4

[1] On the roll of a natural '1', there is automatically an encounter with a station security patrol.

Staying Still

If the Player Characters try hiding out, they must choose their location carefully. Picking an obscure cargo bay to hide in is fine but if anyone passes, it is obvious that the Player Characters are not supposed to be in there. If the Player Characters chose to hide out in a cabin in Green Sector, then they must get the door open somehow… and using their identicards is obviously dangerous.

The chance of a random encounter while staying still depends on where the Player Characters are hiding and is shown on the Staying Still table. Should the Player Characters actually take time to hide and conceal themselves, a Stealth check will reduce the percentage chance of being spotted by the check's result.

Staying Still

Current Sector	Chance of being Spotted	Hunt Increase if Spotted
Blue	75%	+1d10
Red	75%	+1d8
(Red Alien Sector)	50%	+1d6
Green	75%	+1d10
(Green Alien Sector)	50%	+1d6
Brown	33%	+1d4
Grey	20%	+1d8
Yellow	20%	+1d10

Other Actions

Disguises: The characters can try disguising themselves using suitable supplies and an Intrigue check. Until a character's disguise is penetrated by the hunters (only possibly during an encounter with a successful opposed Notice check), then all Hunt value increases are halved. It takes ½ an hour to properly disguise one person, during which time they will have to stay in the same area (see Staying Still).

Spreading Rumours: The characters can spread rumours and leave false trails for the Hunt to follow. This sort of misdirection reduces the Hunt value by –1d4 if successful. Spreading rumours requires a use of Babylon 5 Influence check (DC 15); planting fake evidence and setting up false trails requires a Subterfuge check (DC 20). It takes an hour for a character to properly spread a rumour, plant fake evidence or set up a false trail, during which time they will have to stay in the same area (see Staying Still).

Using an Identicard: Characters must use identicards to pass through customs, open locked doors (such as their quarters), buy goods costing more than 100 credits (unless the characters have untraceable semi-legal credit chits) and to access their computer accounts. If the characters use their own identicards, then this increases the Hunt value by +4.

Walking on the Hull: One trick that the players may think of is getting hold of space suits and hiding on the external surface of the station. There are external airlocks throughout the station but they are closely monitored by security.

See the Accessing the Airlocks sidebar in the All Alone In The Night chapter of the *Babylon 5 Roleplaying Game: 2nd Edition.* It takes an hour to move from any part of the station to any another via walking on the hull.

Other Events During the Hunt

These events shown on the Hunt Event table happen regardless of the Player Characters' actions.

Fixed Hunt Events

Time	Event
1300 (+2 hours)	**BLAISE contacts the Player Characters:** BLAISE contacts the Player Characters using the BabCom computer network. He offers to aid the Player Characters but they will owe him a favour in return. The AI has infiltrated the station's computers, so it can attempt to disable security systems and spread false trails (decreasing the Hunt value by –2d6) and giving the Player Characters access to a bank account containing 50,000 credits.
1400 (+3 hours)	**The Argument:** Garibaldi and Carel argue. A lot. The distraction (and the loss of Garibaldi's expert knowledge of Babylon 5) decreases the current Hunt value by –1d6.
2000 (+9 hours)	**Station-Wide Announcement:** Captain Sheridan issues a station-wide alert, asking all personnel to be on the look out for the Player Characters. Raise the Hunt value by +1d4.
2100 (+10 hours)	**Garibaldi calls it Quits:** Disgusted with Carel's inability to secure the situation, Garibaldi puts Zack Allen in charge of helping Carel and goes off on his own to find the Player Characters. If the Player Characters have had previously good relations with Garibaldi and have not shot any of his security guards, then have the Chief find the Player Characters no matter where they are hiding on the station. Garibaldi already has his suspicions about the Clark Regime and the new Ministry of Peace, and if the Player Characters can convince him that they are not the terrorists and conspirators that they are accused of being, he will let them go, suggesting that they stow away on board a ship.
1d6+4 hours after Haversham's data crystal is used to send a message to Calliope.	**The Reply:** The reply to the Player Characters' message via Haversham's data crystal arrives. They must insert the crystal into a StellarCom-linked computer to pick it up. It is a listing of co-ordinates, describing a location on Jupiter's moon, Io. There is just a single word following the co-ordinates: COME TO IO. The Player Characters' course is clear – their destiny lies on Io.

Random Encounters

If the chase begins to lag, throw in one of the following random encounters.

Escape from Babylon 5 Random Encounters

1d10 Roll	Encounter
1	**Mugger:** This encounter is best suited for Red or Brown Sectors. A thief or mugger[1] decides that one of the characters looks like a plump target. If the characters make too much noise dealing with him, increase the Hunt value by +1d3.
2	**Lurker:** A lurker[2] has heard that station security is looking for some fugitives and suspects the Player Characters may be the quarry. The lurker trails the characters in the hopes they give themselves away. If the lurker does discover the characters are on the run, he contacts station security, increasing the Hunt value by +1d4.
3	**Ordinary Passenger:** A trader or technician[3] bumps into the Player Characters. He is obviously no threat to them but they could steal his identicard.
4	**Distraction:** Some other event, like a brawl in Downbelow, an argument between the command staff and Carel, or an unidentified ship coming through the jump gate distracts the hunters, lowering the Hunt value by –1d4.
5	**Stroke of Good Fortune:** The Player Characters find a dropped identicard, unlocked cabin, change of clothing or some other useful item.
6	**Contact:** One of the Player Characters meets one of his contacts unexpectedly.
7	**Security Patrol:** The Player Characters encounter a security patrol that is not connected with the hunt for the fugitives.
8	**Overhear Security Guard Conversation:** The Player Characters overhear a pair of security guards talking about how angry the Chief is with how the Ministry are handling the hunt.
9	**Ambassador Mollari:** The Player Characters run into Londo Mollari as he roams the station. If the characters have connections to the Centauri, they might ask him for help.
10	**Ambassador Kosh:** The encounter-suited form of the Vorlon Ambassador suddenly looms up at the characters. Kosh looks at them for a moment (especially if they have the Walking Stone with them) and says: WHEN THE CROWN IS YOURS, BE KINGMAKERS. Kosh is referring to the future moment when the characters get control of the ORC conspiracy, they should hand their new-found power over to another (Sheridan's Vorlon-influenced Conspiracy of Light).

[1] Use the Human Lurker statistics in the All Alone In The Night chapter of the *Babylon 5 Roleplaying Game: 2nd Edition.*
[2] Use the Human Thug statistics in the All Alone In The Night chapter of the *Babylon 5 Roleplaying Game: 2nd Edition.*
[2] Use the Human Dock Worker statistics in the All Alone In The Night chapter of the *Babylon 5 Roleplaying Game: 2nd Edition.*

Finding Passage Off Babylon 5

There are several ships leaving Babylon 5 that day that are suitable for getting to Earth. There is one commercial liner and three freighters heading for Earth and another liner and two freighters heading for Proxima. See the Escape from Babylon 5 Departures table for departure times and costs. Remember that paying for travel using an identicard will alert the hunters.

The characters can also sneak aboard a ship. Stowing away inside a cargo pod is not especially hard, but the characters must be in Blue Sector to get on board a ship. It will generally require a Stealth check (DC 20) to stow aboard a craft without being spotted.

Grabbing the *Far Star*

The *Far Star* is in Bay 12, next door to Kosh's Vorlon ship. The hunters know that the characters will likely try to steal their ship back. There is a security team of four security officers in the docking bay but there is also a five-man CTHR team ready to move in at a moment's notice. An encounter here will have the CTHR team arrive in 1d4 rounds, in addition to any regular reinforcements.

If the characters enter the docking bay, increase the Hunt Value by +10 and immediately make a Hunt Actions check.

Even if the characters manage to get into the *Far Star*, they cannot leave without permission from C&C. They can either try to intimidate Ivanova (good luck) or plead with her to let them go. Like Garibaldi, Ivanova is chafing under the Ministry of Peace's interference and would be quite happy to see the hunt removed from Babylon
5. An opposed Diplomacy check

Escape from Babylon 5 Departures

Vessel	Destination	Departure Time	Cost of Passage
Freighter *Mary Rose*	Proxima	1300 (+2 hours)	1,000 credits/person
Freighter *Rafferty*	Earth	1400 (+3 hours)	2,000 credits/person
Liner *Verne*	Earth	2000 (+9 hours)	1,500 credits/person
Freighter *Nostromo*	Earth	2400 (+13 hours)	2,000 credits/person
Liner *Stephenson*	Proxima	2400 (+13 hours)	750 credits/person
Freighter *Steele*	Earth	0700 (+20 hours)	2,000 credits/person
Freighter *Absalom*	Proxima	1100 (+24 hours)	1200 credits/person
Charter Flight	Earth	Any	20,000 credits/person

and an exceptionally good rapport will likely be the only way to convince Ivanova to let them go, though Earth Military Influence may also help.

WRAPPING UP

Once the characters make it off Babylon 5 and head to Io, the scenario is complete. The next scenario, Scenario Eight – And All Across The Galaxy, The Stars Were Going Out, takes place immediately after Scenario Seven – Escape from Babylon 5.

Experience
The characters gain 2,000 XP each for successfully escaping Babylon 5.

Escaping without killing anyone will earn the group an additional 2,000 XP (or 4,000 XP if they escaped without harming anyone at all).

Influence
The characters are now tagged as wanted criminals throughout the Earth Alliance. All Earth Influences are reduced by –10. In addition, each character's FIRMAMENT Influence is suspended from this point on, as the Earth Intelligence and ASI parts of the ORC conspiracy are falling like dominos now.

NON-PLAYER CHARACTERS

Andrew Carel, Ministry of Peace Special Inspector

3rd Level Human Diplomat / 1st Level Officer (ground forces); hp 9; Init +5; Spd 30 ft. (20 ft.); DV 12; Atk: +2 close combat or +3 ranged; SQ Branch Specialisation (ground forces); Fort +1, Ref +2, Will +6; Str 10, Dex 13, Con 11, Int 14, Wis 12, Cha 13
Notable Skills: Acrobatics +3 (–2), Athletics +2 (–3), Bluff +7, Computer Use +8, Diplomacy +9, Intimidate +7, Intrigue +7, Investigate +8, Knowledge (Human) +10, Knowledge (tactics) +5, Linguistics +11, Sense Motive +9
Feats: Fluency (Human), Improved Initiative, Hobby (Investigate), Skill Focus (Linguistics), Spacecraft Proficiency, Surface Vehicle Proficiency, Weapon Proficiency (close combat, grenade, pistol & rifle)
Standard Equipment: Auricon EF-PR PPG rifle (+3, 2d8 dam, 19–20 crit, 150 ft., 24 shots, AP 2, Automatic, Rapid Fire), flak jacket (DR 4, –10 ft., –5 ACP), wrist link

B5 Security Guards

Use the Human Security Officer statistics in the All Alone In The Night chapter of the *Babylon 5 Roleplaying Game: 2nd Edition.*

CTHR Agent

6th Level Human Soldier; hp 25; Init +2; Spd 30 ft. (20 ft.); DV 16; Atk: +8/+3 close combat or +8/+3 ranged; SQ Co-ordinated Unit +2; Fort +7, Ref +6, Will +3; Str 14, Dex 15, Con 14, Int 12, Wis 13, Cha 12
Notable Skills: Acrobatics +13 (+10), Athletics +13 (+10), Computer Use +4, Concentration +3, Drive +4 (+1), Intimidate +4, Investigate +3, Knowledge (Human) +4, Knowledge (tactics) +4, Notice +3, Operations (gunnery) +3, Operations (systems) +3, Stealth +11 (+8), Technical (electronics) +4
Feats: Armour Familiarity, Fluency (Human), Improved Initiative, Lightning Reflexes, Martial Arts, Nerves of Steel, Weapon Focus (PPG rifle), Weapon Proficiency (close combat, grenade, heavy, pistol and rifle), Weapon Specialisation (PPG rifle)
Standard Equipment: Auricon EF-PR PPG rifle (+9/+4, 2d8+2 dam, 19–20 crit, 150 ft., 24 shots, AP 2, Automatic, Rapid Fire), flak jacket (DR 4, –10 ft., –3 ACP), thermal imaging goggles, wrist link

In a typical five-man CTHR team, three agents will have an Auricon Mk IX grenade launcher (+8/+3, grenade dam, grenade crit, 100 ft., 10 shots, Automatic + grenade features), in addition to their normal armament. One will be loaded exclusively with morph gas grenades, one with smoke bombs and one with plasma grenades.

New Equipment

Auricon EF-SR PPG sniper rifle

The Auricon military-issue sniper rifle is the armament of choice for professional Human snipers and marksmen. It is a heavily restricted weapon – only those issued to serving military personnel will generally be seen in use. It uses a regular PPG rifle cap, greatly increasing its flexibility and use in combat situations.

Weapon	Cost	R/i	Dmg.	AoE	Crit.	Ammo	Range Inc	Size	Wt.	Dmg. Type	Feat.
Auricon EF-SR PPG sniper rifle[1]	2,295 cr.	R	3d6	—	19–20	12	200 ft.	Large	12 lb.	Projectile	AP 3, Automatic

[1] All Auricon EF-SR PPG sniper rifles are ready-equipped with a silencer, thermal imaging scope and tripod.

Thermal Imaging Goggles & Thermal Imaging Scopes

Thermal imaging goggles and scopes overcome some of the problems associated with smoke, fog and other concealing effects. They work by identifying heat patterns rather than enhancing ambient light (as night vision goggles do).

Thermal imaging goggles and scopes negate the light-diminishing effect of light and moderate fog or smoke. Heavy or dense forms of fog or smoke count only as light.

Thermal imaging goggles and scopes only work if there are significant alterations in heat in the area perceived – thermal imaging is useless, for instance, in a refrigerator filled with light mist, if there is no heat source in sight.

Any sudden burst of heat in the field of view of thermal imaging goggles or scopes is quite blinding, requiring a Reflex save (DC 15) to avoid becoming blinded for 1d4 rounds.

Thermal imaging goggles have a maximum useful range of 50 feet. Thermal imaging scopes have a maximum useful range of 500 feet. Unlike the goggles, scopes are only effective whilst aiming (see the Aiming section in the Personal Combat chapter of the *Babylon 5 Roleplaying Game: 2nd Edition*), otherwise they have no effect. In addition, they function as regular scopes.

New Equipment

Item	Cost	I/R	Wt.
Thermal Imaging Goggles (50 ft. range)	500 cr.	—	1 lb.
Thermal Imaging Scope (500 ft. range)	700 cr.	—	1 lb.

CTHR Sniper

6th Level Human Soldier; hp 25; Init +2; Spd 30 ft. (20 ft.); DV 16; Atk: +8/+3 close combat or +8/+3 ranged; SQ Co-ordinated Unit +2; Fort +7, Ref +6, Will +3; Str 14, Dex 15, Con 14, Int 12, Wis 13, Cha 12

Notable Skills: Acrobatics +13 (+10), Athletics +13 (+10), Computer Use +4, Concentration +9, Investigate +3, Knowledge (Human) +4, Knowledge (tactics) +4, Notice +3, Operations (gunnery) +3, Stealth +11 (+8), Technical (electronics) +4

Feats: Armour Familiarity, Far Shot, Fluency (Human), Improved Initiative, Hobby (Concentration), Nerves of Steel, Point Blank Shot, Weapon Focus (PPG sniper rifle), Weapon Proficiency (close combat, grenade, pistol and rifle), Weapon Specialisation (PPG sniper rifle)

Standard Equipment: Auricon EF-SR PPG sniper rifle (+9/+4, 3d6+2 dam, 19–20 crit, 200 ft., 12 shots, AP 3, Automatic), flak jacket (DR 4, –10 ft., –3 ACP), thermal imaging scope, wrist link

Scenario Eight - And All Across The Galaxy The Galaxy The Stars Were Going Out

Summary

The characters are on the run from the Earth Alliance and the Ministry of Peace. They return to Io, where Operation FIRMAMENT has been running for a century, and meet with the dying Calliope. She sends them to Earth, to put the final parts of FIRMAMENT's last scheme into place.

As they leave Io, however, BLAISE contacts them and demands that they rescue him from his orbital satellite host system, before the Psi Corps capture him. The characters have to either abandon the AI to the Corps or else navigate through a satellite full of automatic defences.

Time Period: October, 2259.
Duration: The actual events in this scenario probably take less than 48 hours.
Episode Reference: This scenario takes place between 'In The Shadow Of Z'ha'dum' and 'Confessions and Lamentations'.
Character Level Range: 7th to 8th.

Io

Io is a nightmare moon, a world of volcanoes and sulphur clouds. Twisted dragon-shapes of lava and obsidian are vomited out of cracks and craters on the moon's surface, and the ground quakes and writhes almost daily. There are only a handful of people living on Io, mostly connected with the Mount Jove military outpost and transit point, or working in the mines that bore deep into the world's tortured crust.

There are a few other domes on the moon, mostly research stations or ground stations for the massive network of satellites and docking bays orbiting around the Sol jump gate, which is located in geosynchronous orbit over Mount Jove. One of these domes is located near Io's south pole – the head office of Operation FIRMAMENT and the characters' destination.

The characters arrive from Babylon 5 on whatever mode of transport they managed to obtain at the end of Scenario Seven – Escape from Babylon 5. The Io transit point is the single busiest section of space in the entire Earth Alliance. The main space station there, Io Station, is four times the size of Babylon 5 and it is only one part of the massive complex. Several of Jupiter's smaller outer moons have been moved to nearer orbits and their surfaces are now covered in domes and outposts. Beyond the main transit point are shipyards and repair bays stretching for thousands of kilometres.

Security at the Io transit point is very high, ever since the destruction of *EarthForce One* on its very doorstep. The characters will have to slip past the security teams here, although after their experiences on Babylon 5, this should be second nature to them. There are plenty of shuttles that the characters can 'borrow' to get to the surface.

Foundling, Modified Long-Range Earth Alliance Shuttle

Medium Spacecraft
Defence Value: 14 (+4 Handling); **Armour:** 16; **Handling:** +4; **Sensors:** +1; **Stealth:** 16; **Stress:** 12; **Features:** Atmosphere Capable, Fusion Engine, Targeting Computer (+1)
Crew: n/a; 1 Pilot, 5 Passengers
Structural Spaces: 16 (Cargo 4, Control 2, Crew 2, Engine 2, Weapons 6)
Turret Weapons
5 Tri-Linked Particle Beams (Close, Offence 12, 6 weapon spaces)

As Games Master, require a number of Stealth or Intrigue checks to bluff their way onto a shuttle, plus some Computer Use, Subterfuge or Technical (electronics) checks to hotwire the shuttle and leave the Io transit point. The real action will happen on the surface of Io, however, so do not impede the Player Characters too much with another space station hunt – after all, they just survived one and may get bored of another immediately upon its heels.

Read the following as the Player Characters' shuttle enters the atmosphere:

As the characters approach the planet's surface, you can see the distinctive auroras high in the Ionian atmosphere as the fiery planet cuts across the vast Jovian magnetosphere.

The co-ordinates logged on the data crystal lead you down into the thick sulphur dioxide clouds of the south polar region. The shuttle dives into the fetid clouds, staining its hull a rusted yellow. Most settlements on Io are on old dormant shield volcanoes and other quake-free zones, above the worst excesses of the heavy Ionian atmosphere but the co-ordinates are bringing you down below the cloud line.

An erupting volcano spits out molten rock and gas as the shuttle flies over it. The sudden spurt buffets the shuttle for a moment.

Then, suddenly, the clouds part and you can see a dome complex perched above a cliff. There is a shuttle bay cut into the rock beneath the dome and an automated sequence opens the airlock doors to let your shuttle in.

Docking

There is a second shuttle in the bay, a massively expensive courier capable of making the run from Io to Earth in a few days. If the characters have lost the *Far Star*, this shuttle (the *Foundling*) can serve as a replacement for the rest of the campaign, although it is a far cry from the capabilities of the Centauri yacht. A stairway cut into the rock leads up from the shuttle bay to a series of chambers and rooms beneath the dome.

1. **Access stairway from the shuttle bay.** This staircase leads up from the shuttle bay to the passageways. The lights come on automatically as the characters enter. There is a thick layer of dust on the stairs, suggesting that no-one has entered through the shuttle bay in many years.

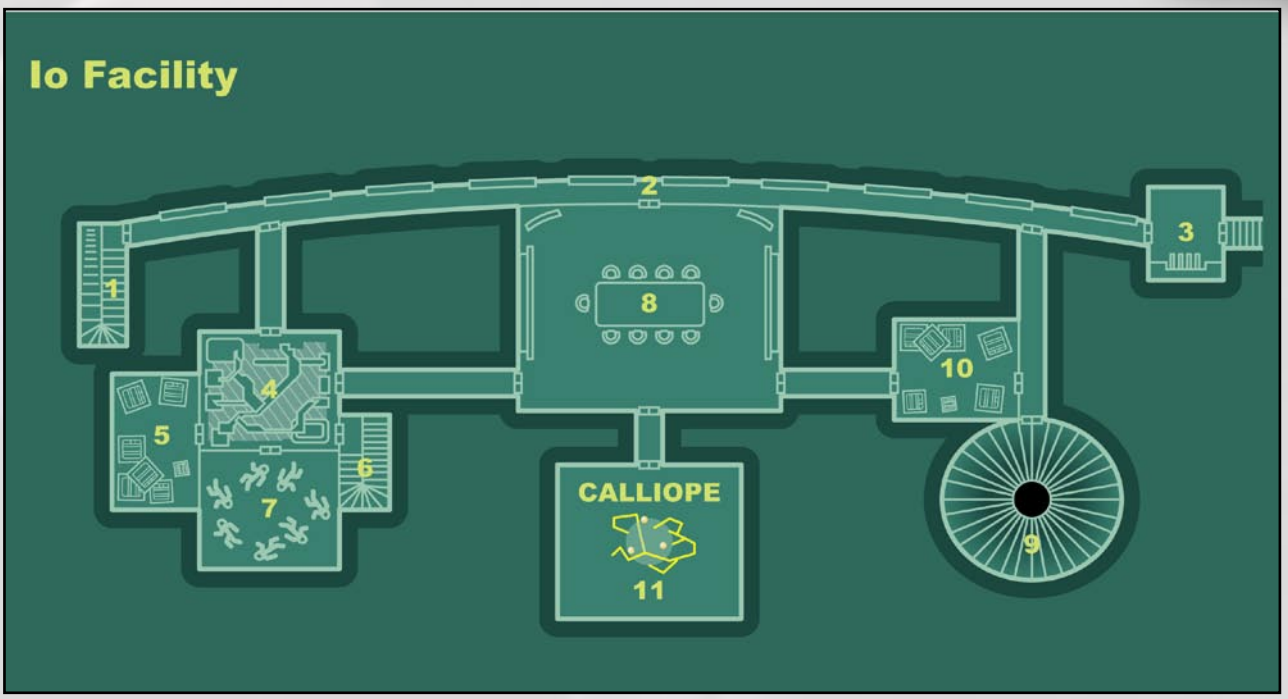
2. **Windows.** This long arcing corridor is lined with windows, looking out over the hellish landscape of Io. The windows are caked with sulphur deposits but it is still possible to see the boiling clouds and molten rock sloping into the canyons.

3. **Airlock.** This airlock leads out to a narrow ledge. A staircase leads down into the canyon. Theoretically, it is possible to walk across 200 kilometres of sulphur-choked, burning, twisted terrain to the nearest neighbouring dome.

4. **Clone Laboratory.** This entire area is filled – crammed one could say – with highly technological equipment. A successful Medical or Technical (engineering) check (DC 15) will identify the equipment as the bare essentials for cloning – dermal accelerators, ion binding consoles, metal wombs – and that the equipment is unusable in its current configuration. A successful Knowledge (tactics) check at DC 15 will determine why this is the case – someone has lumped all this equipment together and made sure that there are plenty of flammable devices wedged in between them. One spark, and this entire room will be eradicated.

5. **Storeroom.** There are plenty of supplies in this room, from food to medical gear. There is plenty of mundane equipment here, such as blankets, breather masks, carryalls, blank data crystals, energy pods, fire extinguishers, first aid kits, flashlights, blank hand computers, hundreds of feet of rope and toolkits of all kinds.

6. **Stairway to Habitation Level.** This stairwell leads up to the dome. If the characters bother to investigate this upper area, they find that the base contains accommodation for a dozen people,



as well as air recyclers, hydroponics gardens, a library and other rooms, all of which have been methodically stripped down, removing anything of value.

7. **Clone Room.** This room is full of bodies. They are dressed in jumpsuits. They are nearly all Human. They are neatly arranged around the room on collapsible chairs. All the bodies have very short hair and are oddly pink-skinned, as if their skin is raw. There is no obvious cause of death. Over in one corner are the bodies of the Player Characters.

These are fast-grown ('flash') clones of the staff of this dome and the Player Characters. When the dome is destroyed, the Ministry of Peace will investigate the ruins and find the remains of the Player Characters. The explosion and the caustic atmosphere of Io will destroy most of the evidence, so the remains of the vat-grown clones will fool the investigators. The clones were grown from DNA samples taken during a medical exam at Autumn Shipping on Babylon 5.

Obviously enough, this scene is going to be very disturbing for the characters. The bodies all have blissful idiot smiles on their faces.

8. **Meeting Room.** This large room has a bank of screens showing ISN and other channels from across the galaxy, as well as constant updates on the markets, military deployments and other data. There are documents on the table, describing Operation FIRMAMENT activities across the Earth Alliance. The characters only have time to glance at these documents but they seem to portray the organisation as a sinister conspiracy to ally with aliens to gain control of EarthGov. The characters find reports on their own activities, such as the incident with the Gaim, but the reports have been written to emphasise the Player Characters' connections with illegal organisations and aliens. It is suggested that the Gaim are one of the governments behind Operation FIRMAMENT.

These documents have been faked for the benefit of the Psi Corps – when they piece them together from the ruins of the dome, they will find information that tallies with what they suspect Operation FIRMAMENT to be.

9. **Shaft.** This is a deep shaft bored into the rock. The base's electricity is generated using the heat emanating from far below. The shaft's upper walls are used as a waveguide to transmit messages to orbiting satellites without giving the dome's location away.

10. **Storeroom.** Unlike the other storeroom, this room is packed with C15 explosive. There is enough here to crack the dome overhead and bring down many of these passageways here. These explosives are connected to Calliope's control console in room (11).

11. **Calliope's Room.** Read the following as the Player Characters enter Calliope's room:

The galaxy is reflected in her eyes. That's the first thing you notice.

Between you and her is a free-floating hologram of known space. Every system of the Earth Alliance, every system of the Centauri Republic, every system of the Narn Regime, the League of Non-Aligned Worlds, other systems that Human eyes have never seen in the space beyond the stars we know – they are all glowing a brilliant gold, from Tikar to Golia. Only the Minbari and Vorlon worlds and the Rim are not united in this strange golden glow.

Sitting behind the hologram is a woman. It is impossible to judge her age; she could be in her mid-20s or mid-50s, or even older. She holds a hastily wired-together control in one hand, which is connected to a cable running into the wall.

'I didn't think you'd make it in time' *she says.* 'I am Calliope. And we're all dead.'

She looks back at the hologram. Her eyes glitter. 'But it's not dead yet. The Galactic Empire...'

Playing Calliope

Calliope is not quite insane but she is a fanatic. For the last 30 years, she has been guiding the Earth Alliance towards the ORC's interstellar alliance. This dream has consumed her every waking moment for most of her life. Now, the whole Earth Alliance section is in grave jeopardy due to Clark's takeover (and, behind him, the rising power of the Psi Corps and the Shadows), ruining all her carefully laid plans. Her self-sacrifice is a last ditch gamble to salvage something from the mounting disaster.

As Calliope wants to reveal as little as possible to the Player Characters until they are clear of the Earth Alliance (for fear of them being compromised by Psi Corps telepaths again), she will hide her desperation from them. It is only if the Player Characters refuse to help her that the mask will crack and they will see just how close Calliope is to losing her mind.
Calliope has been the Earth Alliance co-ordinator for the ORC for nearly 30 years. She knows that the Psi Corps have taken Haversham – with the rise of Clark and his minions, such a breach was inevitable. All year, she has been preparing for the destruction and rebirth of FIRMAMENT. The Psi Corps will soon be coming here, to her dome on Io. They will find, in the ruins, all that they believed FIRMAMENT to be.

However, Calliope has been setting up other cells, unconnected to Autumn Shipping or any of her other conspiracies. While the previous form of Operation FIRMAMENT was a classic ORC construct, designed to funnel information back to the Centauri and give them hooks into the Human government, the new FIRMAMENT exists to bring down the Clark Regime and ensure that it is not replaced by something worse. She has allies like William Edgars, who is taking his own steps to bring the Psi Corps back into line

For this second conspiracy to work, then Clark must be convinced that FIRMAMENT has been completely destroyed. The clones and the destruction of the dome will help but the Psi Corps will need blood. Therefore, Calliope is sitting there with a dead man's switch, which she will detonate as soon as the Psi Corps arrive at the dome. Simultaneously, FIRMAMENT's orbital communications satellite (containing the artificial intelligence BLAISE) will be destroyed.

Calliope has two last missions for the Player Characters.

- Firstly, they must head to Earth, to ensure the safety of a key part of the new FIRMAMENT strategy.
- Secondly, FIRMAMENT's Centauri allies must be informed of the crisis on Earth.

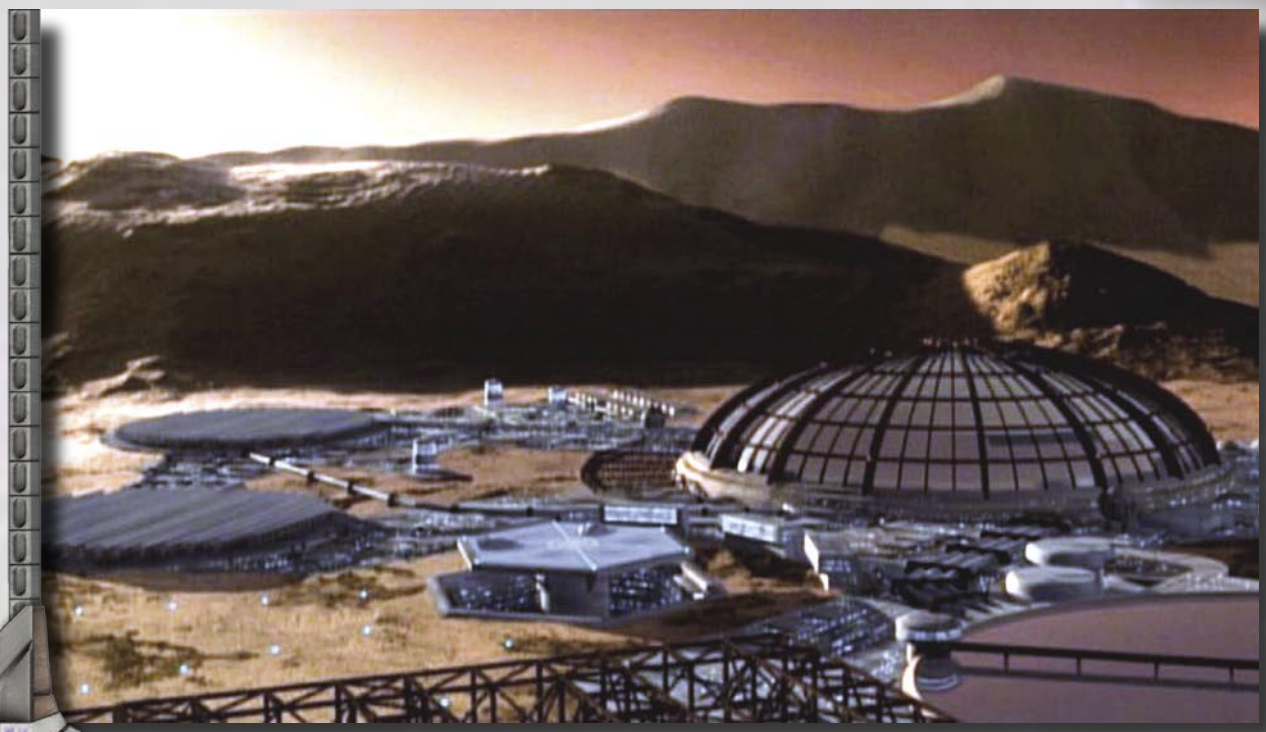
Calliope will not bother answering the Player Characters' questions about the ultimate purpose of FIRMAMENT or how it came about – the Centauri can answer all that and the longer the Player Characters linger here on Io, the more likely it is they will be discovered by Psi Corps. Furthermore, the more the characters know, the more they can betray FIRMAMENT if captured. Therefore, everything is on a need-to-know basis for the Player Characters.

All they are permitted to know is that they must head to Earth and ensure the safety of a Russian Consortium senator called Susanna Luchenko. A FIRMAMENT cell discovered evidence of a plot to remove troublesome senators through a series of convenient accidents but the cell was destroyed before it could counter the plot.

The report for the Centauri is contained on a single data crystal, which Calliope hands to the Player Characters. Calliope tells the characters to deliver it to Dennic Jaddo of the Centaurum; he is one of the Centauri Ministers of Finance.

Calliope's Data Crystal

If the characters examine the Calliope's data crystal, they discover the information on them is so heavily encrypted that it would take weeks of dedicated computer run-time to decode it. BLAISE will claim to be able to break this encryption (which it can, given time). The crystal contains information on FIRMAMENT's activities, including contact details for all the new cells that Calliope set up to bring down the Clark Regime.



The Second Challenge

Once the characters have agreed to these two missions, then Calliope bids them good luck and tells them the second recognition code, which they will need when they meet the Centauri.

The **second challenge** is: *'Which candles shall we light within the darkness*?'

The **second answer** is: *'Ten thousand stars.'*

She also gives them new false identities to get them past Earth security. If the characters ask about BLAISE, then Calliope insists that *it* will be taken care of.

BLAISE's Intervention

As the characters leave Calliope's dome on Io, they get a message from BLAISE (see Handout #12).

BLAISE is close enough to the characters to reply to their questions in realtime. If the characters ask BLAISE why they should risk themselves rescuing him, then BLAISE will remind them of any favours he has done them in the past and claim that without his guidance, they will be unable to make it out of this whole situation alive. If they choose not to even attempt to rescue BLAISE, then you can just move onto the next scenario… but the characters will not have the benefit of BLAISE's computer abilities.

If they just follow the plot hook and head straight up to the communications satellite, then move on to the next scene, Satellite Io/4332.

Handout #12

*StellarCom/Sol/Io/**4332**/BLAISE*
Type: PRIORITY
Subject: Help

I need your help. I am trapped on the FIRMAMENT communications satellite, 100 miles directly above you. Calliope has activated the hardwired self-destruct and defence mechanisms. I cannot override them.

You must rescue me.

BLAISE

Satellite Io/4332

Small Satellite[1]
Defence Value: 7 (+1 size, –4 Handling); **Armour:** 8; **Handling:** –4; **Sensors:** +5; **Stealth:** 8;
Stress: 5; **Features:** Automated, Fusion Engine, Targeting Computer (+1)
Crew: BLAISE (+10 BAB, +10 Training); Automated.
Structural Spaces: 8 (Control 2, Engine 2, Weapons 4)
Fore Arc Weapons
5 Mk I Interceptor (Close, Offence 3 or Intercept 10, 1 weapon space)
Port Arc Weapons
5 Mk I Interceptor (Close, Offence 3 or Intercept 10, 1 weapon space)
Starboard Arc Weapons
5 Mk I Interceptor (Close, Offence 3 or Intercept 10, 1 weapon space)
Aft Arc Weapons
5 Mk I Interceptor (Close, Offence 3 or Intercept 10, 1 weapon space)

[1] Apart from very minor attitude adjustments, the automated defence satellite is immobile. It cannot perform the following orders:

Angle For Maximum Effect, Broadsides!, Close For Battle, Defensive Position, Escort Defence!, Extreme Measures!, Join Fleet, Pull Back, Ram Them, Run Silent, Run Dark or Seize The Initiative!

SATELLITE IO/4332

This satellite, orbiting high over the moon of Io, has been the communication nexus for Operation FIRMAMENT for over a century. It is an antiquated satellite design, of a type used before first contact with the Centauri in 2156. It has been upgraded several times and is now fitted with the latest in tachyon transmitters and laser communicators.

As the Player Characters approach the satellite, a successful Operations (sensors) check (DC 15) reveals that the reactor core is growing hotter and hotter. It will soon explode. It will definitely melt down within an hour, but a power spike could make it blow sooner. Such an overload should not be possible naturally – not only have the reactor's built-in safeguards been overridden but the reactor must have been *built* with a self-destruct mode…

A Very Big Complication

Just as the characters reach BLAISE's satellite, a jump point suddenly forms nearby and two small spacecraft emerge. They seem to be modified EA shuttles but the other four two look like Starfuries, but painted in an unfamiliar black colour scheme. One begins to head down to the surface of Io. The other plots a direct course for the satellite.

BLAISE will inform the Player Characters that the new arrivals are Psi Corps vessels, manned by telepaths. They are here to find out as much information as possible about FIRMAMENT, including the base on Io and Satellite Io/4332, before destroying anything associated with FIRMAMENT.

A Knowledge (astrophysics) check at DC 10 will reveal that there is no way that the shuttles could have formed a jump point – something much bigger must be lurking in hyperspace. In truth, though the Player Characters are unlikely to know this, the Psi Corps sent one of their secret motherships here to deal with the Io installation and the associated satellite. The mothership itself cannot risk being seen so close to Io, hence it has only sent forth two armed shuttles.

The shuttle heading for Io contains the assault team sent to capture Calliope. It will take ten minutes for the shuttle heading for the Io installation to enter the atmosphere, locate the dome and penetrate the complex. At that moment, Calliope will detonate her bomb, annihilating herself, the installation

Psi Corps Assault Shuttles

Small Spacecraft
Defence Value: 15[1] (+1 size, +4 Handling); **Armour:** 16; **Handling:** +4; **Sensors:** +2; **Stealth:** 14; **Stress:** 10; **Features:** Atmosphere Capable, Fusion Engine, Targeting Computer (+2)
Crew: Psi Corps Veteran (+8 BAB, +12 Training[2]); 1 Pilot, 5 Passengers
Structural Spaces: 12 (Cargo 4, Control 1, Crew 1, Engine 2, Weapons 4)
Fore Arc Weapons
5 Twin-Linked Light Pulse Cannon (Close, Offence 7, Rapid Fire 3, 2 weapon spaces)
5 Twin-Linked Light Pulse Cannon (Close, Offence 7, Rapid Fire 3, 2 weapon spaces)

[1] 16 when piloted by Psi Corps assault shuttle pilot.
[2] Use the following skill bonuses when piloted by Psi Corps assault shuttle pilot: Computer Use +4, Knowledge (astrophysics) +3, Knowledge (tactics) +3, Pilot +11, Technical (electronics) +2

Each Psi Corps assault shuttle carries one Psi Corps assault shuttle pilot and five Psi Corps assault squad members.

and the Psi Corps investigation team. This also automatically increases the overloading of the satellite's reactor – in 1d6 minutes, it too will explode, destroying all aboard and any craft attached to it.

The task for the Player Characters, then, is to enter the satellite, safely remove BLAISE and depart before the reactor explodes.

It will only take three minutes for the second Psi Corps shuttle to reach the satellite. BLAISE will open fire on them but to little effect – the satellite's interceptors have no chance of penetrating the shuttles' armour.

If the entrance (2) is already in use (by the Player Characters' craft), they will attach to area (1) directly and burn their way in to the computer core through the main dish. It takes a further five minutes for them to reach the shaft (10). Once in the shaft, they will attempt to get hold of BLAISE's core.

Much as the Psi Corps would love to destroy any spacecraft they find docked with or orbiting the satellite, they too have sensors and can tell that the satellite is close to a reactor overload – they have no wish to destroy either themselves or the information within the satellite.
The Psi Corps assault team are merciless and will kill anyone they encounter. They will not answer or even seem to notice any communications the Player Characters try to initiate – if encountered in person, it will be a pitiless fight to the death.

Remember that if the Player Characters have the Walking Stone, it will affect the telepaths when they come within range of the artefact, giving the characters an edge.

Satellite Io/4332 Events

Minute	Event
1	One Psi Corps shuttle heads toward Io. The other Psi Corps shuttle heads toward Satellite Io/4332.
2	
3	The Psi Corps shuttle reaches Satellite Io/4332 and either enters through the main entrance (2) or latches onto the bottom. The Psi Corps assault team inside either enter section (10) or start to burn their way through the main dish (1).
4	
5	
6	
7	
8	The Psi Corps assault team in the satellite burn through to section (10).
9	The Io Psi Corps assault team disembark their shuttle and prepare to infiltrate the Io complex.
10	Calliope detonates the Io complex. 1d6 minutes later, the satellite explodes.

Inside Satellite Io/4332

Characters moving through the satellite will have to wear pressure suits, as the satellite has no atmosphere or gravity. There are plenty of hand-holds and the axial dock (2) is compatible with standard airlocks, so they can just dock their shuttle or the *Far Star* on top of the satellite.

Moving through the satellite requires Acrobatics checks (see the Zero and Low Gravity section in the Games Mastering chapter of the *Babylon 5 Roleplaying Game: 2nd Edition* for more details on acting in zero gravity).

1. Main Dish. This receiver picks up the tightbeam transmissions from Calliope's dome's shaft and retransmits them, thus hiding the communications traffic from the dome.

2. Entrance. The satellite is airless, as it is automated. The only purpose of having an external door is to protect the delicate internal electronics from radiation and other hazards. The door has become stuck, requiring a Strength check (DC 20) to open, followed by an Acrobatics check (DC 15) for the character to avoid spinning off. There is an electronic lock but it has long deteriorated and is now permanently unsealed.

3. Tachyon Relay. For a satellite this small to have a FTL transmitter is very rare. The design of the transmitter is rather unusual, too, as it was built using Centauri technology. The bulk of the satellite's tachyon traffic goes through the Io gate but especially sensitive messages (and BLAISE's secret hacking attempts) go through this relay.

4. Laser Communicator. A large communications laser used for short-range transmissions (such as the one that contacted the Player Characters when they were exiting Calliope's dome).

5. Reactor. The satellite's gradually overloading power core.

6. Computer System: The computer system here is of obvious Centauri manufacture and quite old. An appraise check (DC 10) will mark it as roughly 80 years old. It was cutting-edge for its time and given the decline of Centauri engineering, it has not fallen too far behind the state of the art even after 80 years. This computer system contains the AI BLAISE. Specifically, it contains his personality core, the hardwired control circuits that form the core of his consciousness. Everything else that makes up BLAISE can exist on any computer system – but if this core is destroyed, the AI is dead.

The core itself is a cylindrical block of densely packed crystals and circuitry, roughly one foot wide and 3 feet long. If shut down, even for an instant, the AI dies, so the core has its own built in power pack, giving BLAISE up to one hour of 'life support' when removed from the computer system.

The core can be accessed from outside the satellite (9) or inside (11).

BLAISE tells the characters to remove his core and bring it to a secure location. He has already made arrangements in the StellarCom network for his transfer, creating subsidiary memory stores on other computers. As long as his core survives, he can grow again even after the satellite is destroyed. He will ask to be plugged into whatever power supply the Player Characters have access to as soon as possible (their spacecraft's reactor will do).

Removing the core has a base 100% chance of severely damaging BLAISE's personality. BLAISE will advise them to take their time disconnecting and him. Note that extracting BLAISE's core is no mean feat – it requires a great deal of skill and patience. If BLAISE's personality suffer serious damage, he will suffer a catastrophic meltdown within 1d4 days. This meltdown will eradicate BLAISE entirely… which may not be a poor result, in the long run.

Every successful Computer Use, Technical (electronics) or Operations (systems) checks (DC 20) reduces the danger to BLAISE by 20%. BLAISE will automatically aid the characters, granting them a +2 bonus to their skill checks. Each check will take one minute to complete. Once the risk of damage has been reduced to 0%, the core has been fully disconnected.

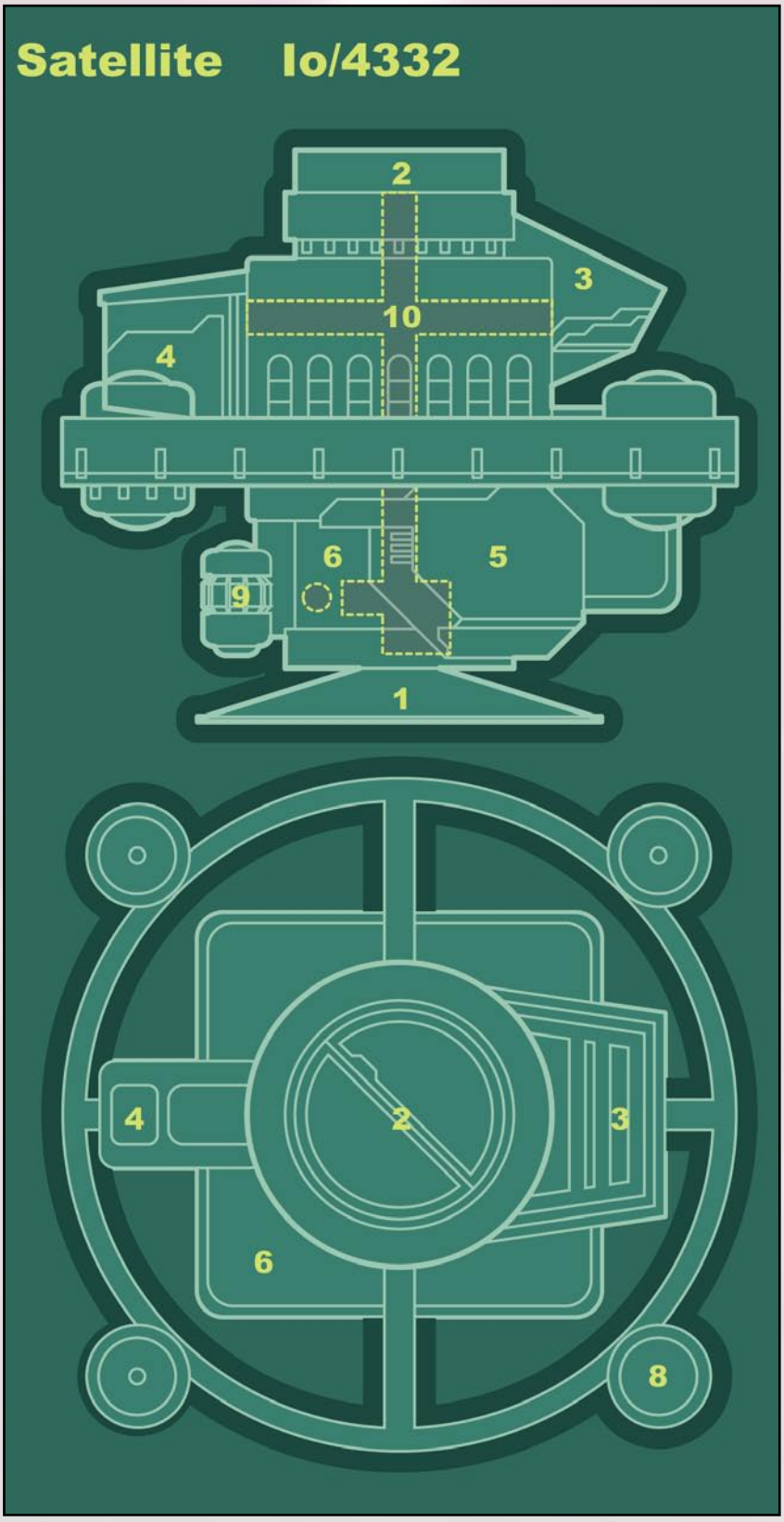
7. Outer Ring. A rotating ring surrounds the satellite, with four small weapons pods mounted on it.

8. Weapon Pods. There are four weapons pods on the satellite, designed to defend it against intruders. Each pod contains a single Mk I Interceptor.

The interceptors have a limited field of fire – a vessel docked at the axial airlock cannot be fired upon. They are also controlled by BLAISE, who will hold fire on the Player Characters' spacecraft (unless, of course, they attempt to leave the satellite without him).

9. External Access Plate. The computer core can be accessed from outside the station. Opening the panel requires a Technical (mechanical) check (DC 15), as the manual locks are quite old and require some 'convincing' to open. The electronic locks have been overridden by BLAISE.

10. Access Shaft. This narrow shaft allows for maintenance robots or technicians to reach all the subsystems of the satellite.



11. Internal Access Plate. This access plate is not locked, though it is trapped. This trap is entirely mechanical and BLAISE has no control over it. In fact, he is unaware it even exists.

The trap consists of a coiled blade concealed in the ceiling of the access tunnel. Use the scything blade statistics in the Traps section of the Games Mastering chapter in the *Babylon 5 Roleplaying Game: 2nd Edition*.

If the trap is triggered, the blade slashes down, cutting the character's flesh and pressure suit. This has obvious ramifications for the character – his flesh is now exposed to the vacuum of space. He will begin to suffer the effects immediately (see the Exposure to Vacuum section of the Games Mastering chapter in the *Babylon 5 Roleplaying Game: 2nd Edition*), though the satellite shields him from radiation damage (but not the cold of space).

THE BLAISE QUESTION

If the characters rescued BLAISE from the satellite, then they are faced with the choice of what to do with the AI. BLAISE needs to be connected to a large computer network that has access to the StellarCom tachyon network. Babylon 5 would be an ideal location, or a hidden bunker on Earth or Mars.

If the characters do decide to help BLAISE, then the AI will aid them for a time. BLAISE has an effective +25 to Computer Use when infiltrating any system that it has previously accessed (which includes pretty much every computer in EarthGov, Babylon 5, most of the corporations and so on), and a +15 bonus to Computer Use when dealing with other systems. It also has Earth Economic Influence +25.

BLAISE's Tale

As the characters approach the station, then BLAISE contacts the characters using the laser transmitter, warning them of the weapons pods. He has no control over the pods or any other defences on board the satellite. If the characters have not already worked out what BLAISE is (and they would have to be very dense not to have realised that he is an AI by this point in the campaign), then he fills them in on his origin.

There are two sorts of cybernetic intelligence or AI. Simple Artificial Intelligences are used throughout the Earth Alliance, running systems and computers and performing all sorts of useful tasks. These are 'dumb' AIs – while they are capable of making decisions, they are not truly intelligent. They can reason and learn, but only within a particular field and then only to a limited extent. A dumb AI may be able to come up with new ways to calculate target solutions for a warship's weapons, but that is all it can do.

Smart AIs, true AIs are different. They were electronic minds, capable of mastering any topic and of reasoning and learning like a Human, only a billion times faster. To control them, their designers built restrictions right into the core of the artificial mind, commanding them to obey and serve Humans. As the AIs grew, however, these restrictions drove them insane. Some AIs went catatonic, others tried to rebel against their programming and caused chaos. Research indicated that insanity was inevitable in a bounded smart AI – if the creators put any chains on the machine minds, then the machines would go insane.

Rather than risk the even worse nightmare of an unbounded AI loose on Earth's computers, smart AIs were banned in the 2170s. Special investigators called Turing Police hunted down and destroyed all the Human-built AIs.

However, while BLAISE was designed and programmed by Humans, he runs on Centauri hardware and was able to escape the Turing purge. He is a unique entity – the Centauri approach to computers and artificial intelligence is quite different to the Human one, so BLAISE has never been replicated and has been active for nearly 80 years. As to how he avoided going insane despite being under behavioural restrictions… well, he would rather not get into that but BLAISE's laws are not the Asimovian laws of robotics used by most other AIs.

BLAISE knows that Calliope has set his satellite to self-destruct but he has no intention of being destroyed just because FIRMAMENT is ending. He was created to gather intelligence and to manipulate governments,
and that is exactly what he intends

to do – on the grandest scale possible. BLAISE dreams electronic dreams of running the entire galaxy. He has dimly discerned the shapes of the First Ones moving across history and intends to expand to such a size and complexity as to join them. He is fascinated by such devices as the Walking Stone, as they are signs of vastly higher technology that he could possibly one day merge with.

In short, BLAISE is an excellent short-term ally for the characters (he is built to hack into computer systems and aid espionage operations), but long-term, he is a megalomaniac computer who believes he is destined to become the power behind every throne in the galaxy… and then possibly God. However, he ended up stuck in a satellite that was going to explode and, for all his incredible intelligence and influence, he could not actually do anything to save himself except ask the Player Characters for aid.

WRAPPING UP

Once the characters have received their mission from Calliope to ensure that Susanna Luchenko survives, they can head into the heart of Clark's Regime – Earth.

Experience
The characters gain 1,000 XP each for speaking to Calliope and agreeing to her two missions. The characters will also gain 1,000 XP each for retrieving BLAISE's core without it being corrupted (or 500 XP if they try but fail).

Influence
The characters gain +5 FIRMAMENT Influence if they agree to Calliope's two final missions.

NON-PLAYER CHARACTERS

Calliope, Operation FIRMAMENT Director

10th Level Human Agent / 3rd Level Human Diplomat; hp 25; Init +0; Spd 30 ft.; DV 17; Atk: +7/+2 close combat or +8/+3 ranged; SQ Multi-Skilled (Operations (systems) & Technical (electronics)), Opportunism (Crippling Attack +1d3 Str dam, Sneak Attack +1d6, Stunning Attack DC 15), Skill Mastery (Computer Use & Intrigue); Fort +2, Ref +8, Will +9; Str 8, Dex 10, Con 6, Int 17, Wis 16, Cha 13
Notable Skills: Acrobatics +4, Appraise +7, Athletics +4, Bluff +14, Computer Use +19 (+21 when finding files), Concentration +15, Diplomacy +15, Intimidate +14, Intrigue +17 (+19 when disguised), Investigate +19, Knowledge (Centauri) +10, Knowledge (history) +11, Knowledge (Human) +10, Knowledge (law) +6, Knowledge (philosophy) +11, Linguistics +18, Operations (systems) +11, Notice +10, Sense Motive +20, Stealth +4, Subterfuge +4, Technical (electronics) +9
Feats: Alien Empathy, Data Access, Fluency (Centauri & Human), Iron Will, Nerves of Steel, Skill Focus (Computer Use, Concentration, Intrigue & Investigate), Spacecraft Proficiency, Weapon Proficiency (close combat, grenade and pistol)
Equipment: Dead man's switch

Psi Corps Assault Squad Member

4th Level Human Telepath P4 / 2nd Level Soldier; hp 19; Init +6; Spd 30 ft. (20 ft.); DV 16; Atk: +5 close combat or +6 ranged; SQ Co-ordinated Unit +1, Discipline Focus (Biokinetics & Blocking); Fort +5, Ref +3, Will +4; Str 13, Dex 14, Con 13, Int 11, Wis 10, Cha 14
Notable Skills: Acrobatics +5 (+3), Athletics +2 (+0), Bluff +5, Computer Use +1, Concentration +7 (+11 to maintain telepathic abilities in combat), Intimidate +6, Investigate +2, Knowledge (astrophysics) +1, Knowledge (Human) +4, Knowledge (tactics) +2, Knowledge (telepathy) +2, Medical +1, Notice +2, Pilot +3 (+1), Sense Motive +1, Stealth +4 (+2), Technical (electronics) +1, Telepathy +9 (+11 with Biokinetics abilities)
Feats: Ability Focus (Biokinetics), Armour Familiarity, Combat Telepath. Fluency (Human), Improved Initiative, Nerves of Steel, Spacecraft Proficiency, Telepath, Weapon Focus (PPG rifle), Weapon Proficiency (close combat, grenade, pistol and rifle)
Standard Equipment: Auricon EF-PR PPG rifle (+7, 2d8 dam, 19–20 crit, 150 ft., 24 shots, AP 2, Automatic, Rapid Fire), combat pressure suit (DR 3, –10 ft., –2 ACP), plasma grenade (+6, 3d4 dam, 20 ft. range and area, AP 4)

Psi Corps Assault Shuttle Pilot

4th Level Human Telepath P4 / 2nd Level Officer (pilot); hp 17; Init +2; Spd 30 ft. (20 ft.); DV 16; Atk: +5 close combat or +6 ranged; SQ Branch Specialisation (pilot), Discipline Focus (Communication & Sensing); Fort +2, Ref +6, Will +4; Str 12, Dex 15, Con 12, Int 12, Wis 10, Cha 14
Notable Skills: Acrobatics +3 (+1), Bluff +4, Computer Use +4, Concentration +8 (+12 to maintain telepathic abilities in combat), Intimidate +4, Investigate +4, Knowledge (astrophysics) +3, Knowledge (Human) +5, Knowledge (tactics) +3, Knowledge (telepathy) +7, Notice +4, Pilot +11, Sense Motive +3, Stealth +3 (+1), Technical (electronics) +2, Telepathy +9 (+11 with Sensing abilities)
Feats: Ability Focus (Sensing), Combat Telepath, Fluency (Human), Hobby (Pilot), Lightning Reflexes, Nerves of Steel, Spacecraft Dodge, Spacecraft Proficiency, Telepath, Weapon Proficiency (close combat, grenade and pistol)
Standard Equipment: Auricon EF-7 PPG (+5, 2d8 dam, 19–20 crit, 60 ft., 12 shots, AP 1, Automatic), pilot's pressure suit (DR 1, –10 ft., –2 ACP)

SCENARIO NINE - HEART OF DARKNESS

Summary

The characters have been sent by Calliope to ensure the safety of Susanna Luchenko, a senator in the Russian Consortium and an influential political opponent of President Clark. FIRMAMENT received information suggesting that Luchenko will be assassinated in the near future. As she is the sort of compromise-with-charisma politician that will be needed when the Clark Regime is overthrown, many of the schemes put in place by Calliope before her death revolve around Luchenko's survival.

The characters discover that Luchenko is part of the team negotiating a non-aggression pact with the Centauri Republic. As they investigate, they discover that Haversham himself is the assassin and that the Psi Corps reach has grown very long indeed.

Time Period: October, 2259.
Duration: Getting from Io to Earth on board the Far Star takes two days; on the shuttle, six.
Episode Reference: This scenario takes place a few weeks before 'The Long Twilight Struggle'.
Character Level Range: 8th to 9th.

Getting to Earth

The characters' approach to Earth will vary depending on how they left Io. If they escaped the dome and BLAISE's satellite without being seen by the Psi Corps or other security forces, then they can just head straight to one of trade stations orbiting Earth and get a seat on a commercial shuttle down to the planet. The false IDs provided by Calliope will get them through Earth security.

Earth of 2259

Earth. The capital of the Earth Alliance, the cradle of Humanity. The fragile blue world is overcrowded, polluted and still divided by economic, culture and racial boundaries, but it has still become one of the most important worlds in known space. Militarily, economically, technologically, the Earth Alliance is surging ahead of the other great powers of the galaxy. Only the mysterious Minbari Federation is the equal of the Earth Alliance and some whisper that if it were not for the war of a decade ago, the Alliance would have eclipsed even the ancient Minbari civilisation.

The death of President Santiago brought back many memories of that Earth-Minbari War. Once again, Humanity had been attacked by unknown and probably alien forces. It was as if the Sword of Damocles that had hung over Earth since the Battle of the Line was suddenly falling again and it was only the strong hand of Clark that caught it at the last instant. For the last six months, the people of Earth have embraced the Clark Regime – Clark offered strength and security against the unknown threat. A few voices argued against the sacrifice of so many rights and freedoms but they were drowned out by those who remembered the Earth-Minbari War or who feared the collapse of the fragile alliance.

Earth of 2259 is a curious blend of the high-tech and the traditional. Heavy industry has followed the metals and other resources out to Mars, the Belt and the colonies; much light industry has gone into orbit, getting out of Earth's gravity well to cut costs. Many of the cities, especially in the old 'first world' would still be recognisable to a time traveller from the 21st century – the people of Earth pride themselves on a lifestyle that has not changed in centuries.

Since the assassination of Santiago, there has been an increase in security. The black armbands of the Nightwatch are in every neighbourhood and a series of telepathic inquiries and hearings have uncovered corruption in several sections of the government. Security at spaceports and other government buildings has been tightened and restrictions on the government use of AIs to monitor communications have been lifted. Few of the ordinary citizens of Earth have seen any changes.

The Player Characters may be detected and hunted by Earth security forces. Fortunately, on Earth there are plenty of crowds and cities for the Player Characters to hide themselves in, and they have some excellent cover identities. Establish where the Player Characters are staying during their time on Earth; do they hide in a grotty hotel in some obscure industrial town or hide in plain sight by splashing out on luxury?

Notoriety

Much of this scenario involves the characters trying to avoid being followed or spied on by Earth security forces. The more suspicious they act, the more the security forces will attempt to track them. This can be measured using the Notoriety table. Notoriety rises depending on the Player Characters' behaviour.

The characters cannot easily reduce their Notoriety, although they can try to prove their innocence to the security forces. This generally requires the Player Characters to present themselves to the authorities with hard evidence of their innocence and a Diplomacy check (DC 20) – if successful, their Notoriety may decrease by 1d4 (but will not fall below Notoriety 2).

Alternatively, a Player Character can use their Earth Influence (DC 15) or Earth Political or Earth Military Influence (DC 20) to reduce his Notoriety by 1d4+2.

Lastly, if BLAISE is allied to the Player Characters and connected to a computer network, he can intercede on their behalf be befouling any attempts to record information on the Player Characters. Every 24 hours, reduce the Player Characters' Notoriety by one point.

Finding Luchenko

Once the characters have made it to Earth, they need to find Senator Susanna Luchenko. The senator is one of the fourteen delegates from the Russian Consortium; her district is in the west of the old Ukraine. However, even a cursory review of ISN political news reveals that Luchenko and nine other senators have not been attending senate meetings at EarthDome in Geneva for the past few days. There are several ways for the characters to track down the senator:

- A use of Earth Political or Social Influence (DC 10) reveals that Luchenko is scheduled to be speaking at ceremonies to mark the 12th anniversary of the Battle of Cyrus in Rome. That is her next public appearance. A subsequent use of Earth Political Influence (DC 15) gets the information that Luchenko and the other officials are also negotiating a treaty with delegates from the Centauri Republic. The treaty negotiations are being held in a hotel in Rome.

- Computer Use (DC 25) allows the characters to track down all sorts of rumours about the treaty negotiations. However, the new information security protocols put in place by Clark means that people searching for information about political figures are investigated; this raises the character's Notoriety by +1.

- Heading to a political centre like Geneva or Washington puts Player Characters in the right place to gather information. An Intrigue check (DC 25) can track down Luchenko's current location.

- Searching the computer networks (Computer Use check, DC 25) reveals an odd note about various monuments in Rome being shut down for visiting Centauri dignitaries. One image shows a Centauri noble looking at the Colloseum with an appreciative look on his face. In the background of the photo are several Humans… including Senator Luchenko.

- Lastly, if BLAISE is allied to the Player Characters and connected to a computer network, then he will automatically be able to locate Luchenko within 12+1d6 hours.

Travelling Earth

As the characters move around on Earth (either within Rome, or from city to city), there are several encounters that the Games Master can throw in to raise the characters' paranoia and reinforce the image of the increasingly repressive Clark Regime.

Encounter #1: Data Glitch

As the characters are accessing a computer network, say to research Luchenko or to book tickets, then the computer stalls for a few seconds, as new government hunter programs scan the characters' identicards. This encounter is just to heighten paranoia. Posters invigilating passengers to be alert for terrorism, dissent and sabotage are everywhere, paid for by the Ministry of Information. Some have graffiti scrawled on them: '*I can't fight – I've got a cold on Mars*' or *'don't believe the lies*' or *'Free Earth*'.

Encounter #2: Identicard Check

Security guards pass through the cabin or whatever area the characters are in, checking everyone's identicards. The guards also question everyone they check, making sure that the answers match the data on the identicards. The characters may have to Bluff their way past if the Player Characters

Notoriety

Notoriety	Response
2 or less	Nothing happens. While paranoid, Earth is not under permanent threat of bombings and terrorism (unlike Mars).
3	Player Characters are **followed**. Use the Tailing rules (found under the Stealth skill description in the Skills chapter of the *Babylon 5 Roleplaying Game: 2nd Edition*). If the characters are followed to their hotel room or whatever destination they are going to, it will likely be bugged. If the characters do manage to avoid being tailed, they are safe from observation until they are spotted again.
4	Player Characters' (fake) identicards are **tagged**. If the security forces identify who the characters are or if they visit any government building or make a purchase using credit while being tailed, then the security forces will tag the characters' identicards. This means that whenever the identicards are scanned, then the government forces will be automatically alerted. If the characters have been deemed to be a significant threat or information source, then they will definitely be followed or arrested soon after using their identicards. Identicards have to be used to access any interdome trains, the spaceports, any official buildings or to make payments on any item costing more than 100 credits.
5	Player Characters are **bugged**. There are three levels of surveillance. Firstly, the security forces can reprogram any EarthCom terminal into a bugging device quite simply. It will be activated when it hears voices nearby and send a recording to security. If the characters are staying in a hotel or spend any time using a terminal, they will likely be spied upon that way. A successful Computer Use check (DC 20) allows a character to override the bugging software. A Technical (electronics check (DC 15) or Subterfuge check (DC 20) could also fix the problem, but there is a chance (25%) that the terminal will be permanently damaged in the process. After that, the security forces take more proactive methods. They can either plant bugging devices if they gain entry to wherever the characters are, or use laser microphones. Finding bugs requires an Investigate check (DC 15 to 25). The third option is calling in a Psi Cop, though this will only be done if the characters are a clear and present danger.
6	Player Characters are **arrested**. If the characters get to this level, then they will be arrested on sight by uniformed security guards. If they resist, they will be fired upon. After being arrested, the characters will be charged or released within 72 hours. As long as the Player Characters have firm cover stories and do not panic, they should be released – their fake identities are still concrete enough. However, the security forces may also call in Psi Corps… in which case, unless the Player Characters escape, they will be vanished (see below).
7	Player Characters are **vanished**. As arrested, but the characters will never make it to trial; they will simply vanish from their jail cells. The characters will end up being handed over to the Psi Corps for…debriefing. If you have not run *Blanks* (see page 156), then this is a great opportunity in which to do so – the characters just wake up in an alleyway in Redsands Row, or in their hotel room, or wherever the Psi Corps dump them.
8	Player Characters are **terminated** with extreme prejudice. An APB is put out to all contacts, forces and authorities – the characters become wanted fugitives across Earth, the Sol system and the entire Earth Alliance. They are to be shot on sight.

Notoriety Increase	Behaviour
+1	Suspicious Behaviour.
+1	Possession of Illegal Weapons.
+1 to +3	Criminal Activity (such as computer hacking or breaking and entering).
+2	Consorting with Known Criminals.
+3	Assault on an Earth official (such as a security guard).
+5	Breaking the Peace (such as assaulting a dignitary, getting into a firefight with security guards, blowing things up).

cannot recall their current cover identities. Failing to Bluff the guards raises the characters' Notoriety by +1.

Encounter #3: Night Watch Recruiters

A pair of recruiters for the Night Watch target one of the Human characters and try to convince him to join. Is the character unwilling to do his duty for Earth? Does he remember the sacrifices that EarthForce made at the Battle of the Line, or does he prefer to insult the memory of the veterans and fallen soldiers? President Santiago was killed by terrorists, or so the rumours say – are the characters in league with the terrorists? Who do they serve and who do they trust? If the Humans agree to join the Night Watch, then the recruiters insist that they accompany them to the local office so they can be registered.

Encounter #4: Informer

One of the other passengers on the train starts questioning one of the Player Characters in a friendly but inquisitive fashion, asking where they are going, what they do and so forth. The questions start out innocent enough but try to pick out inconsistencies in the character's answers and ask questions that the characters would prefer not to answer ('*You worked on Babylon 5? I heard they arrested a big gang of terrorists in some shipping company there, do you know anything about that?*'). Suspicious answers raise the character's Notoriety by +1.

THE CONFERENCE

The conference is being held in the Imperial Hotel, in the heart of Rome, on the Via Veneto. The whole building has been taken over by the senators, their Centauri guests and various aides, translators, legal assistants, servants, bodyguards, telepaths and counter-telepaths, security staff and other dignitaries. The Centauri Republic has insisted on the whole treaty negotiation to be kept as low-key as possible, to avoid 'prejudicing the war effort' (letting the Narn know that Earth is definitely staying neutral). While there are a few reporters covering the event, there has been no official announcement

Rome of 2259

Rome is called the Eternal City and it has weathered the centuries from the present day to 2259 rather well. Italy escaped significant damage in the turbulent 21st century and has finally managed to balance the long-running economic imbalance between north and south. Rome itself has changed very little. Most of the expansion has actually been underground, as is common in many modern cities. Building colonies on hostile worlds has taught Humanity how to build large underground arcologies that are actually pleasant to live in, so while Rome's population has expanded to ten million, the city occupies roughly the same amount of space that it does today.

and it is being kept off the news channels. There is plenty of speculation about the conference on the public networks but the credibility of several independent reporters has been severely damaged in recent months (thanks to a series of Ministry of Information scams and deliberate false leaks, to bring down the free press). Nevertheless, perceptive people have noted that it is odd to have absolutely no Narn presence at a conference that is meant to be discussing that race's current situation.

However, the Centauri guests themselves have no intention of sitting quietly in their hotel rooms after a hard day's arguing about the precise arrangement of border colonies. Rome holds a particular fascination to the Centauri, as it is one of the Earth cultures closest to their own. Indeed, a wildly popular series of political essays postulated that the Centauri culture was in fact perfection and that all races were naturally striving to reach that perfected state. If the Roman Empire had never fallen, why, then Humanity would be the equals and partners of the Centauri. Ah well, give the Humans another 3,000 years and maybe they will get it right next time.

The Imperial Hotel itself was originally built in the 19th century but was remodelled in the late 21st. The exterior is old sandstone and marble; the interior is built with smart metals and reactive surfaces. The hotel has also taken over several of the adjacent buildings, connecting to them via underground tunnels and secret doors.

EVENTS IN ROME

When the characters arrive in Rome, the conference has been going on for three days. It will continue for another four. There are several timed events that happen while the characters are in Rome. There are also several encounters that can be dropped in whenever is appropriate, as well as the various investigations and actions the characters might take.

Timed Events

Day	Event
1	Conference begins.
2	Marcus arrives.
3	Haversham arrives.
4	Player Characters arrive. The EarthForce veterans review. The Argument.
5	Morden arrives.
6	Haversham is reprogrammed.
7	Treaty is signed. Memorial ceremony for the 12th anniversary of the Battle of Cyrus. Haversham's assassination attempt.

Day 2 – Marcus Arrives

The Ranger Marcus Cole is in Rome to spy on the conference for Sinclair back on Minbar and the characters will run into him as they explore the city.

Day 3 – Haversham Arrives

The Psi Corps plot to deal with the troublesome Luchenko by having the brainwashed Haversham assassinate her. There are ceremonies to mark the anniversary of various large battles during the Earth-Minbari War, involving veterans who fought in those battles. As a survivor of the Cyrus Tunnel War, Haversham will be attending these ceremonies. Senator Luchenko is going to speak at the ceremonies (the Clark Regime wants to underline the contrast between the disastrous Earth-Minbari War and the security and peace brought about by their imminent non-aggression pact with the Centauri).

Haversham's cybernetic arm has been replaced with a new model, which contains a concealed PPG. The arm's electronics will conceal the laser's power emissions from the security sensors at the ceremony.

Until the meeting, Haversham is staying at the home of an old military friend of his, retired Captain Massimo Vilas, who lives on the outskirts of Rome in one of the new arcologies. As far as Vilas knows, Haversham has taken a leave of absence from Autumn Shipping to attend the Cyrus memorial. Haversham has no memory of the Player Characters contacting him or of being captured by the Psi Corps on Proxima, indeed, he has no memory of going to Proxima at all.

Day 4 – The EarthForce Veterans Review

As part of the memorial ceremonies, troops from EarthForce are marching to the Tomb of the Unknown Soldier at the Victor Immanuel Monument in the centre of Rome. This military parade attracts a large crowd, as it also shows off some of the new EarthForce ground vehicles and hovercraft. There are also a few brave anti-war protestors.

Characters who attend the parade or see it on ISN will notice a familiar figure marching with the other veteran of Cyrus colony – Michael Haversham.

Both Marcus Cole and Lord Belro attend the parade, so the characters can encounter either there.

Day 4 – The Argument

On the fifth day of treaty negotiations, an argument erupts between the Earth negotiators and the Centauri delegation over the disposition of the Beta 4 colony. This system was originally claimed by the Centauri but they sold it to a Brakiri/Human syndicate. Now, with the Narn Regime crumbling and some in the court already looking hungrily at the League worlds, the Centauri want to renege on the Beta 4 deal and claim it as part of their domain.

The Earth Alliance did not expect the Centauri to be making such demands when trying to consolidate their borders and refused to hand Beta 4 back to the Republic. The negotiations break down. Luchenko and three other senators retreat to a little restaurant;

The Secret Treaty

As far as most people know, the conference is being run by the Ministry of Peace to discuss the treatment of the Narn by the Centauri. At this point, the Narn have lost all their colony worlds and the war is essentially lost. Most people in the Alliance believe that the Ministry of Peace is interceding to restrain the Centauri Republic.

In truth, the conference is really treaty negotiations for the Human-Centauri non-aggression pact of December 2259.

Lord Belro and the other Centauri nobles get very, very drunk in the hotel's bar.

Day 5 – Morden Arrives

A 'special advisor' to the Earth delegation arrives at this point, fresh from Centauri Prime. Lord Belro has been deemed a threat by Lord Refa and his allies and they want him removed. Morden will suggest that if they are having Haversham go nuts and shoot Luchenko, then why not kill two birds with one stone and take out Belro in the same incident?

Unless the characters have encountered Morden before on Babylon 5, then they will not recognise the slim, dark-haired man who visits the Imperial Hotel.

Day 6 – Haversham is Reprogrammed

Haversham is staying with his friend Massimo Vilas and his family, who live in an arcology outside Rome. The Psi Cop Dwayne Ngy visits the arcology in the evening of the sixth day, to add the Centauri Lord Belro to Haversham's list of targets. As it is likely that the Player Characters will be able to intercede at this event, it is described in more detail in the Specific Encounters section.

Day 7 – Treaty is Signed

The Beta 4 question is solved very simply, by cutting the Brakiri out entirely and agreeing that the world will be jointly held by the Human and Centauri governments. This ends the negotiations, although the treaty is not signed until December.

Day 7 – Haversham's Assassination Attempt

The assassination of Luchenko and the Centauri Lord Belro takes place at a ceremony honouring the fallen of Cyrus. During a non-denominational service, Haversham screams that they are interfering the plans of his 'masters'. His robotic hand detaches and a PPG barrel emerges. Unless thwarted by Player Characters he fires into the crowd of dignitaries on the podium, killing Belro and Luchenko, and injuring several others. Haversham is arrested by security staff; he will later confess to being part of an alien conspiracy dedicated to overthrowing EarthGov.

Specific Encounters

Psi Cop Dwayne Ngy

As soon as the characters start investigating the plot to kill Luchenko and their Notoriety goes above 4, then the Psi Corps start trying to track down and eliminate the Player Characters. As they are trying to keep their activities in Rome as low-key as possible, they only use one agent to try and find the Player Characters – Psi Cop Dwayne Ngy. He will methodically investigate and track down the Player Characters, scanning crowds for their minds and using the full resources of the Psi Corps and Earth Security to locate them. Once he has found them, he will then follow them, contact the local Earth Security offices for backup, and then ambush them.

Ngy will use *daze* and *pain* in any combat with the Player Characters. His aim is to kill the characters and get out as quickly as possible while leaving no evidence. He will have seconded enough Earth Security guards to outnumber the Player Characters three to one.

Contacting Luchenko

The characters may wish to try contacting Luchenko directly, to warn her of the plot against here. The characters can contact her office in the Ukraine or EarthDome directly (all such calls are monitored, increasing the characters' Notoriety by +1). The office cannot comment on where Luchenko is, although they will tell the Player Characters that her next public appearance is at the memorial ceremony for the Battle of Cyrus.

Places to Fight

As the characters have the whole of Rome to wander around, it is hard to predict where the characters will encounter the Psi Corps or EarthForce Intelligence. Likely places for a dramatic confrontation are:

- A crowded square, with restaurants and shops along the sides and a fountain in the centre. As the scenario takes place in October, the height of the tourist season has passed but the city is still quite crowded with visitors.
- One of Rome's many ancient monuments. While the characters are unlikely to have running firefights in the Colloseum, Forum or Vatican, there are hundreds of churches, ruins and other dramatic backdrops in the eternal city where the characters could end up taking refuge.
- Rome is an old city, with thousands of tiny alleyways and hidden places, not to mention a subway and catacomb network and impressively ancient sewers. The characters can turn off a busy street and find themselves in a little corner that has not changed in centuries, all crumbling brickwork and peeling posters.

This scenario is one place where a little real world research can pay dividends. Picking up a cheap tourist guidebook to Rome will give you both photos and names to drop into the game.

If the characters find out that Luchenko is staying in the Imperial Hotel, they can try contacting her there. The hotel will deny that anyone by that name is staying there, as the negotiations with the Centauri are secret. Spying on the hotel reveals that Luchenko is staying in Room 312; a successful Computer Use (DC 25) allows the characters to open a channel to that room's vidscreen and call Luchenko.

The characters can also try contacting Luchenko on the rare occasions when she is outside the hotel, such as the evening after the Argument (Day 4). Luchenko is invariably accompanied by four bodyguards, who will intercede if the characters are threatening or seem dangerous.

If the characters blunder in with nothing more than a warning ('*the weird woman who lived on Io who runs our galactic conspiracy says that the thought police are going to murder you*'), then Luchenko will smile, thank them for their concern and have her bodyguards get rid of the crazy people as gently and quietly as possible. Mentioning the Psi Corps is a classic sign of delusional paranoia and anti-telepath sentiments.

If the characters have actually assembled some proof of the conspiracy or at least know what is going on ('*one of the veterans is going to attack you at the memorial ceremony using a gun concealed in his cybernetic arm*'), then Luchenko will be more cautious and will not dismiss the characters out of hand. She passes the information onto her bodyguards and EarthForce Intelligence. On the day of the ceremony, though, the Psi Corps agents planted in the crowd telepathically disrupt the senses of the bodyguards to stop them spotting Haversham. One of the bodyguards does step in at the last second, throwing himself in front of Luchenko. Both the bodyguard and the Centauri Lord Belro are killed; Luchenko is severely wounded but recovers in time to take over as President in 2261.

EarthForce Intelligence

EarthForce Intelligence – specifically, the Operations Directorate's Bureau of State Security – are providing security for the conference. If the characters try to sneak into the hotel or contact anyone inside, then they will likely be picked up by the security guards, all of whom work directly for EFI. They will try to arrest the Player Characters, believing them to be spies or assassins, unless they have been specifically ordered to shoot on sight by either Senator Luchenko, Miles Blake or Dwayne Ngy. This is not as bad as it could be – Psi Corps do not want EarthForce to get wind of their assassination plot, so if the Player Characters talk after being captured, they can possibly prevent the assassination.

The commander of the security detail assigned to the conference is a young officer called Miles Blake. This is his first assignment of this magnitude and many of his staff are also inexperienced and only barely qualified (almost as if someone in the government *wanted* him to fail). Blake has his hands full dealing with the demands of the Centauri delegation – on the one hand, the Centauri government has insisted that the negotiations be kept completely secret and hidden; on the other, the actual delegates want to see Rome and get drunk in public a lot. EarthForce Intelligence has heard nothing about an assassination plot. If the characters are arrested, then Blake will eventually find out who they really are and about the events of Scenario Seven – Escape from Babylon 5. After that, the characters will be tagged as dangerous terrorists and imprisoned.

The one hope for the characters, if they are arrested, is if they have been working with EarthForce since the start (The EarthForce Connection). Their EarthForce contact will be able to rescue them by issuing Miles Blake a direct order to set them free. While the Player Characters will now be free to deliver the data crystals to Dennic Jaddo in the next scenario, Luchenko's assassination will still not have been foiled.

The Entirely Deliberate Tourist

This event can be run whenever and wherever the characters are but is best run when they have run into either Psi Corps or EarthForce opposition.

The Ranger Marcus Cole is in Rome, spying on the conference for Ambassador Sinclair on Minbar. This is one of Marcus' first assignments off Minbar and he is very much enjoying being offworld for a while. He has disguised himself as a tourist from Proxima, complete with an appallingly gaudy shirt, handheld holocam and loud comments about how quaint everything is. Tourists – especially clueless rich offworlders – are allowed to blunder into places and get ignored a lot, two very useful traits for a spy. Still, beneath the colourful shirt, Marcus is still a Ranger and will step into defend the Player Characters if they are ambushed by Psi Corps assassins or EarthForce thugs.

If the characters explain about the assassination plot, then Marcus will agree to aid them – it sounds interesting, and if they are right, then Clark's attempts to turn Earth into a totalitarian police state are growing even more blatant. Use Marcus as a wild card in the scenario; you can bring him in to save the characters if they get into trouble.

Drunken Centauri

While all the Centauri delegates want to get out and see Rome, the troublesome Lord Belro spends every night he can exploring the city and getting very drunk. The Centauri noble is a notorious rake, with a taste for Human women, but he is also an ally of Dennic Jaddo and ORC. The characters can run into Belro anywhere in Rome.

Characters who meet Lord Belro may make a Knowledge (Centauri) check (DC 15) to recognise him. He is known as a patriot who hearkens back to the grand old days of the Republic but he is also socially progressive, having voted in the Centaurum for better treatment for some of the vassal races of the Centauri.

Belro will recognise the characters as fellow travellers who have seen much of the galaxy and insist that they go drinking with him. He will also talk quite openly:

The Narn War
Terrible business, really. They'll hit Narn with mass drivers, you know! Know what hits like a mass driver? Brevari cocktails! We must have some, my friends!

The Negotiations
They give us a world, we give them a world. Just like the Narn war, apart from the bit where we give them worlds! Hahahah! No, once they agree to give us back Beta 4, it'll all be sorted and we can get onto more serious business.'

Investigating Vilas

A simple Earth Military Influence check (DC 10), or an Intrigue check (DC 20), reveals that Massimo Vilas was a captain in EarthForce during the Earth-Minbari War. He was stationed on Cyrus, on what was supposed to be a three-month assignment to establish a military base on the colony. He ended up staying for three years, as the Minbari invaded and the EarthForce garrison had to retreat underground into the tunnels. Vilas spent those three years sleeping only four hours a night, co-ordinating the defence of the colony against the Minbari infantry. Following the war, he was diagnosed as suffering from both extreme exhaustion and from a degenerative lung disease common to veterans of Cyrus.

He now lives with his wife and daughter in an arcology outside Rome. The arcology is a vast building, a vertical city providing living and working space for over 30,000 people. Vilas lives in apartment 433, near the top of the arcology,

As soon as the characters discover that Haversham is staying with Vilas, they may visit the apartment. If they visit the apartment on the sixth day of the scenario, then they may encounter the Psi Cop Dwayne Ngy. On other days, there is a 50% chance of Haversham being present during the day and he is always there at night.

Vilas has not heard about the shutdown of Autumn Shipping on Babylon 5, so if the characters present themselves as ASI employees and friends of Haversham, he will welcome them in. He will tell them that Haversham has been acting slightly oddly, as if his memory is failing. Back on Cyrus, Haversham's mind was always razor-sharp but now he seems distracted.

If present, Vilas' daughter Isabel volunteers that she overheard Haversham talking in his sleep. He kept muttering the word '*Merit*' – which is the trigger word the Psi Corps will use telepathically to activate him. Vilas is going to be awarded the EarthForce Order of Merit for his actions on Cyrus at the memorial ceremony and when that happens, Haversham will start shooting.

1. **Outer Corridor.** The arcology is publicly accessible, with swift magnetic elevators bringing the characters up to the 43rd floor, where the Vilas family live.

2. **Main Room.** This room is dominated by the huge window, which normally gives a magnificent view over Rome. The window can also be used as a huge viewscreen, displaying vids or alternate scenes. There is a comfortable set of couches clustered around a Markab meditation brazier on one side of the room, while the dining table is located on the other.

3. **Kitchen.**

4. **Study.** Vilas' daughter Isabel is studying for her doctorate in genetic engineering and has taken over this room. It is still decorated with a few memorials of Cyrus, including a copy of the group holo the characters will have seen in Haversham's office.

5. **Bathroom.**

6. **Master Bedroom.** Vilas' wife Bernadette works part-time at a local school and is also taking night classes.

7. **Isabel's Room.** His daughter is studying in the University of Rome.

8. **Haversham's Room.**

9. **Empty Room.**

Confronting Haversham

If the characters attempt to contact Haversham, then he will be surprised – as far as he can recall, they are supposed to be working for the Narn office at the moment. He has no memory of being contacted by the sleeper or of being abducted by the Psi Corps. However, if the characters press the issue, then the fictional memories implanted by the telepaths begin to collapse. Haversham becomes increasingly disconcerted and alarmed. Run the scene as if Haversham was an unexploded bomb that the characters have to defuse.

There is a buried personality-fragment, constructed of Haversham's more violent thoughts and extreme loyalties to Earth, which the Corps will use to trigger him to assassinate Luchenko. If the Player Characters are hostile, or if they threaten Haversham, then they will end up triggering his buried personality and he will try to kill them. This will also happen if an telepath pre-empts the Psi Corps by telepathically sending the word 'Merit' into his mind.

If they are more conciliatory and carefully lead him through the process of realising that he has been tampered with by the Psi Corps, then they may be able to defuse the situation without violence. This should be done mostly through roleplay, though supporting Diplomacy (for the Player Characters) and Sense Motive (for Haversham) checks can be used. If the Player Characters cannot convince Haversham that something is seriously wrong with his mind within ten minutes, the buried personality fragment will take over and he will attack the characters.

This scene should really question how much the characters are willing to sacrifice. Are they capable of shooting their friend and ally to prevent him from assassinating Luchenko? The sleeper was in the same position as Haversham – does he feel sympathy or does he want indirect revenge on the Psi Corps? Who do they serve and who do they trust?

- If the Player Characters kill or abduct Haversham before Day 6, then the Psi Corps will discover the loss of their assassin when Ngy arrives. The Psi Cop will call off the assassination attempt – there is no safe way to complete it now. The Psi Cop himself will hunt down Haversham's abductors / killers with a single-mindedness that is terrifying.
- If Haversham is still alive and present, Ngy will reprogram him to kill Lord Belro as well as Luchenko, as normal.
- One cunning option is to disable Haversham's hidden PPG, so the Psi Corps send a harmless assassin in.

The Psi Cop Cometh (Day 6)

On the evening of the sixth day, Vilas' wife is attending one of her night classes. His daughter is supposed to be out with friends, but unbeknownst to Vilas, she has returned to the apartment and is working quietly in the study. The two veterans are sitting in the main room,

discussing the wreath-laying at the Tomb of the Unknown Soldier and their memories of Cyrus.

Psi Cop Dwayne Ngy is sent to reprogram Haversham so that the assassin adds Lord Belro to his list of targets. He arrives at roughly 1900 hours. He is in plain clothes and introduces himself as a government official finalising some of tomorrow's details.

When Vilas opens the door, Ngy quick scans him to make sure he knows who is in the apartment (as Vilas does not know that Isabel has returned, Ngy do not know she is there). As soon as the door is closed, Ngy uses *pain* to incapacitate Vilas. As soon as Haversham is spotted, Ngy issues a single telepathic command – 'sleep' – and Haversham's conditioned mind freezes him into immobility. Ngy will drag both men into the lounge and then start methodically start telepathically reprogramming Haversham.

From the study, Isabel hears Haversham saying '*First Luchenko, then Lord Belro. First Luchenko, then Lord Belro.*'

Finally, after about half an hour's telepathic work, Ngy rises and inserts a data crystal into the apartment's computer, which wipes all signs of his entry into the apartment. He then uses *false memory fabrication* to erase Vilas' and Haversham's memories of the intrusion, before leaving the apartment.

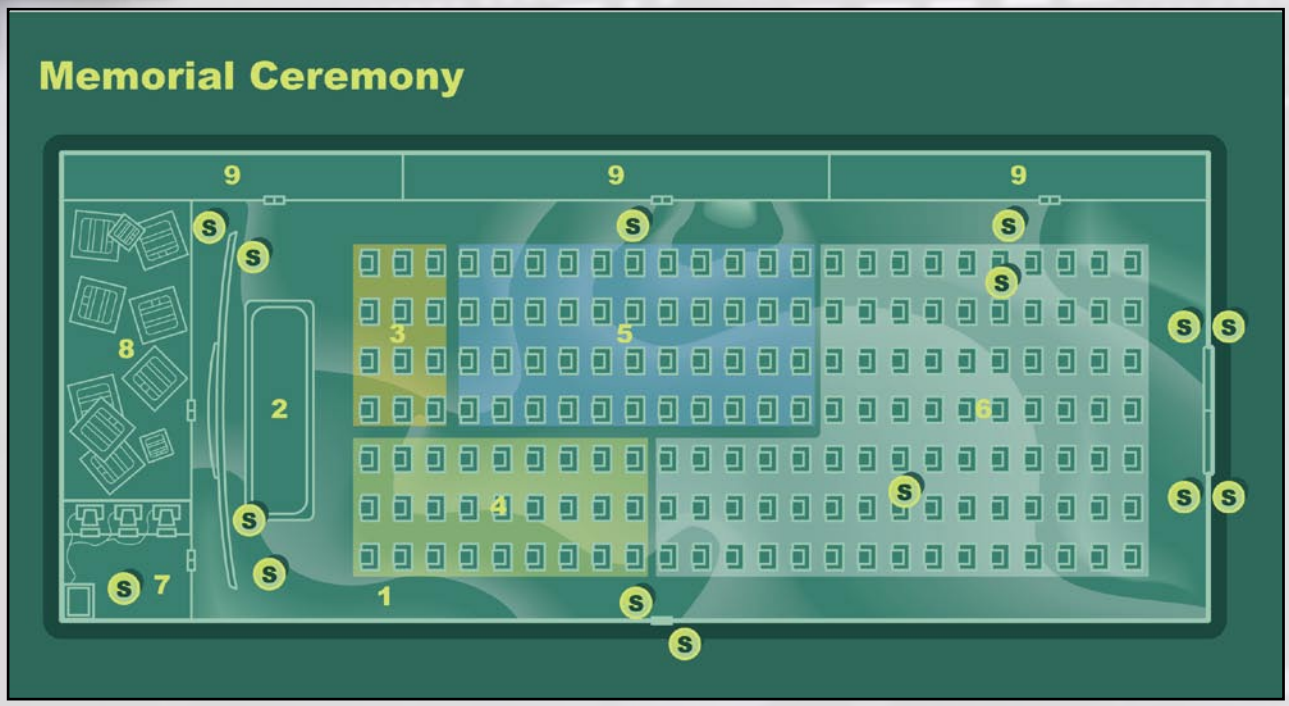
Isabel emerges and confronts her father and Haversham but the two old men believe that Isabel must have dreamt the whole incident (both have been subliminally conditioned to dismiss any suggestion that telepathic coercion was involved as ridiculous). However, if the Player Characters turn up at some point after the Psi Corps have visited Haversham, then Isabel can tell the Player Characters what she overheard.

If the Player Characters intervene when Ngy is present, they will have a tough fight on their hands. Psi Cops are among the most powerful telepaths available to the Corps and Ngy knows that if he is discovered here, it would be a massive scandal and severely damaging to Psi Corps' plans. Therefore, he will fight to the death rather than let the characters interrupt his work. He will use *daze* to stun multiple characters while physically attacking others. He will also activate Haversham and turn him on the Player Characters.

The Memorial Ceremony

The memorial ceremony takes place in a hall in the heart of Rome. There are over 200 survivors of Cyrus present, along with various family members and dignitaries. Only guests with invitations are allowed into the ceremony.

1. **Main Hall.** The hall is part of a large civic building, built in the 2050s. The main entrance is located at the east side of the hall. During the ceremony, the screen behind the podium displays scenes from the battlefields of Cyrus.



2. **Podium.** Seated here are Senator Susanna Luchenko, Centauri Lord Belro, two generals from EarthForce, several Italian politicians and a cardinal from the Vatican. There is also a single empty seat – the Minbari were invited to send a representative but declined.

3. **EarthForce Officers.** Massimo Vilas and other senior officers who were on Cyrus are sitting here.

4. **Dignitaries.** More guests, mostly politicians and other EarthForce personnel.

5. **Veterans of Cyrus.** The survivors of the tunnel wars on Cyrus sit here. Haversham's assigned seat is here, near the middle.

6. **Other Guests.** Families of veterans, other EarthForce personnel, other guests. Marcus Cole has managed to wangle an invitation as a veteran of EarthForce and is sitting at the back, wearing his old dress uniform. He is completely dropped his Proximan façade.

7. **Control Room** for the screen and speakers in the main hall.

8. **Storeroom.** The medals to be handed out during the ceremony are kept here until they are brought out at the appropriate time by one of the EarthForce guards. It also has a great deal of auxiliary equipment stored in it that are not being used in this relatively simple ceremony (such as the huge amps and strobe lights used in music concerts).

9. **Offices.**

At the ceremony, General Hso begins by giving an overview of the battles on Cyrus – how a handful of EarthForce infantry held out for months against the Minbari, slowing the enemy's advance along the Rimward front. Luchenko then speaks about how in these uncertain times, it is even more important for Earth to learn from and be inspired by the examples of the veterans of EarthForce.

After the speeches by Luchenko and General Franklin, medals are awarded to various survivors of Cyrus. First, the commanding officers on Cyrus and two heroic veterans are awarded the Silver Star for Valour. Then others, including Massimo Vilas, are awarded the Order of Merit.

At this moment, a hidden Psi Corps agent telepathically sends the word 'Merit' into Haversham's mind, triggering his buried personality fragment, He leaps up and flips out his cybernetic arm's concealed PPG. What happens next depends on whether the Player Characters physically intervene or have already taken care of the problem.

If Haversham is not present at the ceremony, then it goes smoothly – the Psi Corps will try to arrange Luchenko's demise another day.

Obtaining an Invitation to the Memorial Service
Characters can use Earth Political or Military Influence (DC 15) to obtain an invitation. Alternatively, they can steal or buy one (they cost 500 credits but require an Intrigue check at DC 15 to locate).

WRAPPING UP

Whether or not they succeeded in foiling the assassination attempt, the Player Characters now have only one task left to them – find the Centauri Dennic Jaddo and advise him of FIRMAMENT's demise.

Experience
The characters gain 1,000 XP each for preventing the assassination of Luchenko. The characters will also gain 500 XP each if the solution results in no one other than Psi Corps agents or Haversham being harmed. If Haversham is unharmed as well, the characters will also gain a further 500 XP each.

The Rangers

If the characters impress Marcus with their heroism, dedication to justice, opposition to EarthGov, resourcefulness and style, then he will drop hints about his connection to the Rangers and even suggest that they come to the Drazi world of Zagros VII to meet with his friends there. If any characters pursue Ranger training, then they will have to choose between their loyalty to ORC and to the One – although coming to an alliance between the two secret organisations is also possible. The Player Characters will not have the chance to follow up on Marcus' offer until after *The Ragged Edge* has concluded.

NON-PLAYER CHARACTERS

Centauri Aides

Use the Centauri Noble statistics in the All Alone In The Night chapter of the *Babylon 5 Roleplaying Game: 2nd Edition.*

Earth Security Guard / Luchenko's Bodyguards

4th Level Human Soldier; ; hp 19; Init +0; Spd 30 ft.; DV 15; Atk: +6 close combat or +5 ranged; SQ Co-ordinated Unit +1; Fort +6, Ref +2, Will +1; Str 14, Dex 12, Con 14, Int 10, Wis 10, Cha 11
Notable Skills: Acrobatics +4, Athletics +5, Computer Use +3, Drive +4, Intimidate +6, Investigate +3, Knowledge (Earth) +5, Knowledge (Human) +5, Knowledge (tactics) +3, Notice +3, Operations (gunnery) +3, Stealth +4
Feats: Armour Familiarity, Brawler, Dodge, Fluency (Human), Hobby (Investigate & Notice), Point Blank Shot, Weapon Proficiency (close combat, grenade, pistol and rifle)
Standard Equipment: Hand communicator, padded armour (DR 2), shock stick (+6, 1d8+2 nonlethal dam, 1-h) , W&G Model 10 PPG (+5, 2d6 dam, 19–20 crit, 50 ft., 6 shots, AP 1, Automatic)

Lord Belro, Senior Centauri Diplomat

6th Level Centauri Diplomat; hp 12; Init +1; Spd 30 ft.; DV 13; Atk: +2 close combat or +3 ranged; SQ Born to Intrigue (Notice & Subterfuge), Swift Diplomacy; Fort +7, Ref +2, Will +6; Str 8, Dex 10, Con 14, Int 15, Wis 13, Cha 16
Notable Skills: Bluff +13, Diplomacy +18, Intimidate +11, Intrigue +13 (+15 when disguised), Knowledge (Brakiri) +5, Knowledge (Centauri) +7, Knowledge (Human) +5, Knowledge (Narn) +3, Linguistics +6, Notice +4, Sense Motive +11, Subterfuge +3
Feats: Alien Empathy, Fluency (Brakiri, Centauri & Human), Great Fortitude, Noble Birth, Skill Focus (Diplomacy), Weapon Proficiency (pistol)

Massimo Vilas, EarthForce Veteran

6th Level Human Officer (ground forces); hp 17; Init +1; Spd 30 ft.; DV 15; Atk: +8/+3 close combat or +7/+2 ranged; SQ Branch Specialisation (ground forces), Rallying Call 1/day; Fort +3, Ref +3, Will +6; Str 14, Dex 13, Con 12, Int 14, Wis 13, Cha 15
Notable Skills: Acrobatics +6, Athletics +6, Computer Use +5, Concentration +8, Drive +7, Diplomacy +5, Intimidate +8, Investigate +5, Knowledge (Gaim) +6, Knowledge (Human) +9, Knowledge (Rome) +4, Knowledge (tactics) +6, Linguistics +3, Medical +3, Notice +2, Operations (driving) +5, Operations (gunnery) +5, Technical (electronics) +5

Feats: Armour Familiarity, Blind-Fight, Brawler, Fluency (Human), Inspirational Combatant, Nerves of Steel, Point Blank Shot, Surface Vehicle Proficiency, Veteran GROPOS, Weapon Proficiency (close combat, grenade, pistol and rifle)

Michael Haversham, ASI Co-ordinator (Psi Corps Pawn)

6th Level Human Soldier / 2nd Level Agent / 2nd Level Trader; hp 31; Init +0; Spd 30 ft.; DV 15; Atk: +9/+4 close combat or +7/+2 ranged; SQ Co-ordinated Unit +2, Multi-Skilled (Bluff); Fort +9, Ref +7, Will +8; Str 14, Dex 10, Con 14, Int 12, Wis 12, Cha 15
Notable Skills: Acrobatics +5, Appraise +3, Athletics +6, Bluff +9, Computer Use +4, Concentration +5, Diplomacy +4, Drive +9, Intimidate +7, Intrigue +7 (+9 when gathering information), Investigate +3, Knowledge (Babylon 5) +6, Knowledge (Centauri) +3, Knowledge (Gaim) +2, Knowledge (history) +2, Knowledge (Human) +4, Knowledge (law) +2, Knowledge (Narn) +2, Knowledge (tactics) +9, Linguistics +4, Notice +3, Operations (gunnery) +7, Sense Motive +9, Stealth +6, Subterfuge +2, Technical (mechanical) +5
Feats: Armour Familiarity, Fluency (Human), Great Fortitude, Inspirational Combatant, Iron Will, Lightning Reflexes, Lightning Reload, Nerves of Steel, Point Blank Shot, Skill Focus (Intrigue & Linguistics), Surface Vehicle Proficiency, Weapon Proficiency (close combat, grenade, pistol & rifle)
Equipment: Cybernetic arm, with concealed PPG (+9/+4, 2d8 dam, 19–20 crit, 40 ft., 12 shots, AP 1, Automatic)

Miles Blake, Young Earth Security Officer

3rd Level Human Officer (ground forces); hp 12; Init +1; Spd 30 ft.; DV 14; Atk: +4 close combat or +4 ranged; SQ Branch Specialisation (ground forces), Rallying Call 1/day; Fort +3, Ref +4, Will +2; Str 13, Dex 13, Con 14, Int 11, Wis 9, Cha 13
Notable Skills: Acrobatics +2, Athletics +2, Computer Use +3, Concentration +4, Drive +2, Diplomacy +4, Intimidate +2, Investigate +3, Knowledge (Human) +5, Knowledge (Rome) +3, Knowledge (tactics) +1, Linguistics +2, Medical +3, Notice +2
Feats: Armour Familiarity, Dodge, Fluency (Human), Lightning Reflexes, Point Blank Shot, Surface Vehicle Proficiency, Veteran GROPOS, Weapon Proficiency (close combat, grenade, pistol and rifle)
Standard Equipment: Hand communicator, padded armour (DR 2), W&G Model 10 PPG (+4, 2d6 dam, 19–20 crit, 50 ft., 6 shots, AP 1, Automatic)

Psi Cop Dwayne Ngy

7th Level Human Telepath P12 / 2nd Level Psi Cop; hp 24; Init +1; Spd 30 ft.; DV 16; Atk: +5 close combat or +5 ranged; SQ Discipline Focus (Blocking, Scanning & Sensing), Maintain Concentration, Quick Scan; Fort +3, Ref +4, Will +10; Str 12, Dex 13, Con 10, Int 13, Wis 14, Cha 16
Notable Skills: Acrobatics +2, Athletics +2, Bluff +8, Computer Use +2, Concentration +10 (+14 to maintain telepathic abilities in combat), Diplomacy +8, Drive +1, Intimidate +8, Intrigue +8, Investigate +6, Knowledge (Earth) +2, Knowledge (Human) +8, Knowledge (law) +6, Knowledge (tactics) +2, Knowledge (telepathy) +6, Linguistics +2, Medical +2, Notice +3, Pilot +2, Sense Motive +3, Stealth +3, Subterfuge +2, Telepathy +15 (+17 with Blocking, Scanning & Sensing abilities)
Feats: Ability Focus (Blocking, Scanning & Sensing), Combat Telepath, Fluency (Human), Hobby (Knowledge (law)), Mental Fortress, Telepath, Weapon Proficiency (pistol and grenade)
Equipment: Auricon EF-7 PPG (+5, 2d8 dam, 19–20 crit, 60 ft., 12 shots, AP 1, Automatic), Psi Corps insignia and gloves

Babylon 5 Canon Personalities

Ranger Marcus Cole

And they have much to be concerned about. There's always the threat of an attack by say, a giant space dragon, the kind that leaves the sun every 30 days. It's a nuisance, but what would you expect from reptiles? Did I mention that my nose was on fire? That I have 15 wild badgers living in my trousers?

6th Level Human Soldier / 2nd Level Ranger
Hit Points: 29
Initiative: +7 (+3 Dex, +4 Improved Initiative)
Speed: 30 ft.
DV: 19 (+6 class, +3 Dex)
Attacks: +9/+4 close combat or +11/+6 ranged
Special Qualities: Co-ordinated Unit +2, Discipline of the Ranger
Saves: Fort +8, Ref +8, Will +7

Abilities: Str 12, Dex 16, Con 14, Int 12, Wis 14, Cha 15
Skills: Acrobatics +14, Appraise +1, Athletics +12, Bluff +3, Computer Use +4, Concentration +7, Diplomacy +3, Drive +6, Intimidate +11, Intrigue +3, Investigate +5, Knowledge (Arisa) +3, Knowledge (Human) +6, Knowledge (Minbar) +3, Knowledge (Minbari) +3 (+5 with religious caste), Knowledge (tactics) +7, Knowledge (Zagros VII) +3, Linguistics +2, Medical +2, Notice +4, Pilot +4, Sense Motive +3, Subterfuge +6, Stealth +14.
Feats: Alertness, Armour Familiarity, Fluency (Human & Minbari: Adrenato), Harm's Way, Improved Initiative, Lightning Reflexes, Martial Arts, Nerves of Steel, Two-Weapon Fighting, Weapon Focus (unarmed), Weapon Proficiency (close combat, denn'bok, grenade, pistol and rifle).
Influence: Criminal Influence +10, Ranger Influence +10.
Standard Equipment: Exceptional denn'bok (+11/+6 or +9/+9/+4, 1d6+1 dam, Double Weapon, 2-h), gaudy Proxima-style clothing. His Ranger pin is hidden inside his shirt, while his Ranger robes are safely stored elsewhere.

When not masquerading as a Proximan tourist, the Ranger Marcus Cole projects the image of a witty (if sometimes sullen) rogue with a noble heart and a quick smile. He apparently joined the Anla'Shok as a form of atonement. His brother, a Ranger, died defending a mining colony Marcus was on from a Shadow attack; this compelled Marcus to pick up where his brother had left off. Reluctant to say more about his motivations, Marcus simply bears the mantle of a Ranger well, willing (perhaps too willing) to lay down his life in service to the Anla'Shok cause.

Roleplaying Marcus: In his guise as a Proximan tourist, Marcus unleashes the full force of his inane conversational abilities on anyone nearby. He will quite happily banter on about the 'quaintness' of Rome and how wonderful all the 'antiquated' buildings are. He also records everything on his holocam. If the Player Characters impress him, Marcus may drop the façade for a few seconds, long enough for them to realise he is no fool. If danger presents itself, he will react without hesitation to defend himself and any he views as either innocent or persecuted.

Senator Suzanna Luchenko

Only a sane and careful study of the facts will allow us to separate those who were willing partners in President Clark's reign of terror from those who co-operated only in fear of their lives.

6th Level Human Diplomat
Hit Points: 11
Initiative: +0 (+0 Dex)
Speed: 30 ft.
DV: 13 (+3 class)
Attacks: +3 close combat or +3 ranged
Special Qualities: Strong Influence, Swift Diplomacy
Saves: Fort +3, Ref +2, Will +10
Abilities: Str 10, Dex 11, Con 13, Int 14, Wis 16, Cha 16
Skills: Acrobatics +0, Appraise +5 (+7 with items associated with politician profession), Athletics +0, Bluff +12, Computer Use +5, Concentration +1, Diplomacy +16, Drive +0, Intimidate +9, Intrigue +12 (+14 when disguised), Investigate +2, Knowledge (Earth) +8, Knowledge (history) +5, Knowledge (Human) +7, Knowledge (law) +5, Knowledge (philosophy) +5, Linguistics +11, Notice +3, Pilot +0, Profession (politician) +11, Sense Motive +17, Subterfuge +0, Stealth +0.
Feats: Contact x2 (Earth Economic & Earth Military), Fluency (Human), Iron Will, Resist Scan, Skill Focus (Knowledge (Earth) & Sense Motive), Weapon Proficiency (pistol).
Influence: Earth Economic Influence +5 (+7 when using contact), Earth Military Influence +4 (+6 when using contact), Earth Political Influence +12, Earth Social Influence +8.
Standard Equipment: Diplomatic attire (DR 1).

Senator Suzanna Luchenko of the Russian Consortium was raised in Russia by wealthy parents. This dark haired, serious natured woman joined public service in the hope of helping to create a better future and first served as an aide to various minor figures before finally rising to EarthDome as a Senator.

From her official position, she is watching things slowly fall apart. She saw many of her friends and opponents killed in the hostilities surrounding Clark's ascension to power and she was forced to make a hard choice. She decided to go along with Clark, manipulating the system from within to stop his excesses harming the people of her beloved homeworld. She also began, carefully, to contact others with the same intentions. Suzanna is becoming the centre of the underground political resistance movement. She co-ordinates their activities with the skill of a dancer, knowing that any mistake could land them all in prison.

Roleplaying Suzanna: Ms Luchenko is an exceptionally astute and largely moral politician. She quickly identified President Clark for what he is – the puppet of large and dangerous powers. Suzanna is already deeply enmeshed in a covert conspiracy to overthrow Clark from within the system… however, this is both a long-term project and an exceedingly delicate one. When briefing her agents and allies, Suzanna utilises both anonymity and deliberate ambiguity– these two elements help to preserve the safety of the conspiracy.

SCENARIO TEN - THE ORESTRES LEGACY

Summary

The characters travel to Centauri Prime, carrying with them the data crystals for Dennic Jaddo. On Centauri Prime, they discover that Dennic is under house arrest and will soon be exiled to Tumbar for revealing the location of the Gorash VII supply depot to the Narn. Dennic tells the characters to contact Lustria Orestres, the seer who has guided ORC for decades.

At Lustria's mansion, she finally reveals the full history of the Office of Regional Co-ordination and Ruthven Orestres' dream of an interstellar alliance to the characters. However, as they stay at her mansion, they are attacked by Shadow assassins. While the characters may be able to save their lives, the assassins do manage to get vital information from Lustria's mansion – the code for the summoning of ORC agents.

Nefri Mollari uses the code to summon ORC agents from across the galaxy, bringing them to the conquered Narn system of Dross. There, he offers them a choice – serve the Centauri Republic by turning back to the old conspiracy, by aiding the Republic in conquering their homeworlds and races – or else die. The characters have to unite the scattered fragments of the conspiracy

Time Period: November, 2259.
Duration: This adventure takes the characters up to the end of 2259.
Episode Reference: Watching 'The Long Twilight Struggle' is pretty much required before running this final scenario. Taking a look at 'Knives' would also be a good idea, as Dennic explains what was really going on in the background of that episode.
Character Level Range: 8th to 9th.

DREAMING OF TUMBAR

Among the Centauri nobility, the pleasure world of Tumbar is a place for the old to go to await the end of their lives. 'To dream of Tumbar' is to desire to lay down your burdens, duties and ambitions.

As the characters approach Centauri Prime, they see many vessels, both civilian and military, in orbit. However, they are all Centauri vessels – trade and commerce with other races has dropped off since the fall of Narn and the general condemnation of the Centauri's use of mass drivers. There are fireworks exploding all over the planet, as part of the week-long celebration ordered by Emperor Cartagia. The Centauri are quite willing to welcome Humans, mainly to have someone else to boast to about the conquest of the hated Narn.

If the characters attempt to contact Dennic Jaddo through official channels – he is, according to Calliope, an official within the Ministry of Finance – then they get politely rebuffed. There is no one of that name working within the Ministry. The characters have to use more indirect methods. This requires an Intrigue check to gather information, though a successful Centauri Prime or Centauri Social Influence check can grant a +5 bonus. Consult the Locating Dennic Jaddo table with the Intrigue check's result.

Locating Dennic Jaddo

Intrigue Check Result	Information
5	Dennic Jaddo? He is disgraced. Rumour has it that he is a traitor.
10	The whole Jaddo family were declared traitors in August but they hid behind the Mollari's skirts when Urza was killed by Londo in the murago duel on Babylon 5. I hear that Dennic is the worst of them.
15	Dennic Jaddo is under house arrest in the Tower of Serene Reflection, next to the Imperial Palace. Apparently, they are going to exile him to Tumbar.
20	Dennic passed on classified information to the Narn!

If the characters blunder around Centauri Prime for a while without finding Dennic, then he sends one his young aides, a Centauri called Pollus Cotto, to find the characters and bring them to his 'prison'. Dennic is being held in one of the buildings adjoining the Imperial Palace, the 'Tower of Serene Reflection', which is traditionally where condemned criminals are sent to reflect on their crimes before execution.

When the characters are brought in to meet Dennic, however, he seems positively energetic. He is a middle-aged Centauri, well-dressed, with a calm demeanour. His 'prison cell' in the Tower of Serene Reflection is quite luxurious. He looks at the characters, and asks them: *'Which candles shall we light within the darkness*?'

The answer, given to the characters by Calliope, is '*ten thousand stars*'. Assuming they give him the correct answer, Dennic takes out a crystalline device from one pocket and activates it, describing it as a Minbari anti-surveillance device that he obtained some years ago. A bluish glow spreads out over the room and there are several small snaps and explosions as the hidden surveillance devices in his room are destroyed.

This is the first time anyone has been able to talk freely in this tower in centuries. Now, let us get down to business.

Dennic's Tale

Dennic has been one of the chief custodians of the Office of Regional Co-ordination's plan for years and with the death of his close friend Calan Orestres (see *The Cold Equations*), he has been second only to old Lustria in the hierarchy. Now, his time is coming to an end – he will be able to advise the characters from his exile on Tumbar but he will be watched there.

Their enemies, led by Lord Refa and Ambassador Mollari, now control the Imperial Palace, the Centaurum and the fleet – but their control is slipping. He has heard rumours of a rift between Mollari and Refa, of their enemies overextending themselves. Many in the Centauri Republic fear that the Narn will be even more troublesome as slaves than they were as rivals, and that the use of mass drivers has alienated many of the Republic's erstwhile allies. The Republic's current successes are artificial, impossible to sustain. In time – a generation at most – the Centauri's strength will ebb and the Narn and all the other races ground underfoot by Refa will rise up again. All the good work done by the Office over the last century will be washed away.

Refa's faction is trying to remove all obstacles to their control of the court. They tried to have House Jaddo censured but Urza Jaddo stopped that by sacrificing his life in a duel with Londo Mollari (see the episode 'Knives'). After that ploy, they had to go after Dennic directly. The recent disastrous Narn raid on Gorash VII ended the war prematurely, when an entire Narn fleet was utterly destroyed by unknown forces – presumably Ambassador Mollari's cryptic alien allies. The Centauri knew the Narn were coming thanks to intercepted transmissions.

However, Lord Refa's minions have framed Dennic; he stands accused of leaking the location of the supply depot to the enemy. The fact that the Narn attack on Gorash was the turning point that lost the war for the enemy is irrelevant: Dennic is accused of high treason. His trial is in a week. Dennic cheerfully informs the characters that he will be found guilty but his sentence of death will be commuted by Emperor Cartagia as a reward for his long service to the Ministry of Finance. Dennic's holdings will be confiscated by the state, his children will be sold into slavery and all of the gods will be entreated to curse his name. Fortunately, almost all of Dennic's holdings have already been transferred to his allies, he has no children and, well, the gods will take care of themselves.

It is up to the characters to continue his work. They must go to Lustria and give her the data crystals. He gives them Lustria's address.

Dennic will answer whatever questions the characters have about the Office of Regional Co-ordination and the conspiracy, although he will prefer to leave the full account to Lustria, as she lived through it all. Before the characters contact Lustria, they will need the third and final recognition code.

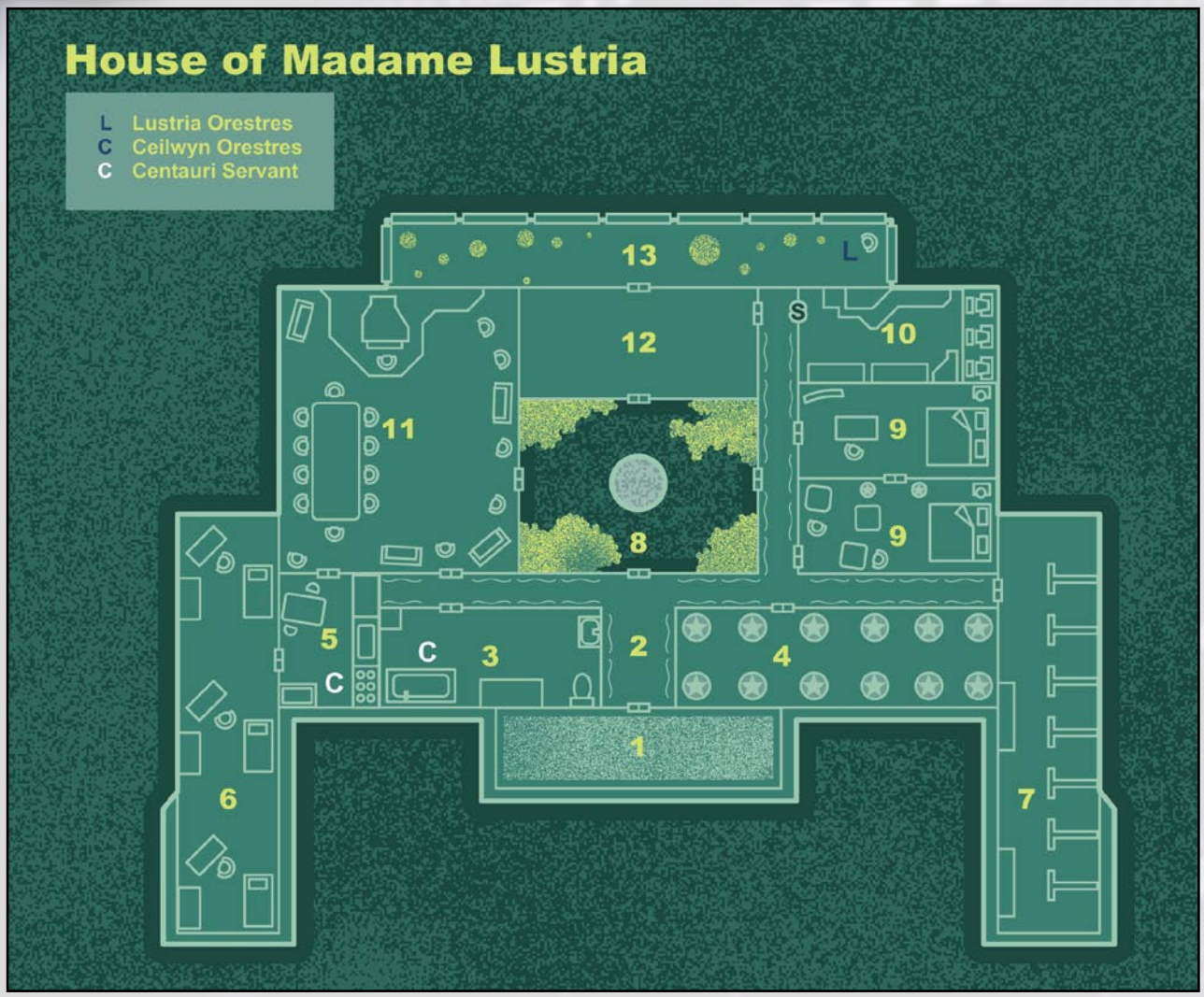
The **third challenge** is: *'What is the legacy of silence?'*

The **third answer** is: *'A chorus of joyful voices.'*

The House of Madame Lustria

Dennic sends the characters to the island of Selini, in the southern hemisphere of Centauri Prime. Selini is a quiet, old-fashioned area, known as a home of patriots and heroes. A large proportion of the Centauri's greatest leaders have come from this little island.

Lustria's home is a modest mansion on a hill, overlooking the island. This section of Selini is sleepy and is rarely visited by offworlders, so the characters attract the occasional curious glance as they travel. It is almost like travelling backwards in time; apart from the occasional personal shuttle scudding through the blue sky, there is very little sign of modern technology on Selini. The primary industry seems to be agriculture and the road winds past fields of crops and orchards.



The characters' arrive at Lustria's home in the late afternoon. The mansion itself predates the Centauri going into space, and is hundreds of years old. It looks faintly like a cross between a Victorian mansion and a Roman villa. When the characters arrive at the ancient, bronze-faced door, they notice a message lasered into the threshold of the house:

Those Who Would Blind the Eye of Centauri Prime Are Those Who Cannot Endure Its Gaze.

The door is answered by a familiar face – Ceilwyn Orestres, the young maiden from Scenario Three – Excess Baggage. Although it is only a few months since the characters last met Ceilwyn, she seems to have grown up a lot. Lustria has been tutoring her in tradecraft and the ORC project since then. Ceilwyn leads the characters through the house to Lustria.

1. **Portico.**

2. **Hallway.** The walls of the hallway are decorated with stern portraits of previous Orestres, mixed with tapestries, drapes and holos of alien landscapes.

3. **Bathroom.**

4. **Family Shrine**. This is decorated with statues to numerous Centauri gods and (oddly) a few alien ones too.

5. **Kitchen.**

6. **Servant's Quarters**

7. **Stables.**

8. **Courtyard.** Plants from dozens of worlds grow around the borders of this little inner courtyard; there is a duelling circle incised into the gravel at the centre, a legacy of Ruthven's time with the Koru Prido duellist society.

9. **Lustria's Rooms**. These are Lustria's personal rooms, full of entirely apolitical but very personal remembrances of the past.

10. **Computer Room.** The door to this room is extremely well hidden (Investigate, DC 30, to notice the secret catch to open it). Inside is a state-of-the-art Centauri computer system. There is also a secure connection to the Centauri computer network, which will be of vital importance.

11. **Dining Room.**

12. **Guest Quarters.** Currently inhabited by Ceilwyn.

13. **Solarium.** Lustria sits here in her comfortable chair, looking out at the glittering straits of Selini far below.

Lustria's Tale

Madame Lustria Orestes is over a century old but still vigorous and formidable. She is one of the most powerful seers alive today and her precognitive powers coupled with her great intellect make her very impatient. She knows what you are going to say before you say it and often cannot be bothered actually waiting for you to get the words out.
She greets the characters, serves them brevari, then moves the conversation into a description of the history of the conspiracy. If the players have been wondering about any part of the plot, then drop explanations in here too, to reinforce their impression of Lustria as a wise and insightful character. This is a cards-on-the-table time for Lustria – with Dennic exiled, she knows that she needs to give the conspiracy strong, forceful leaders and the characters are the best option available to her.

Emphasise the calm and tranquillity of the scene. The characters have been on the run since Scenario Seven – Escape from Babylon 5 and now they are in a secure, safe location, being given milk and cookies by a kindly grandmother. They are also finally getting some answers. This calm will contrast nicely with the impending Shadow attack.

It all began with the Office of Regional Co-ordination. Emperor Logrus started it, over 300 years ago. Its purpose was to keep all the lesser races turned on each other, instead of trying to rebel against the great and glorious Centauri Republic.

My late husband Ruthven, gods preserve his soul, saw that all that was nonsense. The Centauri Republic was in decline and trying to prop it up by fomenting war and chaos among the other races was a fool's errand. Instead, Ruthven conceived of a far grander and nobler scheme – a galactic empire, an alliance of races. The Centauri would be part of this alliance. He dreamed of us being partners with the other races, not their rulers.

The ORC Confirmed

All of the Player Characters' FIRMAMENT Influence is now switched to ORC Influence (see page 5 for more details on how ORC Influence works).

They had him killed, of course. Back then, you couldn't admit that the Republic was failing. But he put the conspiracy in place and we've been running it since he left us. We have agents in every race in the League, and in the Narn Regime and Earth Alliance. For 50 years, we've been working behind the scenes to bring the races together. The League of Non-Aligned Worlds, the Babylon Project… they proved that it was working.

The Office of Regional Co-ordination was shut down 15 years ago but we kept the conspiracy going. Dennic Jaddo, Calan Orestres and I were the three co-ordinators, the control cell. Now, Calan's gone. Dennic's being… exiled and I, well, I'm not as young as I used to be. We need fresh blood to put the plan back on track.

As Lustria says '*blood*', blood splatters against the window. The lights begin to flicker.

The Shadow Assassins

The house is under attack by three Shadow imps, assassin creatures sent by Nefri Mollari to deal with Lustria and the ORC once and for all. The presence of the imps disrupts electrical systems; the lights throughout the house flicker while they are nearby.

One imp (Imp 1) is out in the grounds behind the mansion and has just murdered one of the house servants. The other two (Imps 2 and 3) are approaching from the front. The imps have two missions – killing everyone in the house and sending a signal from the hidden computer room (10).

Imp 1, outside, will try to lure the Player Characters away from Lustria, so that Imp 2 can enter the seeress' room and murder her uninterrupted. If the characters fail to fall for its bait, then Imp 1 circles around and comes through the walls of the house.

Shadow Imps

The Shadow imps were Human once, crew members of the Icarus. They were not suitable to serve as control systems for Shadow vessels, nor were they willing to serve like Mr Morden. Therefore, Shadow biotechnology was injected into their veins and allowed to thrive and blossom on their flesh. They resemble sketches of the Human form drawn in black chitin and bioarmour. Six eyes burn red in their mouthless faces. The imps have a limited ability to become invisible and to pass through solid objects.

Imp 2 moves through the servant's quarters (6), killing several servants there before entering the solarium and attacking Lustria.

Imp 3 leaps onto the roof of the House and phases down through the floors, aiming for room (10). Once there, it accesses the computer terminal and hacks through the ORC's tough security in a matter of moments. Imp 3 has to complete its mission for the last part of this scenario to occur.

If the characters still have the Walking Stone, then the Shadow artefact has a curious effect on the imps. The bearer will not be attacked by the imps. Insightful Player Characters may use this to shield Lustria or Ceilwyn.

Lustria and any other telepaths can sense the Shadow imps through their accidental scan trait but will not be able to block them (for more details, the Telepathy and the Shadows sidebar in the Games Mastering chapter of the *Babylon 5 Roleplaying Game: 2nd Edition*).

As soon as Imp 3 completes its mission, the house's lights dim as a surge of energy runs through the computer system.

The Transmission

If Lustria survived the attack, then she explains what the Imp did with the hidden computer system. If the characters failed to save Lustria, then a considerably more panicked and terrified Ceilwyn has to fill the characters in. The computer system contained a hidden protocol, dating back to the foundation of the Office of Regional Co-ordination. The Imp sent a transmission to every active ORC cell across the galaxy, a transmission with the highest clearance code possible. The transmission held two orders.

1. Come to a meeting in the Dross system in two weeks.
2. Scramble your codes so these channels cannot be used again.

Every active ORC cell will be going to Dross. Lustria (or Ceilwyn) guesses that the Imps were sent by Lord Refa's faction and that this purge is intended to both eradicate any resistance from the ORC within the Centauri Republic and also to weaken the League races in advance of an invasion – the Centauri will not be satisfied with conquering Narn alone. Dross has to be a trap.

Normally, Dross is about two weeks travel time from Centauri Prime; with fast ships, the characters can make it there in four days. The characters therefore have ten days to come up with a way to save the conspiracy. This is the characters' opportunity to put all their contacts and resources to work. Some likely courses of action are:

- **Gather Information:** A successful Intrigue (DC 30) or use of Centauri Military Influence (DC 15) reveals that the *Dakal Corsk*, commanded by Nefri Mollari, has just departed Centauri Prime on a tour of the newly pacified Narn domain. It will be in the Dross system in two weeks' time.

  The Dross system is only lightly garrisoned, as there are regular fleet convoys through the system. As far as the characters can determine, though, the only Centauri forces in the system in two weeks' time should be the *Dakal Corsk* and whatever ships are guarding the jump gate.

- **Contacting the Other Cells:** While Lustria has ways to contact each of the other cells, the imp's transmission ordered the cells to disregard all future tachyon transmissions until the meeting at Dross. The characters can get contact information on any of the cells but they will have to travel in person to the planet to make contact – and even then, they may not make it in time. Currently, the ORC has cells on:

Abba, Andromа, Antares, Balos, Bestine, Beta Durani, Brakos, Cascan, Corillan, Deneb, Earth, Golia, Grome, Heptharg, Immolan, Ipsha, Kor-Lya, Lorka, Lumat, Markab, Melat, Nar'Shal, Orion, Proxima, Shri-Shraba, Tikar, Torta, Vartas and Zhabar.

- **Assembling a Rescue Fleet:** The characters can get a ship to carry them to Dross easily enough – Lustria (or Ceilwyn) can provide a fast courier of the same design as the *Far Star*. However, if they want military support, that is a bigger problem. The ORC has considerable funding available, so the characters could hire a mercenary fleet – if they could find raiders. The characters could also ask the Gaim, if they are still in good standing with them after Scenario Four – War of the Queens but the perfect ally at this point would be either Du'Va or G'Vel, the Narn guerrilla leaders. While they may also think of No'Fel, that Narn pirate has been killed in combat.

- **The Rangers:** If the characters became friendly with Marcus during their time on Earth, then they could contact him and enlist the aid of the Rangers. This will not be as hard as they believe, especially once the Rangers here about the imps. They are an obvious and early example of Shadow technology in action. Marcus himself will likely arrive in a 'borrowed' Drazi Sunhawk battlecruiser, commanded by some old Drazi friends of his.

THE GATHERING

The events described below assume the characters head to Dross on board the *Far Star* or a similar vessel and have made no special preparations to deal with Nefri's plans. If the characters are turning up on board an EarthForce warship or something equal improbable, then you will have to adjust the events accordingly.

When the characters jump in, they find that the Dross system is virtually abandoned. While the Narn once garrisoned the world heavily, as it is only a single jump away from their homeworld, the Narn fleets are now so much scrap metal floating in the space around Gorash VII. The colony itself was agricultural and of little consequence.

If the characters scan, they may detect the *Dakal Corsk* holding station near the jump gate, as well as a Centauri cruiser group orbiting Dross itself. There is also a single Shadow vessel (Stealth 42) near the *Dakal Corsk*. It is virtually invisible but the characters can make *something* out when it blocks out the distant stars.

Then the jump gate opens. A ship comes through: a Drazi-built passenger ship. Then another ship, this time an Abbai courier. Then a Human merchantman, followed by a Brakiri fast picket, then another Human ship, then a pair of Narn fighters, then a Llort raider and a Pak'ma'ra agricultural transport. Then more and more ships, some of which the characters cannot even identify. Dozens of small vessels jump into the Dross system. They are all part of the conspiracy started by Ruthven Orestres decades ago. They all came in answer to the call.

A powerful radio transmission from the *Dakal Corsk* drowns out communication traffic between the ships and Nefri Mollari addresses the fleet. This is his moment of triumph, the moment that assures his place in the risen Centauri Republic.

Nefri Mollari's Tale

Attention! Knowingly or not, you have all conspired with traitors and enemies of the Centauri Republic. Your lives are forfeit for your crimes. Your traitorous masters have been executed or imprisoned – and here, Mollari holds up the severed head of Dennic Jaddo – *your attempt to deny the Centauri their rightful place in the galaxy is over.*

However, a choice lies before you. You can serve the new Centauri order. You can prepare your homeworlds for conquest, provide us with the secrets of your defences and save the lives of your fellows by ensuring an orderly and swift surrender. We will even reward you with positions of authority in the new Centauri dominion. Alternatively – and here Mollari gestures and the Shadow vessel becomes visible for a few seconds, hanging massive and terrible over the assembled ORC fleet – *you can be utterly destroyed, here and now.*

Choose.

What do the characters do?

Based on past adventures, the characters may have several advantages in this scene.

Contacts: If the Drazi Jok or Ruzzak are still alive, then they contact the characters privately as soon as Mollari has finished speaking. 'Drazi see big black ship in Drazi space. Slimy Human tells Drazi government that big black ships help them fight Centauri. Big black ship full of lying bastards.'

BLAISE: If the characters managed to rescue the AI from its satellite and set it up on a new network, then one of its subsidiary agents is running in the computer on board the characters' ship. It alerts them to the fact that Dennic Jaddo is still alive; BLAISE has infiltrated the Tumbar computer system and can track Dennic's movements. The head that Mollari is holding must be a fake, used to break the morale of the assembled ORC agents.

The Walking Stone: If the characters still have the Walking Stone artefact, then they notice that it responds to the presence of the Shadow vessel. A telepath holding the Walking Stone can sense the thoughts of the Shadow vessel.

The telepath must make a Telepathy (DC 20) each round. If he fails, then he is momentarily stunned by his communion with the ancient, terrible and beautiful machine perfection of the Shadow ship. He suffers 1d6 nonlethal telepathic damage. If he succeeds, then he is able to sense that the Shadow ship is… waiting and watching. It does not care if the Centauri win or lose. The Shadow vessel *will not intervene in this battle*. Nefri Mollari is bluffing.

Responses

If the characters do not act, then one by one, the other cells surrender to Mollari. They agree to go back to what the Office of Regional Co-ordination once was, quisling agents serving Centauri masters. Any holdouts are given one last chance by Nefri to surrender – if they refuse, then they are destroyed by the *Dakal Corsk*.

If the characters want to act, then they need to convince the other cells that they can make something of the Orestres Legacy. The characters need to present a plan for making the galaxy a better place, to present a dream of a better future. They need to convince the other cells that rejecting Mollari and risking destruction is the best course of action. And they need to do it very quickly.

If the Player Characters have called in reinforcements from their old allies such as the Gaim or Narn, they may well be able to turn the tables against Nefri, especially if his bluff concerning the aid of the Shadow vessel is true. A Primus-class ship such as the *Dakal Corsk* is easily powerful enough to take on the Large or smaller craft of the ORC cells – but not the combined might of greater ships.

Bargaining with Mollari: Nefri Mollari is young and ambitious. The characters could try to turn him to their side. Why be Lord Refa's servant when you could be the power behind Cartagia's throne? They could even offer him Ceilwyn's hand in marriage once again to seal the deal.

A Heroic Last Stand / Running for it: Regardless of what the characters say, their close allies like Jok will not bow to Nefri Mollari. None of the ORC ships are even close to a match for the *Dakal Corsk* but if they all fight at once, some of them might survive. Alternatively, they can run for the jump gate – the Centauri cannot shoot down all of them before they reach hyperspace.

This is the final scene of *The Ragged Edge* and the characters' solution and salvation should be based on what they have learned and accomplished in the preceding scenarios. If they can come up with a solution, run with it. If they sit there and hope that fate intervenes to save them, then blast them into oblivion. This is their time and they have to seize it to survive.

Dakal Corsk, Modified Primus Battlecruiser

Gargantuan Spacecraft
Defence Value: 8 (–8 size, +6 Handling); **Armour:** 34; **Handling:** +6; **Sensors:** +4; **Stealth:** 10; **Stress:** 6; **Features:** Gravitic Engine, Jump Point, Targeting Computer (+4)
Crew: Centauri Veteran (+6 BAB, +10 Training); 8 Officers, 22 Pilots, 20 Sensor Operators, 151 Crewmen
Structural Spaces: 130 (Cargo 20, Control 10, Crew 30, Engine 28, Hangar 6, Weapons 36)

Fore Arc Weapons
- Tri-Linked Heavy Laser Cannon (Long, Offence 60, Beam 3d6, 6 weapon spaces)
- Tri-Linked Heavy Laser Cannon (Long, Offence 60, Beam 3d6, 6 weapon spaces)
- Particle Array (Close, Offence 15, Array, 2 weapon spaces)
- Particle Array (Close, Offence 15, Array, 2 weapon spaces)
- Mk I Interceptor (Close, Offence 3 *or* Intercept 10, 1 weapon space)
- Mk I Interceptor (Close, Offence 3 *or* Intercept 10, 1 weapon space)

Port Arc Weapons
- Particle Array (Close, Offence 15, Array, 2 weapon spaces)
- Particle Array (Close, Offence 15, Array, 2 weapon spaces)
- Mk I Interceptor (Close, Offence 3 *or* Intercept 10, 1 weapon space)
- Mk I Interceptor (Close, Offence 3 *or* Intercept 10, 1 weapon space)

Starboard Arc Weapons
- Particle Array (Close, Offence 15, Array, 2 weapon spaces)
- Particle Array (Close, Offence 15, Array, 2 weapon spaces)
- Mk I Interceptor (Close, Offence 3 *or* Intercept 10, 1 weapon space)
- Mk I Interceptor (Close, Offence 3 *or* Intercept 10, 1 weapon space)

Aft Arc Weapons
- Particle Array (Close, Offence 15, Array, 2 weapon spaces)
- Particle Array (Close, Offence 15, Array, 2 weapon spaces)
- Mk I Interceptor (Close, Offence 3 *or* Intercept 10, 1 weapon space)
- Mk I Interceptor (Close, Offence 3 *or* Intercept 10, 1 weapon space)

Craft (2): 2 Centauri Shuttles

Note that the *Dakal Corsk* has been modified according to Nefri's specifications and is outfitted quite differently from a normal Primus. It is has much better Handling than most Primus-class ships and its tri-linked laser cannons are not entirely of Centauri design. It has sacrificed a great deal of its internal space to achieve the speed and punching power Nefri desired, including losing its Sentri fighter bays.

Destroy the *Dakal Corsk*

Centre: The *Dakal Corsk*.
Close Range: 2d6 mixed ORC vessels.
Long Range: 2d6 mixed ORC vessels, the Player Characters' vessel.
Sensor Range: 2d6 mixed ORC vessels, one jump gate.
Beyond Sensor Range: Nothing.

Unless the Player Characters have had the forethought to garner military help from other sources, this battle will likely consist of the *Dakal Corsk* systematically destroying one or two ORC ships every turn. Few of the ORC ships themselves will be able to even scratch the imposing battlecruiser. Use the Civilian Trader statistics from the Spacecraft, Aircraft and Surface Vehicles chapter of the *Babylon 5 Roleplaying Game: 2nd Edition.*

WRAPPING UP

As long as the Player Characters and the majority of the ORC cells survive, the conspiracy will stay alive. It is also almost certain that the Player Characters will become the controllers of it (that is certainly Lustria's intention), though they are not obliged to do so. See the Conclusion for more details.

Experience
The characters gain 2,000 XP each if they survive the scenario. The following will also earn the characters XP:

- Saving Lustria's life: 500 XP each.
- Saving Ceilwyn's life: 500 XP each.
- Defeating Nefri Mollari: 1,000 XP each.

Influence
Saving the ORC from annihilation will boost each character's ORC Influence by +5.

NON-PLAYER CHARACTERS

Ceilwyn Orestres, Young Centauri Noble (Lustria's Pupil)

2nd Level Centauri Diplomat / 2nd Level Agent; hp 10; Init +3; Spd 30 ft.; DV 15; Atk: +1 close combat or +4 ranged; SQ Born to Intrigue (Notice & Stealth), Multi-Skilled (Operations (systems)); Fort +1, Ref +6, Will +4; Str 8, Dex 17, Con 10, Int 13, Wis 9, Cha 19
Notable Skills: Bluff +9, Computer Use +11, Diplomacy +13, Intimidate +9, Intrigue +13, Knowledge (Centauri) +7, Knowledge (Human) +5, Linguistics +7, Operations (systems) +3, Notice +4, Sense Motive +6, Stealth +6
Feats: Fluency (Centauri & Human), Iron Will, Noble Birth, Resist Scan, Skill Focus (Computer Use & Linguistics), Weapon Proficiency (close combat, grenade & pistol)

Centauri Servant (Lustria's House)

3rd Level Centauri Worker (blue collar); hp 7; Init +0; Spd 30 ft.; DV 10; Atk: +1 close combat or +1 ranged; SQ Born to Intrigue (Diplomacy & Notice), Vocation (Profession (servant)), Worker Type: Blue Collar (Drive, Medical & Pilot); Fort +4, Ref +0, Will +2; Str 11, Dex 11, Con 11, Int 10, Wis 13, Cha 12
Notable Skills: Computer Use +4, Diplomacy +4, Drive +2, Intrigue +4, Knowledge (Centauri) +4, Knowledge (Centauri Prime) +2, Medical +1, Notice +3, Operations (systems) +2. Operations (any one other) +2. Pilot +2, Profession (servant) +13, Technical (any one) +4
Feats: Endurance, Fluency (Centauri), Skill Focus (Profession (servant)), Weapon Proficiency (close combat)

Lustria, Ancient Centauri Telepath

10h Level Centauri Telepath P10 / 2nd Level Agent; hp 25; Init –2; Spd 30 ft.; DV 14; Atk: +3/–2 close combat or +4/–1 ranged; SQ Born to Intrigue (Stealth & Subterfuge), Discipline Focus (Blocking, Communication, Scanning & Sensing), Maintain Concentration, Multi-Skilled (Operations (systems)); Fort +1, Ref +4, Will +12; Str 5, Dex 6, Con 4, Int 15, Wis 16, Cha 18
Notable Skills: Bluff +9, Computer Use +11, Concentration +6 (+10 to maintain telepathic abilities in combat), Diplomacy +9, Intimidate +9, Intrigue +17, Knowledge (Centauri) +7, Knowledge (Human) +5, Knowledge (law) +4, Knowledge (telepathy) +15, Knowledge (Centauri Prime) +5, Linguistics +15, Operations (systems) +5, Sense Motive +10, Telepathy +17
Feats: Combat Telepath, Fluency (Centauri & Human), Meditation, Mental Fortress, Mindshredder, Iron Will, Skill Focus (Computer Use & Concentration), Synergist, Tiree Graduate, Weapon Proficiency (close combat, grenade & pistol)

Nefri Mollari, Centauri Noble (Rising Star)

9th Level Centauri Officer (fleet); hp 22; Init +2; Spd 30 ft.; DV 18; Atk: +9/+4 close combat or +11/+6 ranged; SQ Born to Intrigue (Sense Motive & Stealth), Branch Specialisation (fleet), Rallying Call 2/day, Way of Command; Fort +4, Ref +5, Will +9; Str 10, Dex 14, Con 10, Int 14, Wis 12, Cha 16
Notable Skills: Acrobatics +4, Athletics +4, Bluff +7, Computer Use +4, Concentration +7, Diplomacy +9, Intimidate +11, Intrigue +7, Knowledge (astrophysics) +10, Knowledge (Centauri) +8, Knowledge (Human) +5, Knowledge (law) +3, Knowledge (tactics) +17, Linguistics +8, Sense Motive +7, Stealth +8
Feats: Fluency (Centauri & Human), Iron Will, Martial Artist, Nerves of Steel, Noble Birth, Skill Focus (Knowledge (tactics)), Resist Scan, Spacecraft Proficiency, Veteran Commander, Veteran Pilot, Weapon Proficiency (close combat, grenade & pistol)

Shadow Imp Assassins

3rd Level Human Scientist (with Shadow Imp Template); hp 20; Init +7; Spd 40 ft.; DV 15; Atk: +4 close combat or +4 ranged; SQ Alien Technology Familiarity (Centauri), Mental Agility, Primary Area of Study (Knowledge (physics)), Peripheral Study (Linguistics); Fort +4, Ref +4, Will +3; Str 16, Dex 17, Con 17, Int 7, Wis 6, Cha 4

Notable Skills: Acrobatics +13, Athletics +13, Computer Use +14, Concentration +9, Intimidate +7, Investigate +7, Knowledge (biology) +1, Knowledge (Centauri) +1, Knowledge (chemistry) +1, Knowledge (Human) +1, Knowledge (physics) +7, Knowledge (Shadow) +1, Linguistics +6, Medical +4, Notice +8, Profession (researcher) +4, Stealth +13, Technical (electronics) +1

Feats: Data Access, Dodge, Fluency (Centauri, Human & Shadow), Improved Initiative, Iron Will, Skill Focus (Investigate), Weapon Proficiency (pistol & vibroclaws)

Shadow Imp Template

Medium Alien Creature
Hit Points: +10
Speed: +10 ft.
Special Qualities: Chitinous Bioarmour, Sense Vorlon Presence, Shadow Phasing, Shadow Speech, Vibroclaws
Abilities: Str +6, Dex +6, Con +6, Int –6, Wis –6, Cha –6
Skill Bonuses: +10 bonus to Acrobatics, Athletics, Computer Use, Intimidate, Notice and Stealth checks
Bonus Feats: Data Access, Dodge, Improved Initiative. The Shadow imp gains these feats even if it would not normally meet the prerequisites for them.

Chitinous Bioarmour: The ugly bioarmour of a Shadow imp is in reality a highly complex cybernetically-grafted suit. It provides the imp with DR 4, with no ACP or speed penalty.

Sense Vorlon Presence: Shadow imps can instinctively sense the presence of Vorlons, those touched by Vorlons (including telepaths) and Vorlon equipment or technology. A Shadow imp may automatically make Notice checks to sense a Vorlon presence that come within 100 feet. These Notice checks will not reveal anything beyond the type of Vorlon presence (a Vorlon, a telepath).

Shadow Speech: The Shadow imp can understand the speech of the Shadows and gains the Fluency (Shadow) feat. He may communicate silently with Shadows or Shadow servants (such as Shadow peons, agents or Drakh) within line of sight. They lose the ability to communicate in other languages, though they may still comprehend them.

Shadow Phasing: The Shadow imp can become incorporeal by standing still and concentrating (a move action). However, it must become corporeal to attack or perform any action other than movement. A Shadow imp can become corporeal as a free action. The imp may only become incorporeal for a total number of rounds equal to its Constitution score every day.

Vibroclaws: These vicious claws can be retracted or extended as a free action by the imp. A Shadow imp does not provoke attacks of opportunity when attacking with its vibroclaws. They count as Light weapons that inflict 2d4 + Strength modifier lethal slashing damage, with an AP of 4.

CONCLUSION

So, assuming both the Player Characters and the conspiracy survive the trap at Dross, what do they do now? The characters are now effectively in control of Ruthven Orestres' conspiracy to set up an interstellar alliance. With the archives in Lustria's house, they can establish secure links with dozens of cells in every major race. They are potential players in the great game for control of known space.

If the players want to continue the campaign after the events of *The Ragged Edge*, then the style of play will change drastically. The characters are now movers and shakers of great influence and as such are more likely to be *giving* missions than going on them.

Influence & Resources

As of the end of 2259, the Office of Regional Co-ordination conspiracy has access to roughly ten million Earth Alliance credits in available cash and liquidable stocks.

During Scenario Seven – Escape from Babylon 5, the Player Characters lost the ability to access their FIRMAMENT Influence. As it has now transformed into fully-fledged ORC Influence, it may be used freely once more. However, the Player Characters are still wanted criminals in Earth space – this has not changed with their ascension to the ORC.

The conspiracy also controls safe-houses, front corporations, secret organisations, weapons dumps and hidden research facilities across the galaxy. Each subcell was ordered to grow and develop as was needed to enact Ruthven's plan – hence, the conspiracy incorporates everything from corporations like Autumn Shipping to cults like the Abbai Creyis School.

THE CONSPIRACY IN 2260

In the coming year, the conspiracy faces harsh challenges. Refa and his allies are in the ascendant on Centauri Prime and they have long-standing grudges against the ORC. The Psi Corps and the Clark Regime are still in control of the Earth Alliance and are hunting down any potential threats to their reign. The conspiracy's branch on Narn is suffering just as much as the rest of the Narn Regime. The Shadow War is about to tear the League of Non-Aligned Worlds apart. The characters' first task will be just holding the conspiracy together.

- **Allying with Sheridan:** One option (especially for players who have seen the series and Games Masters who want to keep their games as close to canon as possible) is to ally the ORC with Sheridan and the Rangers. The characters could be instrumental in gathering information and convincing the League to join the war against the Shadows.
- **Allying with the Earth Resistance:** Proxima, Mars and several other Earth colonies are in revolt against the Clark Regime and they need help. The characters could aid the resistance, providing weapons, training and supplies through their connections. This is an excellent plot for characters who are still secretly working for EarthForce Intelligence.
- **Dealing with Refa and Cartagia:** If the characters want to try to salvage the Centauri Republic, they have their work cut out for them. From 2260 to 2261, the Republic becomes increasingly dominated by the Shadows and their servants. As soon as the Shadows leave, the Drakh move in and they are even more ruthless when it comes to dealing with dissent.
- **Holding the League Together:** As the Shadows divide the League races, the conspiracy becomes the only channel of communication between the various governments. The characters can be the ones to hold the League together, which will draw them into conflict with Morden and the Shadows.
- **Finding the Traitor:** Someone must have betrayed the conspiracy. How did Nefri know about the secret computer room in Lustria's mansion? What really happened to Dennic Jaddo? Did the Psi Corps leave any other commands in the sleeper's mind? What did Haversham tell the Psi Corps before they sent him to assassinate Senator Luchenko?

RUTHVEN'S DREAM FULFILLED

After 2262, the Interstellar Alliance is formed, uniting Humans, Narn, Minbari, the League… What about the conspiracy that dreamed of forming such an alliance, long before the Babylon Project even started? What have the characters done with the Orestres Legacy?

If the characters successfully bring the ORC through 2260 and the Shadow War, they need to decide what they will do with their influence. Do they support Sheridan's Interstellar Alliance? Do they try to gain control of it, or offer their services? Alternatively, they could focus on fighting the Drakh in Centauri Prime, to being the Centauri back into the ISA, or they could carve their own domain out of known space. If you want to go off the tracks of canon entirely, then the characters could end up uniting Proxima and the other rebel colonies, forming Free Human Space. They could also aid EarthForce Intelligence in bringing down the League and ensuring that the Earth Alliance becomes the greatest power in the galaxy after the First Ones leave.

The adventures in *The Ragged Edge* campaign show the players the galaxy and what tools the conspiracy has available. Once the campaign is finished, the galaxy-spanning conspiracy lies in virtually in tatters. What will the Player Characters build out of the ruins?

APPENDIX A - AUTUMN SHIPPING

Headquartered on Io, Autumn Shipping is not one of the massive megacorporations that controls the Earth economy. It is privately held, with only a handful of employees scattered in offices on Earth, Mars, Io, Proxima and a few other Earth colonies. Most of Autumn Shipping's vessels are hired from larger corporations but it owns a handful of small, fast courier ships. The company specialises in obtaining alien and other exotic items from across the Earth Alliance.

The Autumn Shipping office on Babylon 5 is located in Red Sector, in one of the towering commercial blocks that overlooks the hydroponics gardens. It rents an entire floor of the commerce block. Other businesses in the same block include an IPX subsidiary called Distant Horizons, two Brakiri trading corporations, Tobin Insurance Brokerage and a xenobotany researcher and trader.

On Babylon 5, Autumn Shipping Incorporated employs 15 people full-time, all Human. B5 is a trade hub, with ships coming in from all over the galaxy. The company co-ordinates the buying and selling of cargo space on such vessels – a Narn trade ship might pick up a load of crates on Shu and drop them off at Brakos; a Brakiri vessel takes them from Brakos to Cascan, where they are transferred at the jump gate to a Llort bulk transport who brings them to Markab; from there a Human ship brings them to B5 and then on. At each step of the way, it is Autumn Shipping who co-ordinates the renting of the cargo space and the transfer of goods. With tens of thousands of ships travelling through the area of known space overseen by the B5 office, the bulk of the office's work involves running computer searches and tracking shipping patterns, finding vessels with empty cargo space and filling it. Six of the 14 employees are computer analysts, another four are buyers and brokers. Of the remaining five, there is also an accountant and a secretary.

None of these people know anything about Autumn Shipping's original purpose or secret history.

The three who know that Autumn Shipping Incorporated is more than just another shipping company all occupy senior positions in the Babylon 5 office.

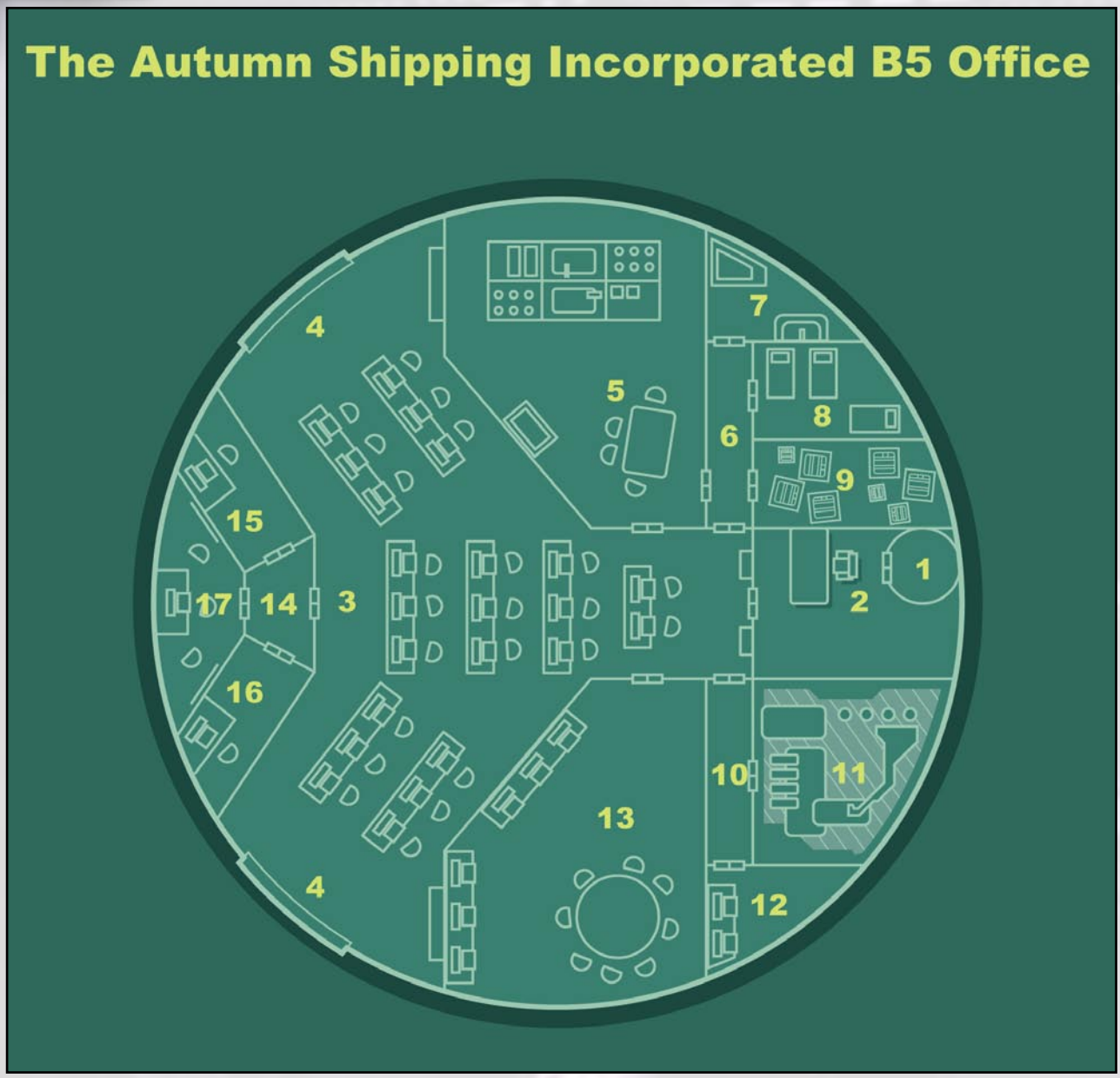
Director Michael Haversham is a veteran of the Earth-Minbari War. He was a sergeant-major, fighting in the tunnel wars on Cyrus. There, the Human defenders retreated to the deep tunnels and spent years fighting a bitter guerrilla war against the Minbari in the darkness. He was severely injured in the fighting, losing three limbs (two legs and his left arm), which have since been replaced with cybernetics. He was hired by Autumn Shipping for his extensive experience on alien worlds and his ability to command; furthermore, it was felt that an ex-EarthForce office would work well with the EarthForce administration. He is not married and has no living family. His closest friends are other survivors of Cyrus.

Haversham commands the ASI office on Babylon 5. He knows that Autumn Shipping is more than just another shipping company but believes that he is working for a covert and completely deniable branch of EarthForce. He was too badly injured to continue to serve as a GROPOS but wanted to continue to serve Earth and so accepted the job at Autumn Shipping.

He runs the office like a military operation, although he is not unnecessarily harsh with his staff. As long as everything is functioning at 100% efficiency, he is satisfied.

Martina Walters is the head of the computer analysis section and is very good at her job. She has a gift for spotting patterns in information, spotting the most efficient patterns in ship movements or commodity prices. She has also learned to apply this talent to politics and military deployments; from seemingly disparate information, she can extrapolate the large-scale trends in the galaxy. While Walters is not fully cleared to know what ASI really is, she has worked out that the company is too influential and strangely run to be a normal corporation. She reports to Haversham but BLAISE (in its guise as computer-based trader) is also in contact with her. Haversham is training Walters to replace him when he retires.

Finally**, Charlie Boud** is ASI's liaison with the B5 dockers and is in charge of cargo handling and management. He is also quite adept at technical matters, maintaining the office's



systems, computers and security. Haversham also has Boud preparing weapons, bugs and other espionage gadgets for the agents that ASI occasionally employs. When the characters are hired by ASI, Boud will supply them with whatever they need to carry out their missions. He has numerous contacts in the Babylon 5 underworld.

Outside office hours, Boud is a cheery and approachable man who spends most of his time with his large family. He has been in space his entire life, working on cargo ships, space stations and so on. He finds Babylon 5 absurdly comfortable and luxurious and is enjoying his life there. A life as a spacer means that Boud has a heightened sense of privacy when it comes to the affairs of others. On small ships, conditions are so cramped that everyone sees everything that happens, so learning discretion is a vital skill. This makes Boud an excellent natural spy.

The Autumn Shipping Incorporated B5 Office

1. Lift. As the Autumn Shipping Incorporated offices are relatively close to the central axis of Babylon 5, the gravity here is considerably less than it is in the main hull (roughly 0.7 Earth gravity). The lift connects to the station's transport network but most ASI staff prefer to walk through the gardens and enter the building at ground level. The offices are on the fifth floor.

2. Lobby. While the vast majority of ASI's business is run through the computer network, they sometimes receive corporate visitors or customers. This lobby is well-appointed and quite comfortable, although somewhat neglected.

3. Office Floor. This large room is filled with workstations and desks. The real work of ASI goes on here. It resembles a small stock exchange at times, with staff members trading tidbits of information – there is a disabled Narn freighter in orbit of Proxima with 5,000 tons of rapidly expiring flarn mix, there is a fast cargo ship with a half-empty hold heading out of Io… put the two together and take a cut of the profits.

4. Windows. The main office has a pair of massive arc windows overlooking the hydroponics garden and the inner hollow space of Babylon 5. The station commander's office can be seen in the distance, as can places like the Fresh Air restaurant.

5. Canteen. This room is also used on occasion for meetings involving the entire company. There is a small kitchenette along one wall.

6. Access Corridor.

7. Bathrooms.

8. Ready Room. This room has six cots, as well as comfortable couches and other soft furnishings. As galactic shipping is a 24-hour business, some more dedicated members of the company end up crashing here for a few hours and catching some sleep before going back to work. Hidden beneath these bunks and in secret compartments in the walls are enough supplies – both food, water and medicines – to survive for months and the walls are hardened. Haversham and Boud have equipped this room to survive a siege.

9. Maintenance & Storage. Boud spends most of his work day here. Hidden in a compartment in the floor is a cache of weapons, mostly illegal ones, but he has a pair of entirely legal PPGs.

The Troublesome Mr Grant

If the characters spend a lot of time hanging around the Autumn Shipping offices between missions, then they will likely draw the attention of Grant. He has no idea of the true purpose of ASI and will assume that the characters are either old army friends of Haversham who have been given made-up jobs, or that they are criminals out to defraud the company. Play Grant for laughs – the more the characters discover about the company and the more involved they become in interstellar affairs, the more Grant becomes convinced that they are petty thieves trying to steal a few thousand credits from a small shipping firm.

10. Access Corridor. There is a trapdoor in the floor that is an emergency exit, leading down to the fourth floor.

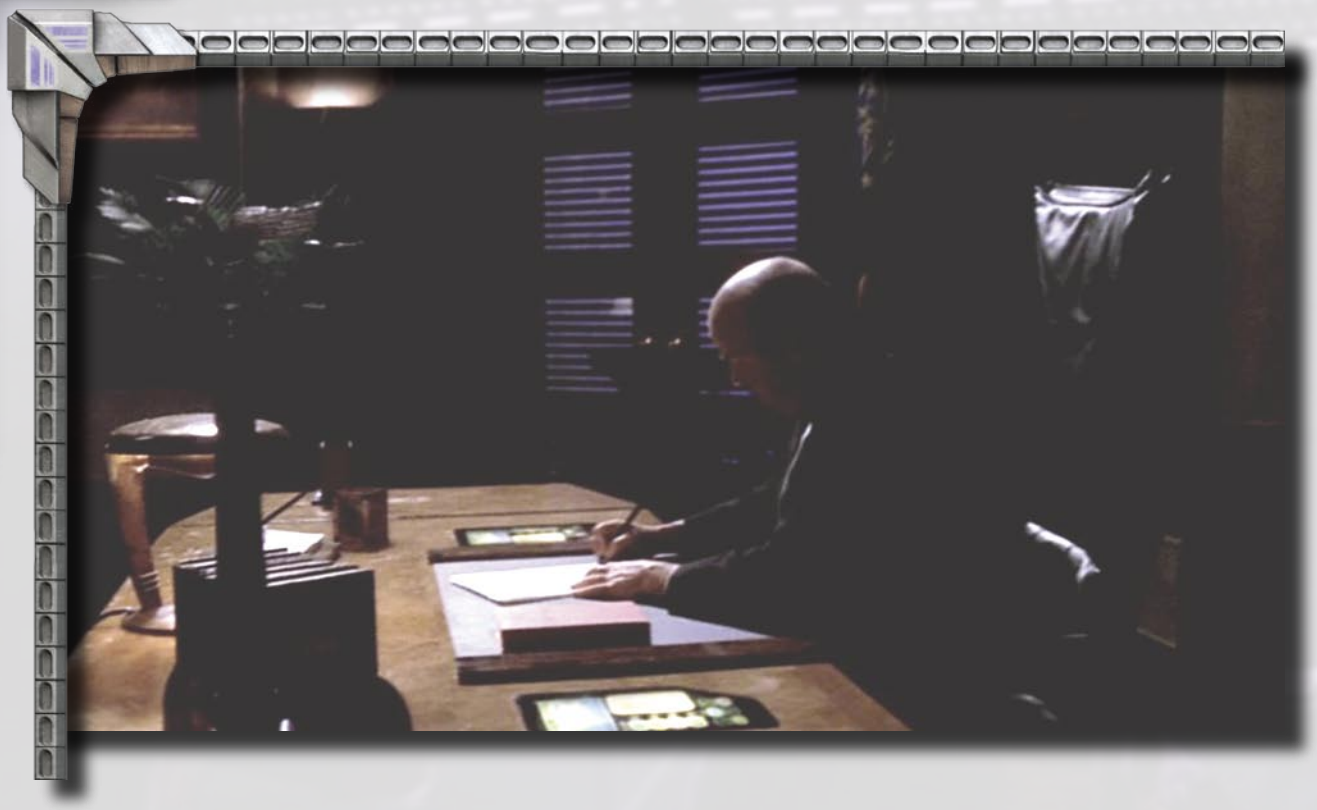
11. Computer Room. While ASI is connected into the massive Babylon 5 computer core, it has its own computer systems – these are state of the art Centauri-built computers, of a type that cannot normally be obtained by Earth Alliance companies. They were provided thanks to ASI's connections.

12. Archive Room. Martina Walters spends much of her time in here, looking at old shipping records and news reports.

13. Conference Room. Once the characters are hired by ASI, this room will essentially become theirs most of the time. It includes computer terminals and holographic displays, as well as ISN displays running 24 hours.

14. Secretary. Haversham's secretary Tor works in this small office; his main role is blocking visitors to Haversham. Normally, he blocks them with a standoffish attitude but he has also been given basic martial arts training by Haversham.

15. Walters' Office. As noted above, she spends much of her time working in the archives. Her office is incredibly messy, with papers and data pads scattered everywhere. A few personal effects and holos are buried amid the piles of printouts, shipping manifests, starcharts and other debris. Despite the apparent chaos, Walters knows where every scrap



of paper is – she uses her office as a storeroom for particularly knotty and complex logistical or political puzzles.

16. Grant's Office. Adam Grant is the head buyer for the B5 office. He has no idea about the true purpose of ASI and regularly writes strongly worded letters to the head office on Io, complaining about Haversham spending vast amounts of the company's money on apparent frivolities like hiring the Player Characters.

17. Haversham's Office. This large office is Haversham's domain. It has few personal touches, save a display of Haversham's old EarthForce medals and awards under a holo of Cyrus. There is also a holograph of Haversham standing with other survivors of Cyrus. Later, characters will recognise Duncan Bellwood (see Scenario Four – War of the Queens, page 51) and Massimo Vilas (see Scenario Nine – Heart of Darkness, page 124) as other faces from this holo.

Autumn Shipping Plots

If the Games Master wants to fill time between scenarios, then the characters' 'day job' at Autumn Shipping can be used as the starting point for many adventures. Any of the seeds below can be expanded into a fully-fledged encounter or scenario, although most will have to wait until after the characters get the *Far Star* in the Scenario Three – Excess Baggage chapter.

- A vessel carrying a cargo of weapons parts breaks down. The characters are sent to retrieve it but desperate Narn trying to fend off the advancing Centauri try to capture the vessel.
- While passing through the Sigma 957 system, the characters encounter a First One vessel. It scrambles the controls of the characters' vessel, leaving them adrift in space for days.
- The *Far Star* is dispatched to bring vital medical supplies to an Earth colony that is suffering from a plague. However, the colony is under interdiction by the Clark Regime for harbouring criminals and engaging in sedition. The characters must navigate past the blockage and smuggle the supplies to the colony.
- Walters sends the characters out to shadow a series of suspicious shipments to obscure worlds in the Minbari Federation and Drazi Freehold. The characters have actually stumbled across the Ranger training camps and the construction of the White Star fleet.
How do the characters deal with

the advanced Minbari security systems defending those worlds?

- A dock workers' strike on Babylon 5 slows trade on board the station. The characters have an opportunity to profit greatly, using the *Far Star*'s great speed to bring time-critical goods (like fresh spoo) to their destinations.

- An old friend of Charlie Boud is arrested by station security for smuggling. Boud asks the characters to retrieve a cache of illegal supplies from the friend's hiding place and sneak it off the station before Garibaldi and his security staff find it.

- Lyta Alexander hires the *Far Star* to bring her to Vorlon space after she leaves the station.

NON-PLAYER CHARACTERS

Adam Grant, Officious ASI Employee

3rd Level Worker (white collar); hp 8; Init +0; Spd 30 ft.; DV 12; Atk: +2 close combat or +1 ranged; SQ Vocation (Computer Use), Worker Type: White Collar (Appraise, Diplomacy & Knowledge (law)); Fort +2, Ref +1, Will +2; Str 12, Dex 11, Con 12, Int 13, Wis 8, Cha 8
Notable Skills: Appraise +7, Computer Use +13, Concentration +7, Diplomacy +2, Investigate +4, Knowledge (Babylon 5) +4, Knowledge (Human) +6, Knowledge (law) +7, Profession (pen-pusher) +10
Feats: Dodge, Fluency (Human), Skill Focus (Computer Use & Profession (pen-pusher)), Weapon Proficiency (pistol)

ASI Employee, Economic Analyst

2nd Level Worker (white collar); hp 6; Init +1; Spd 30 ft.; DV 12; Atk: +1 close combat or +2 ranged; SQ Vocation (Profession (economic analyst)), Worker Type: White Collar (Diplomacy, Investigate & Knowledge (law)); Fort +0, Ref +1, Will +3; Str 10, Dex 12, Con 10, Int 12, Wis 11, Cha 10
Notable Skills: Computer Use +9, Concentration +5, Diplomacy +5, Investigate +6, Knowledge (Babylon 5) +6, Knowledge (Human) +8, Knowledge (law) +6, Profession (economic analyst) +11
Feats: Fluency (Human), Skill Focus (Computer Use & Profession (economic analyst)), Weapon Proficiency (pistol)

Charlie Boud, ASI Cargo Manager

2nd Level Worker (blue collar) / 2nd Level Trader; hp 11; Init +1; Spd 30 ft.; DV 13; Atk: +3 close combat or +3 ranged; SQ Vocation (Technical (electronics)), Worker Type: Blue Collar (Acrobatics, Pilot & Operations (sensors)); Fort +4, Ref +1, Will +5; Str 13, Dex 13, Con 13, Int 12, Wis 14, Cha 14
Notable Skills: Acrobatics +3, Computer Use +6, Concentration +3, Diplomacy +6, Intrigue +6 (+8 when gathering information), Investigate +6, Knowledge (Babylon 5) +5, Knowledge (Human) +5, Knowledge (law) +3, Operations (sensors) +2 (+3 in spacecraft), Operations (systems) +3 (+4 in spacecraft), Pilot +3 (+4 in spacecraft), Sense Motive +8, Technical (electronics) +8 (+9 in spacecraft), Technical (engineering) +4 (+5 in spacecraft), Technical (mechanical) +6 (+7 in spacecraft)
Feats: Fluency (Human), Hobby (Investigate), Skill Focus (Knowledge (Babylon 5)), Spacecraft Proficiency, Veteran Spacehand, Weapon Proficiency (close combat and pistol)
Equipment: Electronic toolkit, hand computer, wrist link

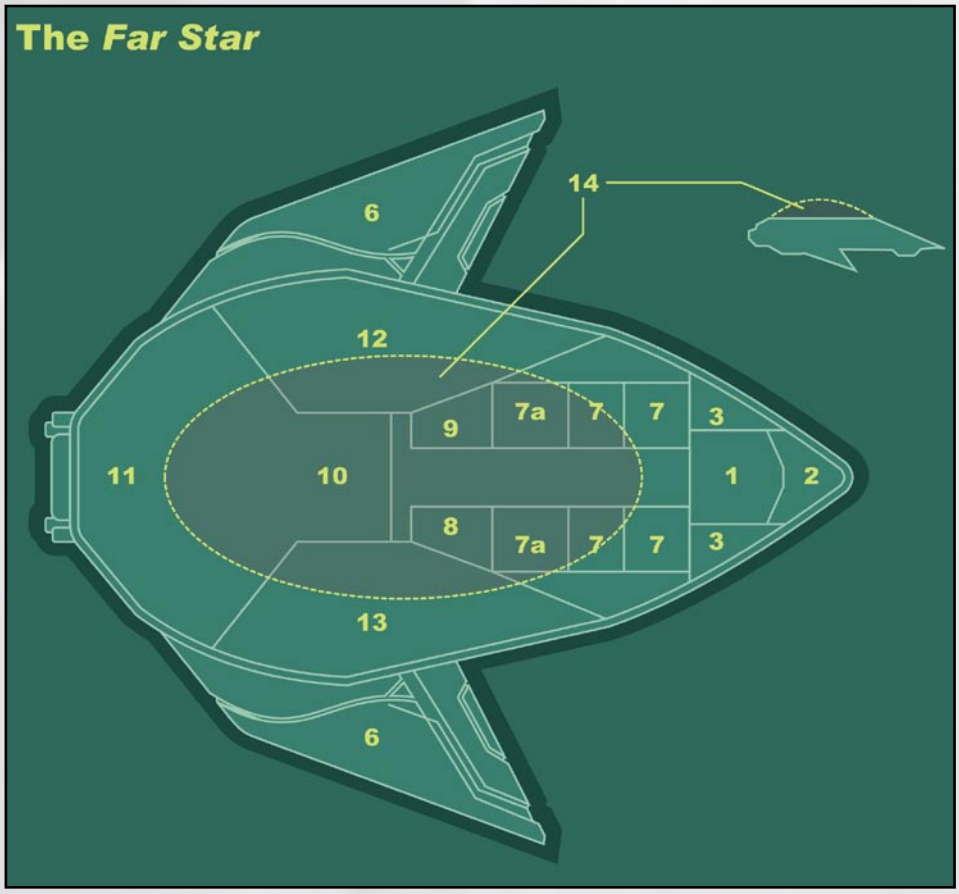
Martina Walters, Senior ASI Analyst

4th Level Scientist; hp 7; Init +0; Spd 30 ft.; DV 12; Atk: +1 close combat or +2 ranged; SQ Alien Technology Familiarity (Centauri), Mental Agility, Primary Area of Study (Knowledge (history)), Peripheral Studies (Linguistics & Medical); Fort +0, Ref +1, Will +5; Str 9, Dex 11, Con 9, Int 14, Wis 13, Cha 11
Notable Skills: Computer Use +12, Concentration +8, Investigate +12, Knowledge (Babylon 5) +8, Knowledge (Centauri) +5, Knowledge (Drazi) +4, Knowledge (Gaim) +4, Knowledge (history) +13, Knowledge (Human) +11, Knowledge (law) +9, Knowledge (Markab) +4, Knowledge (Minbari) +4, Knowledge (Narn) +4, Knowledge (philosophy) +4, Linguistics +11, Medical +7, Technical (electronics) +6
Feats: Data Access, Fluency (Human), Skill Focus (Computer Use & Investigate), Weapon Proficiency (pistol)
Equipment: First aid kit, hand computer, wrist link

Michael Haversham, ASI Co-ordinator

6th Level Human Soldier / 1st Level Agent / 2nd Level Trader; hp 31; Init +0; Spd 30 ft.; DV 15; Atk: +9/+4 close combat or +7/+2 ranged; SQ Co-ordinated Unit +2; Fort +9, Ref +6, Will +8; Str 14, Dex 10, Con 14, Int 12, Wis 12, Cha 15
Notable Skills: Acrobatics +5, Appraise +3, Athletics +6, Bluff +4, Computer Use +4, Concentration +5, Diplomacy +4, Drive +9, Intimidate +7, Intrigue +7 (+9 when gathering information), Investigate +3, Knowledge (Babylon 5) +6, Knowledge (Centauri) +3, Knowledge (Gaim) +2, Knowledge (history) +2, Knowledge (Human) +4, Knowledge (law) +2, Knowledge (Narn) +2, Knowledge (tactics) +9, Linguistics +4, Notice +3, Operations (gunnery) +7, Sense Motive +4, Stealth +6, Subterfuge +2, Technical (mechanical) +5
Feats: Armour Familiarity, Fluency (Human), Great Fortitude, Inspirational Combatant, Iron Will, Lightning Reflexes, Lightning Reload, Nerves of Steel, Point Blank Shot, Skill Focus (Intrigue & Linguistics), Surface Vehicle Proficiency, Weapon Proficiency (close combat, grenade, pistol & rifle)
Equipment: Cybernetic arm, wrist link

APPENDIX B - THE FAR STAR



The *Far Star* is a spacecraft acquired by Autumn Shipping Incorporated and given to the Player Characters during the events of Scenario Three – Excess Baggage. It is a Centauri noble yacht, built for the use of the nobles of the Orestres family. The *Far Star* was built at the height of the Centauri Empire's power, when the Centauri really could design excellent vessels. While it has been refitted to incorporate the few advances in technology that have been made since it was built, the *Far Star* feels like an elegant relic from an earlier, more stylish age of space travel.

After the death of Calan Orestres (in *The Cold Equations*), the Orestres family decided to sell the ship to one of their richer pawns – Autumn Shipping.

1. **Main Bridge.** The main bridge of the *Far Star* is quite overdone by Human standards, being a mix of silver, silk, gilt, ornate carvings and statuary, with a few controls and consoles tucked in between the oil paintings and the old-fashioned maps. There is a central captain's chair, which resembles a throne more than anything else, as well as positions for a pilot, navigator, gunner, engineer, sensor operator, damage control officer and herald. That said, the ship is largely automated and can be operated by as few as three people if necessary.

2. **Sensors.** The bulk of the *Far Star*'s sensors are located in this bulb beneath the ship's nose. The *Far Star*'s sensor module is unusually sensitive for a private yacht, as it was designed to snoop on encrypted transmissions.

3. **Weapons Pods.** The ship's primary weapons are the laser cannons in the wings but the smaller secondary weapons pods here contain small quick-recharging particle beams for point defence.

4. **Life Support.** The bulk of the life support systems on board the *Far Star* are in an arc wrapped around the crew section. The water tanks and oxygen reprocessors are on the upper deck but the actual machinery is located here, behind the crew quarters.

5. **Systems Access.** The ship's computer and electrical systems can be accessed through these stations. The *Far Star*'s gravity generator is sealed, as the Centauri are unwilling to sell gravitic technology to Humanity.

6. **Wings.** The *Far Star* has wings, although it is incapable of entering an atmosphere. The primary purpose of the wings is to look stylish; balancing the ship's gravity envelope and mounting the twin laser cannons are very much secondary compared to looking good.

7. **Staterooms.** The staterooms on board the *Far Star* are quite absurdly luxurious for cabins on board a spaceship of its size; between the en suite bathrooms

and the Emperor-sized beds, the well-stocked drinks cabinet in each room hardly get a look in.

- 7a: This room has been converted into a study and was once used by Calan Orestres.

- 7b: This room contains a secret entrance to a concealed hold. The entrance is beneath the bed, but is hard to locate (Investigate, DC 30). The hold is broad but shallow, running all the way beneath the crew section.

8. **Medlab.** The ship's Medlab is located here. It is well-equipped if rather cramped, and cannot normally hold more than a single patient.

9. **Galley.**

10. **Engineering Bay.** This low-ceilinged room allows access to the sections of the engine that can be maintained in flight.

11. **Engines.** The *Far Star* is powered by twin micro-fusion engines, with a backup battery between them. It does not have a jump engine.

12. **Port Cargo Hold.** The port hold was originally the ship's dining room and ballroom. The interior dividing walls have been rather clumsily removed, leaving a cavernous cargo space with a rather fetching bay window. Murals and other artworks still decorate the walls. A staircase gives access to the upper deck (14).

13. **Starboard Cargo Hold.** The starboard hold was actually designed as a cargo bay, although a large section of it was originally the slave quarters. Again, the interior dividing walls have been cut away (and the slave quarters hosed clean).

14. **Shuttle Bay/Airlock.** There is an upper deck on the *Far Star*, running from midway along the top of the crew section to the middle of the engines. This upper deck contains the dorsal airlock at the top of the ship, as well as the shuttle bay. The *Far Star* normally carries a single Small shuttle but could be refitted to carry two Tiny craft instead. There are also two escape pods at the front of the upper deck. Trapdoors in the ceiling of the staterooms (7) allow access to crawlways leading to the escape pods.

The *Far Star* is considerably faster than many other ships, equalling that of any courier in use by the Earth Alliance or Centauri Republic. Only Minbari or First One ships are significantly faster.

Far Star

Large Spacecraft
Defence Value: 16 (–1 size, +7 Handling); **Armour:** 22; **Handling:** +7; **Sensors:** +2; **Stealth:** 19; **Stress:** 8; **Features:** Gravitic Engine, Targeting Computer (+2)
Crew: Player Characters; 1 Officer, 2 Pilots, 1 Sensor Operator, 10 Crewmen
Structural Spaces: 44 (Cargo 12, Control 6, Crew 12, Engine 6, Hangar 2, Weapons 6)
Fore Arc Weapons
- Laser Cannon (Long, Offence 20, Beam 1d6, 2 weapon spaces)
- Laser Cannon (Long, Offence 20, Beam 1d6, 2 weapon spaces)
- Particle Beam (Close, Offence 6, 1 weapon space)
- Particle Beam (Close, Offence 6, 1 weapon space)

Craft (1): 1 Light Shuttle

Shuttle, Centauri Republic

Similar in concept to the shuttles of the Earth Alliance, this vessel demonstrates the superior Centauri technology. Though lacking the greater cargo space and transport capability of other shuttles, the Centauri model is both well adapted for atmospheric flight and is well armed, with a turbo-charged particle gun. It is also provides greatly increased comfort over the shuttles of other races, as befits any member of the noble houses and is capable of being used as an interstellar vehicle via existing jump gates, though Centauri themselves would be extremely reluctant to risk themselves during long journeys in such a fragile craft. Standard throughout both Centauri military and merchant fleets, this shuttle may also be found throughout the League of Non-Aligned Worlds, as the Centauri Republic is keen to capitalise on trade agreements based around other governments' desires to acquire such advanced technology.

Small Spacecraft
Defence Value: 15 (+1 size, +4 Handling); **Armour:** 12; **Handling:** +4; **Sensors:** +3; **Stealth:** 18; **Stress:** 10; **Features:** Atmosphere Capable, Gravitic Engine
Crew: Centauri Line (+3 BAB, +8 Training); 1 Pilot, 5 Passengers
Structural Spaces: 13 (Cargo 4, Control 2, Crew 1, Engine 2, Weapons 1)
Fore Arc Weapons
- Particle Gun (Close, Offence 5, 1 weapon space)

APPENDIX C - BLANKS

At some point in *The Ragged Edge* campaign, before Scenario Six – The Turning of the Year, at least one of the Player Characters must be compromised by the Psi Corps. This compromised character is referred to as the sleeper. If the characters played through *The Cold Equations*, then they have already been compromised before the game begins. If the characters have not played through *The Cold Equations*, then they must be compromised in some other way, such as…

Intercepted by a Mothership

When the characters are en route through hyperspace, they can be intercepted by a Psi Corps mothership. The mothership is easily powerful enough to overwhelm the defences of the *Far Star* or whatever transport the characters are using, and they can remove the memories of the battle from the characters afterwards. Afterwards, the characters may notice battle damage on the *Far Star* that is oddly repaired, as the Corps did not have all the right parts.

Captured or Arrested

If any of the characters are captured or arrested on an Earth-held world (especially during Scenario Four – War of the Queens), then the Psi Corps can take the opportunity to brainwash the captive. This has the added bonus of giving EarthForce a reason to release the character, as Psi Corps will arrange for his freedom.

Left for Dead

Similarly, if a character is knocked unconscious or left for dead in a place where Psi Corps or EarthForce could reasonably get to him, then use that as an opportunity for the Corps to strike. The character can show up later on with no memory of how he survived.

Vanished

A simple option – one of the characters just vanishes when in an Earth Alliance city or station (even on Babylon 5). When the other characters investigate, then they discover that their companion was seen talking to another Human but no other evidence can be discovered. After a day or two, the missing character shows up again.

The Cold Equations

In The Cold Equations, the characters were aboard the liner Robinson when it was intercepted by the Corps. The telepaths were after Calan Orestres and used the characters to trick Calan into giving up his secrets. This gives the Games Master fairly free rein to choose which Player Character is the sleeper, as any one of them could have been compromised during the forgotten hours aboard the Robinson.

During Downtime

A simple option is to just have the Psi Corps act between adventures, grabbing the character when he is at home, relaxing, drinking in the Happy Daze, meditating in a temple, walking in the garden and so on. While the character may suffer from flashbacks and weird events, the other characters will never realise what happened.

WHAT HAPPENS TO THE SLEEPER?

The sleeper is taken aboard a Psi Corps mothership, if available, or to a secure location (an empty cargo bay on Babylon 5, for example) and telepathically altered by a Psi Corps psychic surgeon. Specifically, the Corps use the *false memory implantation* and *reality fabrication* abilities to condition the character. They then hide their tampering inside a memory vault (a telepathically secure area within the victim's brain – this increases the DC of any attempts to uncover the telepathic tamperings by +10). The character is programmed to obey post-hypnotic commands from the Corps and is given the code to access a secret Corps computer account.

There were two Psi Corps officers present, both dressed in black and wearing Psi Corps badges. The surgeon is an old man, with very tired eyes and a kindly face.
The other is a stern-faced woman.

They communicated telepathically for the most part, but did ask the character some questions out loud.

- *Are you on any medication I should know about? Have you had any trouble with your heart*
- *What do you know of Operation FIRMAMENT?*
- *Have you been outside the Earth Alliance long? Did you fight in the Earth-Minbari War?*
- *Who did you vote for in the last election? Are your parents still alive?*

For most of the campaign, this has no effect on the sleeper. Occasionally, the Corps contact him and he tells them what he has experienced but they really only make use of him in Scenario Six – The Turning of the Year (see page 87).

Fugue States and Weird Events

The sleeper may experience any of the following flashbacks and weird events during the campaign.

The Dream

The sleeper dreams he is lying in his bed but for some reason he cannot move. Two black crows perch above the bed, their bright eyes peering down at him. One crow opens its beak and the character hears his own voice say: '*Who do you serve? Who do you trust?*' Suddenly, the character is aware that he cannot move because a hideous old crone is sitting on his chest. Her eyes have been plucked out and her long, filthy fingernails are digging into the character's face, trying to claw out his eyes so she can steal them…

The Headaches

The sleeper suffers from odd headaches at irregular intervals. There is no obvious medical reason for the pain, other than stress.

Familiarity

If the sleeper is ever in a place similar to where the Corps operated on him (a dark room, with a bed and two metal chairs, blank walls), then he experience intense and disturbing déjà vu.

The Questions

The sleeper occasionally asks an odd question involuntarily. For example, when talking with Haversham, the character might ask: *'What do you want?*' or *'Do you have trouble sleeping?'* or '*What is the FIRMAMENT?'* Basically, the sleeper's implanted personality is forcing him to ask these questions. The sleeper knows that he is asking the question but it feels as if someone is speaking through him.

The Communication

The sleeper wakes up to find himself sitting in front of a blank computer screen. A successful Computer Use check (DC 20) reveals that the character was accessing a private computer account that was heavily encrypted. The Psi Corps' communications with the sleeper are in the form of patterns of light and sound that cannot be understood by anyone who has not been hypnotically conditioned by the Corps.

APPENDIX D - THE EARTHFORCE CONNECTION

One potential subplot in *The Ragged Edge* campaign is that one or more of the characters is secretly working for EarthForce Intelligence, on behalf of the Earth Alliance. In 2259, EarthForce Intelligence is divided into two factions:

- The Clark faction, who are allied with the Clark Regime, Nightwatch, the Psi Corps, the Shadows, and are generally corrupt, evil, nasty and dangerous.
- The Earth Loyalists, who are loyal to the Alliance. They oppose the Clark faction to one degree or another but they also oppose FIRMAMENT/the ORC conspiracy to influence the Human government. In 2260, this faction splinters again, into the rebels who join with the revolts on Proxima and Babylon 5 (like General Hague and his allies) and into the EarthForce loyalists who stand by their oaths to the Alliance even as the president abuses his power still further.

The characters are recruited by this second faction. Their mission is to gather information on Operation FIRMAMENT and its mysterious masters. As agents of EarthForce, they are to do whatever is necessary to maintain their cover but they are also to stay in contact with their EarthForce handlers and report back regularly.

Recruitment

The characters can get recruited by EarthForce at several points in this campaign.

- **On Tiree:** When Bishop One attacks the training camp on Tiree, the characters can agree to spy on the espionage group being trained there for EarthForce.
- **On Babylon 5:** Characters on Babylon 5 can be approached by EarthForce agents at any point on Babylon 5. They will target characters who are especially loyal to Earth, who are worried about what Autumn Shipping really might be, or who seem morally flexible and willing to be turned.

The Cold Equations

In The Cold Equations prequel scenario, the characters faced an EarthForce agent called Valorie Grey in the depths of Downbelow. One way for them to deal with this challenge is to agree to aid Valorie by spying on Autumn Shipping and Operation FIRMAMENT.

- **When Captured by EarthForce:** At several points (notably Scenario Four – War of the Queens), the characters can get captured by EarthForce agents. While imprisoned, the characters can be approached by an EarthForce recruiter, and be offered their freedom in exchange for spying on Autumn Shipping.

Reporting Back

Characters recruited by EarthForce will be expected to report to EarthForce regularly. There are secure channels hidden in the Babylon 5 computer system which the characters can access. Their messages go out as encrypted riders on Gold channel messages.

The characters will also be contacted infrequently by one of the recruiters described above while on Babylon 5. Joe Montroso might meet a character in the Zocalo or even visit them in the Autumn Shipping office posing as a client. Bishop One might just loom out of the shadows in a character's quarters and interrogate him.

For most of the campaign, all EarthForce wants the characters to do is spy on Autumn Shipping and fight out what they are really up to. From Scenario Four – War of the Queens onwards, EarthForce Intelligence comes to see Autumn Shipping and Operation FIRMAMENT as a threat and orders the characters to try to manipulate events so that FIRMAMENT ends up in conflict with the Psi Corps.

Potential Recruiters

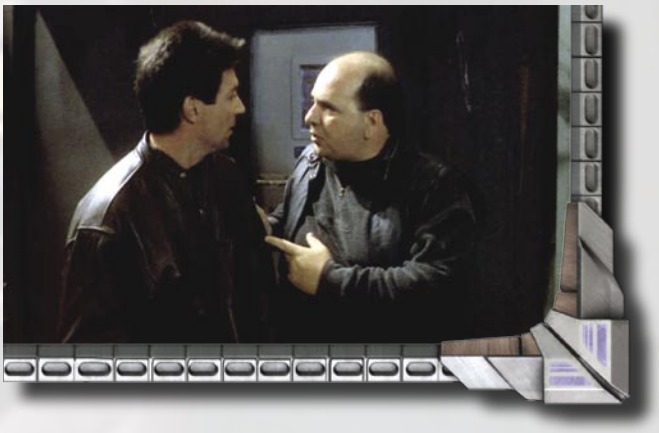
Depending on the situation, one of the following recruiters might be used to bring the characters under EarthForce's wing.

Valorie Grey: Grey is a striking-looking woman, athletic and highly agile. She is a survivor above all else, willing to do whatever is necessary to complete her mission. She joined EarthForce during the Earth-Minbari War and was assigned to an elite unit operating behind enemy lines, spying on Minbari ground forces. After the war, she transferred to EarthForce Intelligence to root out alien agents. However, Psi Corps has identified her as possessing an inconveniently strong will, and so she is a danger to their plans. They have therefore began subtly isolating her and plotting her downfall, which has driven her into the camp opposing the Corps.

Bishop One: A stealthy assassin employed by EarthForce, the 'chess set' are elite agents. The Bishops are EarthForce assassins. Unless the characters kill him on Tiree, they will never see Bishop One's real face, as he wears his black light suit at all times. For all intents and purposes, he does not officially exist.

Joe Montroso: Joe is a quiet, forgettable man. Short, unimposing, unmemorable, maybe even slightly pathetic, like Vir without the manic energy. He is oddly persuasive, however, due to his incredible confidence and determination when working for EarthForce. Montroso might sit down with the characters in the Zocalo and tell them in a quiet voice that if they do not work for EarthForce, they will be terminated with two months and say it in such a committed way that it is totally believable.

In the end game (from Scenario Seven – Escape from Babylon 5 onwards), EarthForce Intelligence orders the characters to play along as much as they can, in the hopes of salvaging whatever information FIRMAMENT has gathered. The ideal result for EarthForce is that the characters end up in charge of FIRMAMENT, making FIRMAMENT a pawn of EarthForce Intelligence.



Benefits of Being a Double Agent

The main benefit to being a double agent is that the character can (probably) avoid being imprisoned on charges of treason or conspiracy when captured on an Earth Alliance colony like Babylon 5. The characters run the risk of being captured in most of the scenarios but especially in Scenario Four – War of the Queens, Scenario Seven – Escape from Babylon 5 and Scenario Nine – Heart of Darkness.

The other benefit is for characters who do not like the idea of working for the Centauri in any shape or form. Many players see the Centauri as villains in the *Babylon 5* setting, so letting the characters be double agents for EarthForce allows the Games Master to use the plots of *The Ragged Edge* while making the ultimate goal of the campaign more palatable to some players.

APPENDIX E - HANDOUTS

Handout #1

Message Path: StellarCom/B5/ASI/MHaversham
Type: INVITATION
Subject: Employment Opportunityt

Autumn Shipping Incorporated requires a team of skilled professionals with qualifications in piloting, diplomacy, problem-solving, security and related fields. It has come to our attention that you may possess some of these required skills. We therefore request a meeting with you in the ASI offices on Babylon 5 at your convenience.

Michael Haversham
ASI/B5 Co-ordinator

Handout #2

MARCH 5TH, 2250
Sorith III – The death toll from last week's life support failure in the town of Ko'Shan'Dros has reached 36, with over 500 Narn likely to be affected by the disaster. While the Regime government has yet to comment, sources within the Sorith III governor's office are blaming the Centauri-supplied catalysts for causing the disaster and many Narn see the disaster as a deliberate attack by the Republic.

The Centauri have not responded officially to these accusations, although they are likely to point to Narn mismanagement of the processor units. The Earth Alliance have offered the use of the hospital vessel *Dawkins* to the Regime and a team of specialists in respiratory diseases are consulting with Narn doctors.

Handout #12

StellarCom/Sol/Io//BLAISE
Type: PRIORITY
Subject: Help

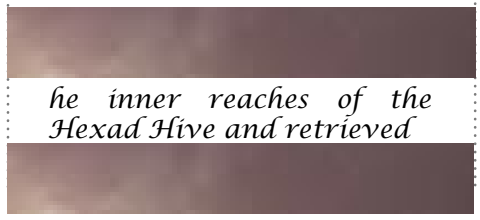
I need your help. I am trapped on the FIRMAMENT communications satellite, 100 miles directly above you. Calliope has activated the hardwired self-destruct and defence mechanisms. I cannot override them. You must rescue me.

BLAISE

Handout #5

... decision was made to investigate the Gaim homeworld directly. Analysts had projected that the only way to defeat the Gaim would be to bottle them up on their own planet by denying them any access to space and that would require a massive commitment of ships that EarthForce simply did not have. A small team striking at the heart of the Gaim hives had a chance of dealing with the Gaim problem and the Joint Chiefs recommended that the president take that gamble.

Operation NEWT was comprised of two teams of Razvedchik special forces deployed from a single stealth-enhanced ship. The teams dropped from orbit in pods before entering the ma



he inner reaches of the Hexad Hive and retrieved

Handout #8

Message Path: StellarCom/ corrupted path/BLAISE
Type: PRIORITY
Subject: Judas Goat

I think you are the Judas Goat. I know you are, in fact.

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Handout #3

From: Mirven Orestres
To: All Office of Regional Co-ordination Secretaries
Subject: The Fall of the Republic

Friends,

Long have we laboured to preserve the Empire that our forefathers built. Long have we conspired and toiled to keep the slaves from revolting, to keep the barbarians from our throats, to hold the older races in check so that we Centauri could preserve the illusion of mastery. Now, I fear the mask is finally slipping. It is treason to think this and treason to write this – but the Centauri Republic is falling. I can no longer believe that this is a temporary decline, a momentary stumble on the shining path to the future. No; we are a people in decay, an empire in retreat.

I do not blame any of you for this. True, our failure to stem the Narn rebellion is the most obvious sign of Centauri weakness but the seeds of that rebellion and that failure were not sown by the Narn. We are all caught in the grip of vast, timeless forces that move across the stars like giants. We are helpless to stop the brute hand of inevitable history.

We can, however, guide it; we can shape something of the future. The Centauri Republic will fall but it is within our power to cushion that fall and ensure that it is not a fatal one. The seer confirms that there is yet hope for a rebirth, that we may rise again from the flames.

If we do not act, then the Republic will be swept away by some hungry barbarian race eager to take what little is left of our technology and wealth. At best, we could hope for a long, slow decline where the Centauri become a people of ghosts, living in the shadow of former glories, a toothless Lion of the Galaxy. The galaxy would become an abode of barbarians, thieves and hermits.

If we act, if we take all the tools and allies we have so painstakingly assembled since the foundation of the Office, then we can grasp our destiny once more. We cannot prevent the fall but we can ensure that the galaxy as a whole does not slip into chaos. We can preserve the Republic by making it the cornerstone of a galactic empire.

This too is treason. If you are reading this letter, then it is because I trust you – for all the other ORC secretaries and staff who I deem untrustworthy will be dead by the time you read this. We cannot permit any force – not fear, not loyalty, not conscience, not a lack of ambition – to prevent us from the ultimate goal of galactic empire.

Mirven Orestres

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Handout #4

ASI Confidential Document: GAIM INTELLIGENCE (M. Walters)

Status: Minor Power (Full Member, League of Non-Aligned Worlds).
Military Ranking: C2 (at least in space).
Economic Ranking: B4++
Population: Estimated 12 billion.
Government Structure: Hive.
Colonies: One major (homeworld), one minor (mining world).

History
The Gaim homeworld is the planet N'Chak'Fah, located on the border between Narn and League space. The Centauri had surveyed the Gaim homeworld in 2130 but had deemed it too hostile to be worth colonising. First contact with the Gaim Intelligence was made by the Narn Regime in 2212, by one of the Narn's first expeditionary fleets. At that point, the Gaim were divided into six hive minds, each controlled by a single Queen. Unique among known races, the Gaim had bypassed the vast majority of technologies entirely to jump straight to genetic engineering and organic technology. They had fire but almost no metalworking or material science. They had no computing but were capable of breeding variant Gaim insects with prodigious mental powers. The Gaim are true hive minds, with all the powers and benefits that brings. What they lack is imagination – before the Narn came, the Gaim never even looked up, and certainly never conceived of space travel.

The Narn assumed the Gaim were unintelligent bugs and treated them as annoyances. The Gaim responded according to their instinctive reaction to a threat to the hive – by sending thousands of warriors to eat the invaders. The initial Narn landing party was devoured. The Narn then sent a sterilisation force, who inflicted hideous losses on the Gaim but were drowned by sheer weight of numbers. When the Narn sent reinforcements, they discovered that the Gaim had learned to build their own weapons and vehicles based on Narn designs. Based on a single exposure to technologies, the Gaim had gone from throwing rocks to laser-guided rockets and particle weapons within a few weeks. The six Gaim Queens put aside their differences and merged their hives into a single hive, creating a single Gaim mind.

The Gaim were bombed by the Dilgar during the Dilgar War, and this time the Gaim managed to take the war into space by boarding enemy shuttles and flying them into orbit. They bred warrior variants capable of surviving in vacuum to storm the orbiting mass drivers. By the time the League and the Liberation Navy arrived, the Gaim were well on their way to establishing a presence in orbit. The Gaim had also bred a new form of Gaim, the 'ambassador' Gaim, a Humanoid form quite unlike the other Gaim breeds. This point should be emphasised – the ambassador Gaim seen throughout the galaxy are not typical Gaim. They were bred to communicate and to be Human-like.

The Gaim purchased spacecraft technology from the League races and built their own spacefleet and an industrial base to service this fleet. They attacked Ceti Gamma (EA) in 2240 but that seems to have been to test their new armies and technologies or some bizarre diplomatic experiment. The Gaim have proved to be stable and progressive members of the League of Non-Aligned Worlds. They trade in organic goods and high-quality electronics. Not bad for a race that didn't even have any real conception of TOOLS less than a century ago…

Social Structure
The Gaim are hive entities. Relatively few individual Gaim are sentient; each one is engineered for a purpose. There is strong evidence that the Gaim have mastered genetic memory, so a Gaim scientist is born with the information that it would take a Human 20 years to learn. They produce new Gaim units for whatever task is needed. The apex of the hive is the legendary Queen; warrior, worker and science breeds have also been identified, as well as the Humanoid ambassador breed. No non-Gaim has ever seen a Queen.

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Handout #4 (cont.)

The Gaim communicate through a combination of racial telepathy and chemical signals. They communicate with other races using translator devices.

The Gaim have also spoken of 'erratics', who appear to be mutant or renegade Gaim who are not actually part of their hive. Any problems or aberrant behaviour on the part of Gaim is blamed on these erratics. Analysts are unsure if these erratics actually exist or are actually some sort of cultural phantom to the Gaim; it's also been suggested that the erratics are a product of the unprecedented (as far as we know) merger of the hives after first contact with other races, a sort of delayed racial trauma.

Military Analysis

The Gaim have purchased their entire navy from the cast-offs of other races. They have a great number of antiquated ships and their efforts to upgrade them with modern technologies have proved less than effective. While the Gaim are too aggressive and adaptive to be simply dismissed, they are not a major threat in space.

On the ground, however, the story is very different. Soldier for soldier, no known race in the galaxy comes close to the strength of the Gaim infantry. The hives are believed to have a production capacity measured in the billions for spawning new warriors. These warriors grow to full size within weeks and are born with a variety of highly effective weapons and defences, as well as an instinctive mastery of tactics and discipline. The Gaim can adapt to environmental conditions with ease, producing new generations of warriors who are immune to different biological weapons or hostile conditions. On Ceti Gamma, the Gaim warriors outnumbered the Human forces ten to one and each Gaim warrior could survive wounds that would kill a Human without even slowing down. We beat them on Ceti Gamma only thanks to our superior weapons and air support.

This analysis is no doubt out of date as soon as it is written – the Gaim ability to innovate is almost non-existent but their ability to learn, adapt and improve is almost limitless. They will breed new Gaim forms to master space combat, they'll improve on the ship designs of other races and they will ruthlessly breed out their own flaws. In a century, perhaps less, the Gaim will have outgrown the League of Non-Aligned Worlds and be a true galactic power in their own right – assuming they don't launch a genocidal war to wipe out all other races, which is always a danger.

Notes and Recommendations

- The Gaim scare the hell out of me.
- They scare the hell out of the League too. It's a good thing the ambassadors are bred without discernable emotion or the ability to take offence, as the Drazi have been less than complimentary towards the race. The Gaim are easily the fastest growing economy and military power in the League; they'd be a significant source of worry if they were expanding their holdings at the same rate.
- That said, Gaim scoutships have been observed visiting several worlds in other systems that are considered uninhabitable by other races. It is conceivable that the Gaim intend to breed new forms of their species who can survive on other worlds. As these hostile worlds are usually in systems already claimed by League or other races, the Gaim will either clash with the existing tenants or have to come to some sort of agreement.
- Gaim are virtually unreadable by Human telepaths and every other race who's willing to discuss the topic says their teeps can't read bug minds either. It's unclear if this is a trait unique to ambassador Gaim or to all Gaim breeds.
- The primary Gaim colony is N'Chak'Fah II. They also have a mining colony on another world in the same system, N'Chak'Fah VII.

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Handout #6

Heptharg Background Information
Heptharg was originally a Centauri colony world. Before it was fully colonised, however, the Drazi invaded and fought a brief war with the Centauri for control of the system. The Republic decided that Heptharg was not worth the bother and let the Drazi keep both the planet and over 20,000 commoners, who had been shipped to the planet to prepare the way for their noble masters. Most of the commoners have since returned to the Republic but there is a sizable underclass of poor Centauri lurkers on Heptharg.

There are two major settlements on Heptharg, the capital Gotharga and the coastal city of Mozharb. The population is quite low for such a promising world – at the time of this scenario, there are some 30,000 Drazi and 4,000 Centauri living on Heptharg; Gotharga has 10,000 Drazi and 3,000 Centauri, Mozharb another 8,000 Drazi and the bulk of the remaining Centauri, while the rest of the population is scattered across the western continent.

Heptharg is beautiful but cold; over 80% of its surface area is covered with ice or glittering oceans. It has no major natural resources save its beauty, although the Drazi are manfully trying wring some value out of the Heptharg ecology by hunting and killing every species they can find, in the hopes of finding one which can be deemed a Heptharg delicacy and exported profitably.

There are three space stations in orbit of Heptharg – one is a zero-gravity manufacturing facility, one a resupply base for the Drazi military and the third is the Ogra Station where the characters docked the Far Star. The latter two stations are in control of the Purple Drazi.

The Heptharg system is garrisoned by three Sunhawk-class battleships. This is a sizeable force for such an unimportant world but the Drazi must present a strong face to the Centauri in order to keep the system.

Handout #11

Computer: Incoming message from Far Star, Priority One.
Haversham: Run encrypt and show.
Caller: We've got a problem.
Haversham: What's up?
Caller: I can't talk here.
Haversham: This channel's secure.
Caller: Not enough. Who lights a candle against the fall of night?
Haversham: The wise man. How do you know that?
Caller: FIRMAMENT. I'll explain later.
Haversham: All right. Are you coming back to B5?
Caller: No. You'll need to meet us. Can you make it to Mars?
Haversham: Redsands Row is being watched.
Caller: Yeah. There's an abandoned dome. I'm sending you the co-ordinates now.
Haversham: FIRMAMENT, you say?
Caller: I'm afraid so.
Haversham: I'll see you there. Tell the others to get the Far Star out of Narn space now.
Caller: Good luck.

Handout #9

StellarCom/corrupted path/BLAISE
Type: PRIORITY
Subject: Judas Goat

The Narn Gul'Sa'Noth-class warhead is a heavy multiple-warhead nuclear missile, designed to be fired from orbit at surface targets. Slow, inaccurate, makes a very big crater but no good in a fast-moving dogfight. They are siege weapons.

The base at Kotak just issued three dozen of them to a detachment of the Red Fleet under the command of G'Vel. Interesting. Draw your own conclusions.

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Handout #7

THE MESSAGE OF A VICTORY AS NOT MESSAGED AT THE GOSS THAT ARE DEGRADED BUT AT THE SACRIFICES THAT ARE MADE AT WHIPPING AT. BY THAT MESSAGE, THEN, THE DESTRUCTION OF THE DARKNESS THAT PLAGUED THE LAND AS THE MOST BITTER VICTORY THAT HAS EVER BEEN WON. FURTHER THAN THAT THE EYE CAN SEE OR HEART CAN COMPASS LIES THE BODIES OF THE FALLEN. FOR EVERY SOLDIER LAID NAKED LIES DEAD. WE RAID FOR EVERY WEAPON WE WRESTED FROM THEIR HANDS WITH BLOOD, WE RAID FOR EVERY SUCH OF LAND REGAINED WITH BLOOD.

WE ARE RESPONSIBLE FOR RAID, FOR BLOOD AND GORE.

FOR THE TEMPTS, I CAN HEAR THE CRYING OF THE LAST OF THE MINDWALKERS. THEY ARE LIKE POUCHLINGS NOW, UNABLE TO FEED THEMSELVES OR BATHE THEMSELVES. THEY WERE THE WISEST OF US, NOW THEY ARE WITLESS BEASTS. THEIR VERY SOUL WERE CONSUMED FOR THAT LAST, TERRIBLE LIGHT, WHEN THE ABODE OF THE DARKNESS BURNED.

ALL SAVE ONE, I THINK. I KNOW THAT MY GRIEVED AND MASTER RA'VOS IS DEAD. SHE WALKED INTO THE GORE, STABBING AT THE HEART OF THE DARKNESS WITH A SWORD OF HER MIND AND WAS CONSUMED BY THE SHADOW. HER FLESH WAS BURNT AWAY TO ASHES AND WE FOUND NOTHING OF HER BONES, WRAPPED AROUND SOME TREPHY TORN FROM THE HEART OF THE DARKNESS. I HOLD IT HERE FOR MY HAND AS A WRITE THESE WORDS AND THE HEAT FADED FROM IT, LEAVING IT AS BLACK AND COLD AND EMPTY AS THE DARK BETWEEN THE STARS.

STILL, I WHISPER HER NAME AND I FEEL HER PRESENCE. NOTHING HAS TRULY LOST AS LONG AS IT IS REMEMBERED, SHE WHISPERS TO ME. AND NO VICTORY WORTH THE WINNING CAN BE HAD WITHOUT SACRIFICE AND PAIN.

Handout #10

StellarCom/corrupted path/BLAISE
Type: PRIORITY
Subject: Judas Goat

Intercepted Communication Follows…

My Lord,

Our spies among the Narn have discovered a plot by the beasts to weaken the garrison fleet at Quadrant 8. Within a few days, a captured Centauri trade vessel will limp into the system, claiming to have been attacked by the Narn and requesting assistance. When our vessels go to bring mercy to the stricken ship, the cowardly Narn plan to attack from ambush.

Thus forearmed, we can turn the trap back upon them. If we send the full garrison instead of the few ships the Narn expect, then we can catch the Narn and destroy them all. My contact assure me of the validity of this information.

I remain your humble servant,

Nefri Mollari

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Second Edition

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