THE BABYLON PROJECT

Gamemaster's Resource Kit

A Supplement for The Roleplaying Game Based on BABYLON 5

the Warner Bros. Television Series Created by J. Michael Straczynski
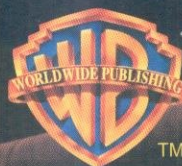
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Weapons Table

Weapon	To-Hit Bonus	Dam. Bonus	Dam. Type	Shots per rnd	Ammo cap.	Burst Rate	Cost (EAcr)	Notes
Hand-to-Hand Weapons								
Brass Knuckles	0	+2	Impact				20	generic
Club	+2	+3	Impact				20	generic
EF-issue Nightstick	+2	+4	Impact				50	EF issue
Staff	+2	+3	Impact				150	generic
Minbari Fighting Pike	+3	+3	Impact				5000	Minbari staff
Small Knife (slash)	+1	+1	Cut				40	generic
(stab)	+1	+2	Cut					
(thrown)	0	+2	Cut					
Large Knife (slash)	+1	+2	Cut				90	generic
(stab)	+1	+3	Cut					
Sword (slash)	+2	+4	Cut				300	generic
(stab)	+1	+4	Cut					
Coutari (slash)	+2	+4	Cut				300	Centauri sword
(stab)	+1	+5	Cut					
Katak (slash)	+3	+5	Cut				5000	Narn sword
(stab)	+1	+4	Cut					
Combat Knife (slash)	+1	+2	Cut				100	multifunction combat knife
(stab)	+1	+3	Cut					
U-Tech Stun Baton	+1	*	*				120	Human stun baton
Pistols								
W&G Model 10	0	14	PP	1	5		250	Human civilian PPG pistol
Auricon EF-7	+1	14	PP	1	15		450	EF issue PPG pistol
Kalat Avenger	+1	13	PP	1	10		300	Narn military issue PPG pistol
Tromo Handgun	0	14	PP	1	20		400	Cent. military issue PPG pistol
Sha'ann PP Weapon	+1	17	PP	1	n/a		4000	Min. military issue PPG pistol
Coleman .22	0	12	CS	1	10		150	Human civilian slug pistol
Coleman Magnum	0	14	CS	1	14		200	Human civilian slug pistol
U-Tech Stinger II	0	*	*	1	10		100	Human civilian stun gun
Auricon EF-7	+1	14	PP	1	15		450	EF issue PPG pistol
Coleman Magnum	0	14	CS	1	14		200	Human civilian slug pistol

* Does no serious damage, but causes a stun check as if hit with 14 Impact Damage.

Weapon	To-Hit Bonus	Dam. Bonus	Dam. Type	Shots per rnd	Ammo cap.	Burst Rate	Cost (EAcr)	Notes
Carbines								
Wesson Rattler	+1	13	CS	1	20	3	300	EF issue submachinegun
Browning EF-G26	0	*	*	1	1		500	EF issue grenade launcher

*Damage as grenade type.

Weapon	To-Hit Bonus	Dam. Bonus	Dam. Type	Shots per rnd	Ammo cap.	Burst Rate	Cost (EAcr)	Notes
Longarms								
W&G Model 21	+1	16	PP	1	2		400	Human civilian PPG rifle
Auricon EF-PR	+2	17	PP	1	8		550	EF issue PPG rifle
Wesson Sportsman	+1	14	CS	1	7		300	Human civilian slug rifle
Shotgun	0	16	CS	1	2		400	generic Human
Bow	0	8	Cut	1/2	20		300	generic
Auricon EF-PR	+2	17	PP	1	8		550	EF issue PPG rifle
Auricon EF-749/AC	+1	18	PP	1	60	8	9500	EF issue heavy repeating PPG; -1 to Init.
Browning EF-492	*	16	CS	1	Belt	6	2500	EF issue heavy machinegun; -1 to Init.
Wesson Enforcer	+1	16	CS	1	10		550	EF issue slug rifle
W&G EF-52	+1	14	CS	1	30	4	1500	EF issue assault rifle

*0 but a +2 if set up on its bipod.

Weapon	To-Hit Bonus	Dam. Bonus	Dam. Type	Explo. Type			Cost (EAcr)	Notes
Grenades								
D-21	5	14	CS	Fragmentation			90	EF issue fragmentation grenade
S-30	1	2*	IM	Concussive			70	

*Does little serious damage, but causes a stun check and immediate impairment as if hit with 12 Impact Damage.

Armor	Areas Covered	Init. Mod.	Dam. Mod.	Cost (EAcr)	Notes
Armor					
W&B Armored Jacket	2-7	-2	6	300	
Coleman EF Riot Jacket	2-7	-1	8	450	EF issue
Coleman PP Riot Helmet	1	0	9	240	EF issue
Talak Military Gear	2-9	-1	8	300	Narn military issue
Royal Guardsman Combat Jacket	2-7	-2	9	500	Centauri military issue
Minbari Military Caste Jacket	2-7	0	10	2000	Minbari military issue
Coleman EF Riot Jacket	2-7	-1	8	450	EF police issue
Coleman EF Riot Helmet	1	0	9	240	EF police issue
Coleman EF Riot Shield	*	-2	10	400	EF police issue
Coleman MA-6 Body Armor	2-9	0	6	850	EF combat issue
KR-4/BS Hostile Environment Armor	1-15	-2	8	4600	EF combat issue

*Select a hex, the shield protects a 5 hex vertical row centered on that hex and a 3 hex vertical row on each side of the middle row. Note that in order for the shield to move, the arm using it must move so the diagram should be adjusted as needed.

Hostile Environment Equipment	Areas Covered	Init. Mod.	Dam. Mod.	Cost (EAcr)	Notes
Hostile Environment Equipment					
EnviroCom FBL-42/JR Space Suit	1-15	-2	4	2500	EF issue
EnviroCom GN-339 Biological Anti-contamination Suit	1-15	-1	1	1500	EF issue
EnviroCom RE-698 Radiation Suit	1-15	-2	2	1700	EF issue

Attributes and Typical Values by Species

Cultural	Human	Narn	Minbari	Centauri
Charm	6	4	5	4
Finesse	6	4	4	6
Presence	4	6	4	5
Xenorelation	5	3	3	4
Mental				
Intelligence	5	5	6	6
Insight	5	5	5	4
Wits	4	4	5	6
Perception	4	4	6	4
Psionics	0	0	0	0
Physical				
Strength	4	6	5	4
Agility	5	5	5	5
Endurance	4	6	4	5
Coordination	5	5	5	4

Attribute Value Key		Psionics Equivalent
0		Mundane
1	Very inept, or unable	P1 or P2
2	Inept	P3
3	Mediocre	P4
4	Adequate	P5
5	Average	P6
6	Good	P7
7	Adroit	P8 or P9
8	Excellent	P10
9	Incredibly apt and able	P11 or P12

Martial Arts Maneuvers

Absorb Blow: When the character makes a stun check in combat, a successful use of this maneuver adds 3 to his or her Random Modifier in determining whether or not the character is stunned.

Blind Fighting: The use of this maneuver precedes a conventional combat action. If the martial arts task check is successful, the combatant suffers no penalty for fighting in darkness this action, and may act as though in a lighted area. This does not mean that the character can see in the dark, only that he or she senses and tracks the movements of the attacker.

Block/Hold: The use of this maneuver follows an block of Normal or better success. If the martial arts task check is successful the character automatically grapples with and gains a hold over the attacker.

Disarm: The use of this maneuver follows an attack of Normal or better success. The attack does no damage, but a Significant or better success with the maneuver causes the opponent to lose his or her weapon and any remaining actions in the current round of combat.

Enhanced Defense: The use of this maneuver follows any defensive action (successful or not). If the martial arts task check is successful, the defender gains automatic Initiative over the attacker the next round.

Flat Hit: The use of this maneuver follows an attack with a bladed weapon of Normal or better success. If the martial arts task check is successful, damage done by the attack is treated as Impact damage instead of Cut damage.

Hard Block: The use of this maneuver follows an block of Normal or better success. If the martial arts task check is successful, one quarter of the inflicted damage (round down) is applied to the attacker or the item that caused the damage.

Increased Damage Hit: The use of this maneuver follows an attack of Normal or better success. If the martial arts task check is successful, increase the damage of the attack: by 2 for a Normal success; 3 for a Significant success; and 5 for a Critical success.

Jump Kick: This is a flying attack that, successful or not, requires some room to attempt and automatically gives Initiative over the attacker to the target next round. If the attack is successful, make the martial arts skill check after the task check for the attack—on a Normal success or better add 4 to the damage from the attack.

Multiple Attack: The use of this maneuver precedes a conventional combat action. If the martial arts task check is successful, the combatant may make multiple attacks this round: one additional attack on a Normal success; up to two on a Significant success, and up to three on a Critical success. For each additional attack made, however, subtract 2 from the Damage resulting from each.

Multiple Defense: The use of this maneuver precedes a conventional combat action. If the martial arts task check is successful, the combatant may perform multiple defensive actions this round: one additional defense on a Normal success; up to two on a Significant success, and up to three on a Critical success. Nerve/Vital Strike: The use of this maneuver follows an attack of Normal or better success. If the martial arts task check is successful, this attack does 2 Damage less than usual, but increases the victim's Immediate Impairment by 3.

Parry/Attack: The use of this maneuver follows a parry of Normal or better success. If the martial arts task check is successful, the defender may immediately make an attack on the attacker. Note that the attacker has already used an action during the round, and may not be able to defend.

Pull Off Balance: The use of this maneuver follows a parry of Normal or better success. If the martial arts task check is successful, the attacker may not act other than to defend in the next round of combat, and defends at a -2 penalty.

Rapid Strike: The use of this maneuver follows an attack of Normal or better success. If the martial arts task check is successful, the attacker may immediately make a second identical attack.

SKILL LIST (with Specialties)

Acrobatics: Climbing, Contortion, Gymnastics, Zero-G Maneuvering.
Acting: Theater, Film, Voice.
Acumen: Veracity, Attitude, Emotion.
Anthropology: Archaeology, and by individual culture.
Athletics: Jumping, Running, Swimming, Throwing, and by specific sports.
Art: Graphic Design, and by specific media.
Biology: by Kingdoms within a particular biosphere.
Business: Economics, Management, Marketing, Operations, Ethics.
Combat, Armed: Strike, Parry.
Combat, Martial Arts (specify one school): varies.
Combat, Ranged: Handgun, Longarm, Autofire, Rocket Launcher, Semi-Automatic.
Cooking: by types of cuisine.
Dancing: by types of dance.
Diplomacy: Dulcification, Ingratiation, Inquiry, Obfuscation, Persuasion, and Protocol by Culture.
Driving: Cars, Trucks, Motorcycles, Armored Vehicles.
Engineering, Aerospace: Aerodynamics, Structural Design, Plasma Engine Design, Jump Engine Design, Payloads.
Engineering, Chemical: Alloys, Ceramics, Explosives, Fuels, Plastics, Applications, Weaponry.
Engineering, Civil: Urban Design, Planetary Structures, Orbital Structures, Applications.
Engineering, Electrical: Device Design, Systems Design, Power Systems Design, Computer Systems Design, Device Applications, System Applications, Military Equipment.
Engineering, Mechanical: Internal Combustion Engines, Robotics, Mechanical Applications, Military Equipment.
Engineering, Military: Demolitions, Fortification, Entrenchment, Applications.
Management: Organization, Resources, Coordination.
Gambling: by game.
Geography: Interstellar, Star System, Planetary, Region.
Geology: by planet type and regional type.
Hiding: Disguise, Concealment, Shadowing, Sneaking, Ambush, Camouflaging, Lurking.
History: by area, culture and time period, EA Military.
Instruction: by Race.
Investigation: Research, Forensics, Case Management.
Language (specify one language): Comprehension, Speech, Writing.
Law: by legal system.
Mathematics: Geometry, Trigonometry, Statistics, Calculus.
Medical, Biotech: by Race, Weaponry.
Medical, Diagnostic: by Race.
Medical, EMT: by Race.
Medical, Pharmaceutical: by Race.
Medical, Psychiatry: by Race.
Medical, Surgery: by Race.
Metalworking: Structural Design, Construction/Repair, Ornamentation.
Music: Composition by style, Performance by instrument.
Navigation, Aerospatial: Atmospheric, Insystem, Hyperspace.
Navigation, Planetary: Ground, Water.
Philosophy: by school of thought.
Physics: Quantum, Mechanical, Optical, Nuclear, Hyperspatial.
Piloting: Atmospheric Fighter, Atmospheric Shuttle, Atmospheric Transport, Fighter, Shuttle, Transport/Escort.
Religion: Texts by sect, Ceremonies by sect.
Savvy: Underworld, Politics by culture, High Society, other specific subcultures, Military Enlisted, Military Commissioned.
Sculpture: by medium.
Shiphandling: Freighter/Liner, Escort, Capital Ship, Orbital Station.
Sleight-of-Hand: Juggling, Prestidigitation, Pick-Pocketing.
Software Design: Authoring, Repair, Hacking.
Strategy, Ground: Theater, Global, by military doctrine.
Strategy, Space: Intrasystem, Intersystem, by military doctrine.
Survival: Life Support by environment, Foraging by environment.
Tactics, Troop: by military doctrine, Offensive, Defensive, Covert.
Tactics, Space Combat: by military doctrine, Offensive, Defensive, Covert.
Telepathy: Scanning, Blocking, Broadcasting.
Tracking: by environment.
Weapons Systems: Ship, Planetary, Orbital, Vehicular.
**Writing:** Expository, Poetry, Prose.

Task Resolution Interpretation

The degress of success or failure of a task attempt depends on how much the roll was made or missed by:

roll made/failed by 6+	**Critical** Success/Failure
roll made/failed by 4-5	**Significant** Success/Failure
roll made/failed by 2-3	**Normal** Success/Failure
roll made/failed by 1	**Marginal** Success/Failure

Task Difficulty Levels/Optional Levels

Trivial	2/2	Difficult	11/12
Easy	3/3	Very Difficult	15/14
Basic	5/5	Next/Imp.	17/17
Average	7/7	Miraculous	25/26
Tricky	9/10		

Ranged Attack Difficulties

	up to 5m	6 - 10m	11 - 25m	26 - 50m	51 - 100m	101 - 250m	250m+
Throw (low G)	Easy	Average	Tricky	Difficult	Very Diff.	Next/Imp.	Miraculous
Throw (1 G)	Average	Difficult	Very Diff.	Next/Imp.	Miraculous	—	—
Throw (high G)	Tricky	Very Diff.	Next/Imp.	Miraculous	—	—	—
Pistols Basic	Average	Tricky	Very Diff.	Next/Imp.	Miraculous		
Carbines	Basic	Average	Tricky	Difficult	Very Diff.	Next/Imp.	Miraculous
Longarms	Trivial	Easy	Basic	Average	Tricky	Difficult	Very Diff.

Damage Tables

Immediate Effffects
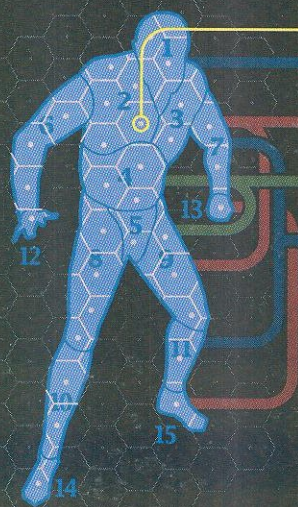
Damage ▶	1-6	7-10	11-13	14-15	16+
Head (1)	2 / 0	4 / 2	6 / 4		
Torso or Thigh (2, 3, 8, or 9)	— / 0	-2 / 2	2 / 2	2 / 4	
Vitals or Groin (4 or 5)	— / 0	2 / 2	4 / 2		
Arm or Leg (6, 7, 10, or 11)	— / 0	— / 0	0 / 2	0 / 4	0 / 4
Hand or Foot (12, 13, 14, or 15)	0 / 0	— / 0	-2 / 2	-2 / 4	-2 / 4

Default Aim Point
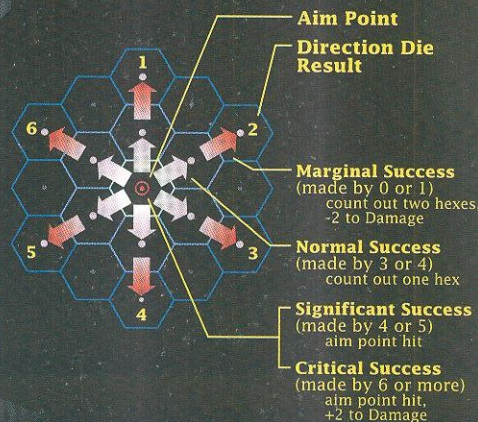
Top Result ▶ Stun Number
Bottom Result ▶ Imm. Impair.

Aim Point
Direction Die Result

Marginal Success (made by 0 or 1) count out two hexes, -2 to Damage

Normal Success (made by 3 or 4) count out one hex

Significant Success (made by 4 or 5) aim point hit

Critical Success (made by 6 or more) aim point hit, +2 to Damage

Final Effects

Damage ▶	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15+
▼ Location						◀ Secondary Effects ▶									
Head (1)	2							240	180	120	80 B	60	35 E	15	12
Torso (2 or 3)	0									240	130 B	70	25 E	4	
Vitals/Groin (4 or 5)	2								200	120	70 B	45	20 E	8	4
Arm (6 or 7)	-1										200	80 B	16	M	
Thigh (8 or 9)	0										240	160 B	80	40	8
Leg (10 or 11)	0										200	100 B	12	M	
Hand/Foot (12, 13, 14, 15)	-2									240	160 B	25	M		

◀ Damage Modifier ▶

▼ Final Impairment ▼

▼ Dam. Type	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15+
Impact	0	0	0	0	0	1	1	1	1	1	2	3	3	5	6
Cut	1	1	1	1	1	2	2	2	2	3	3	4	4	5	6
Burn	1	1	1	1	1	1	2	2	2	3	3	4	5	6	6
CS	1	1	1	1	2	2	2	2	3	3	4	4	5	6	6
PP	1	1	2	2	3	3	4	4	4	5	5	6	6	6	

◀ Bleed Shift ▶   -3 0 -5 3 +1

Heal Time ▶	1	1	1	1	1	1	1	1	2	2	2	3	3	4	8
Decline Time ▶														10 / 6	1

THE BABYLON PROJECT

Character Worksheet

INITIAL CONCEPT

Identity:

Archetype:

Name:

Basic History:

Childhood:

Development:

Adulthood:

DETAILED HISTORY

Childhood Notes:

Childhood Skills:

Childhood Characteristics:

Development Notes:

Development Skills:

Development Characteristics:

Adulthood Notes:

Adulthood Skills:

Adulthood Characteristics:

Additional Notes:

Additional Skills:

Additional Characteristic:

LEARNED SKILLS

Primary Skill — Level 4 — Specialties

Secondary Skills — Level 3 — Specialties

Level 3

Level 3

Tertiary Skills — Level — Specialties

CHARACTERISTICS

ATTRIBUTES

	top level	VARIATION	final
Charm			
Finesse			
Presence			
Xenorelation			
Intelligence			
Insight			
Wits			
Perception			
Psionic			
Strength			
Agility			
Endurance			
Coordination			

Str. + End. = −9 ÷ 2 = Toughness

Agl. + Wits = ÷ 2 = Initiative

Int. + Ins. = ÷ 2 = Resolve

CHARACTER RECORD

THE BABYLON PROJECT

NAME

Race

Gender

Profession

Home

Age

Archetype

CHARACTERISTICS

CULTURAL ATTRIBUTES

- Charm
- Finesse
- Presence
- Xenorelation

FORTUNE POINTS

EPs

MENTAL ATTRIBUTES

- Intelligence
- Insight
- Wits
- Perception
- Psionic

Wounds	Dam Type	Dam	Imp

PHYSICAL ATTRIBUTES

- Strength
- Agility
- Endurance
- Coordination

HIT LOCATION TABLE

- Marginal Success (–2 Dam)
- Normal Success
- Significant Success
- Critical Success (+2 Dam)

Equipment Notes

DERIVED ATTRIBUTES

- Toughness
- Initiative
- Resolve

SKILLS

Level

Specialties

THE BABYLON PROJECT

Gamemaster's Resource Kit

Introduction

Welcome to the Gamemaster's Resource Kit for The Babylon Project, the roleplaying game based on BABYLON 5. This is a supplement to the game, not a complete set of rules. While you may wish to read it for the information contained herein about the BABYLON 5 setting, you will need to purchase the base rulebook in order to play the game. As the name suggests, this kit is a resource for the gamemaster to use in setting up adventures. If you are not a GM or are a player in a Babylon Project campaign or intend on playing, please do not read any further unless your GM approves. This booklet contains a number of secrets and plot situations that you will enjoy much more if you don't know about them beforehand.

Overview of the Kit

The booklet you hold in your hands contains background information about the BABYLON 5 setting that you will find useful during creation of your own story arcs. Each section tells you a little about the past of its topic, followed by some information about what is going on in the early 2250's, during the time frame of the game. In addition to this booklet, the GM kit also includes a number of items that help you run the game more efficiently and easily. First is the GM Screen. This card folds out to stand on its own. On the inside of the screen are the most frequently needed charts and diagrams inthe game. Next are new Character Worksheets, Character Records and Skill Reference Charts that you can photocopy and hand out to your players. Finally, you will find logo sheets. These are various logos that you can use to add to game props to enhance the atmosphere of the story that you are telling to your players.

Game Notes/ Errata

Optional Game Rules

Task Resolution

The Task Resolution system in The Babylon Project is designed so that characters most often perform to their level of ability. The most common Random Modifier generated by the dice is 0, with +5 and -5 being the rarest. However, some players have commented that the current system of generating the Modifier is too random. For these players, this optional system may be more enjoyable. Using these optional rules, the general method of Task Resolution remains the same. The character's Skill and any applicable Specialties are added to the appropriate Attribute to determine the character's Ability. As in the standard rules, if the task is a Static task, the player generates a Random Modifier, which is added to or subtracted from the Ability and then compared to the Difficulty. The difference between the result and the Difficulty determines the success or failure of the task, and the degree of that result (Marginal, Normal, Significant or Critical). If the task is Contested, both participants generate a Random Modifier and compare the results, with the difference determining which participant succeeded and with what the degree of success. However, there are three differences between the standard Task Resolution system and this Optional Task Resolution system. The first is the method of generating the Random Modifier. The second is the Difficulty table for Static tasks. And the third is the method by which Fortune Points can be used to improve the Random Modifier.

Generating the Random Modifier

Instead of using two dice to generate the Modifier, roll six dice. The Modifier starts at 0. Interpret the dice as follows: on a result of 1 or 2, subtract one from the Modifier; a result of 3 or 4 do not change the Modifier; a result of 5 adds one to the Modifier; and a result of 6 adds one to the Modifier and allows a Bonus Die to be rolled (you can either roll an additional die or re-roll the die that resulted in a 6). When rolling a Bonus Die, results of 1-4 do not change the Modifier; a result of 5 adds one to the Modifier; and a result of 6 adds one to the Modifier and allows an additional Bonus Die to be rolled.

Difficulty Chart

Under these rules, the Task Difficulty descriptions correspond to different Difficulty Numbers, as shown on the table.

Trivial	2
Easy	3
Basic	5
Average	7
Tricky	9
Difficult	12
Very Difficult	14
Next to Impossible	17
Miraculous	26

Fortune Points

One of the primary uses of Fortune Points is to improve a character's chance at performing a given task by increasing the Random Modifier. When using these rules for Task Resolution, the following method replaces that described on pages 114-117 of the base rulebook. Players may still prevent death and attempt specialized tasks as usual with Fortune Points. A player may spend one Fortune Point to reroll one of the dice after he or she has rolled for the Random Modifier. The player may pick up any die (except a Bonus Die or a result of 6 whose Bonus Die has already been rolled) and roll it again. The player then chooses whether to keep the new value or the original value of that die. There is no limit to the number of times this can be done during any given task. Jaime's character Salim is attempting to book passage on a cargo ship to escape the law. Salim has a Diplomacy skill of 2 with a Specialty in Ingratiation and his Finesse is 5, so Jaime decides that Salim will try to get into the captain's good graces in order to get aboard. Mark, the GM, determines that the captain is tired and in a hurry, so the task is Tricky. Jaime roleplays the encounter with the captain (while Mark plays the captain), and does a very good job, impressing everyone in the room with his skill at flattery, so Mark lowers the difficulty to Average. Salim's Ability is 9. Jaime rolls the dice, getting results of 1,3,4,4,5 and 6. The 1 subtracts one from the Modifier and the 5 and 6 each add one to it, so the Modifier is currently +1. Because one of the dice resulted in a 6, he also gets to roll a Bonus Die, which results in a 6. This too adds one to the Modifier and gives him another Bonus Die to roll. The second Bonus Die results in a 2, which has no effect on the Modifier. Thus the final value of the Random Modifier is +2. Salim is not going to succeed, so Jaime spends a Fortune Point to reroll the 1. It results in a 3, which Jaime keeps, meaning that it no longer subtracts from the Modifier. With the Modifier at +3, Salim Marginally succeeds and Mark determines that he gets to ride to the next system back with the cargo.

EA Space Exploration

Humanity has always had a yearning to explore the unknown. Since the earliest days of civilization, Humans have reached out and embraced their frontiers. From sailing ships and horse carts to submarines and spaceships, men and women have dreamed of excitement and discovery just over the border of the known.

After the acquisition of interstellar technology from the Centauri, the possibilities offered by the vast number of unknown worlds and alien races proved to be a powerful lure to the questing nature of Humanity. The Alliance found no shortage of volunteers to head out into the unknown. Pioneers looked for the unknown and corporations looked for profitable minerals and trade possibilities.

EarthGov heavily regulated Quantium-40 and its sale within EA boundaries in those early years, controlling the expansion of the Alliance and limiting exploration to Earthforce ships. Mining operations were able to sell quite profitably to EarthGov, but other sales outlets were illegal. As more corporations built ships capable of traveling the pre-existing beacon net, they were able to trade other goods and services quite profitably, so they never concentrated their efforts on building ships to explore hyperspace. This resulted in Earthforce becoming the de-facto organization for exploration and new jumpgate construction.

The Alliance's informal program of exploration began early in 2165, using whatever ships were large enough to mount jump engines. The only known way to explore hyperspace is to veer off of the beacon network, braving the dangerous gravity inclines and confusing interference until an anomaly is found, and re-enter normal space to find out what it is. If it is safe place, a jumpgate is built that is connected to the beacon network, allowing other ships to follow and fully explore the system.

Needless to say, with such a random method of exploration losses were high, as hyperspace took its toll on the ships that were sent out, but even knowing the risks, men and women volunteered. The geography of hyperspace around Sol is very difficult terrain, which was part of the reason that the Centauri and other younger races had never bothered with it. Even after Humans were discovered, most races preferred to avoid exploring near the Alliance because of the surrounding hyperspace region. Many times, even once a ship found a system the crew actually had no idea where they were in normal space at first. This resulted in some systems that were not named in accordance with older Earth star charts, but since the Centauri had provided Humans with the interstellar map used by all races, it seemed of little importance to adhere strictly to the older, outdated names.

Humanity expanded quickly in the first few decades. As the Alliance's beacon network expanded, so did trade with alien races. Encountering new races and interacting with them became much more popular, and the thrill of interacting with new races overtook that of risking life and limb in hyper-

space as the method by which people explored. Combined with the dozen or so new colonies that needed to be built and settled in uninhabited systems, the Human race had plenty of things to explore. By 2200, the volunteers for hyperspace exploration were getting fewer, and the program stalled for a few years as the Alliance tried to build a more solid relationship with aliens and its own colonies.

After the Dilgar War, as Humanity was becoming recognized by other races, Earthforce decided to redefine the exploration program. Advances in EA technology coupled with secrets learned from scavenging Dilgar ships gave the Alliance a better understanding of hyperspace. Although it was still dangerous to leave the safety of the beacon network, it was now possible to guess more accurately which disturbances in hyperspace were stars and which were only nebulae or other anomalies. As a result a new generation of pioneers grew hungry to seek new worlds again.

To organize this new effort of stellar mapping and discovery, the Deep Space Exploration (DSX) command was commissioned, headed by Colonel Margaret Foreman, who still oversees operations. Four *Nova* Class dreadnoughts, prototypes for the *Omega* Advanced Destroyer project, were modified to give them a rotating gravity section in order to allow crews to perform long-term exploration missions. These four went into service in 2241, exploring the rim of known space in shifts, since each could only carry supplies to build one jumpgate.

Shortly before the Minbari War the DSX command proposed, and received preliminary funding for, the *Explorer* Class ship. The *Explorer* Class ship is more than a simple transport or combat vessel. It is a complete self-contained city, capable of tours of duty up to five years in length without restocking. Its five-kilometer long superstructure houses a rotating gravity section capable of housing nearly fifteen thousand men and women for long term voyages. The majority of the ship's complement is civilian contractors, engineers and scientists, the type of people necessary to do the initial surveys and build a new gate quickly. Representatives of the giant survey Corporations, such as UTC and IPX also travel on board, and the Explorer ships regularly act as transports for planetary survey teams. Given their isolation from the rest of the EA the *Explorer* Class carries two full squadrons of Starfuries. In addition, the ships carry a large and varied set of support craft. The first three, the *Cortez*, the *De Soto,* and the *Magellan,* are completed in 2253, and each begins mapping a new area of the rim of known space in an effort to find new systems for colonization and new sources of mineral and chemical wealth.

COMBAT DIAGRAM - EXPLORER CLASS SHIP

Damage Track

Threshold

5
4
3

EARTH ALLIANCE
EXPLORER SHIP
NAME: _____

League of Non-aligned Worlds

The League Reunification

The League of Non-Aligned Worlds was formed for mutual protection, but after the Dilgar were defeated in 2232, it atrophied. There seemed to be little need for League; the Centauri were no longer taking over worlds, the Dilgar were gone and there were no imminent threats to the member worlds. Everyone was more concerned with going home and licking their own wounds, and for the moment things were almost peaceful. The member races began to drift off in separate directions. Diplomatic relations lapsed, treaties foundered, and the races each began making their own pacts (or wars) with each other and the Centauri and Narn. The advent of the Earth-Minbari War, however, convinced many that peace was not an indefinite state. If even one of the major races could come so close to destruction, then the smaller ones could certainly use some help.

The Minbari surrendered to the Earth Alliance in 2248. Not long after, a flurry of activity began within the worlds of the League, which continues into the 2250's. The League is trying to become a real organization again, a difficult task after so many years of neglect. Some of its members, however, will to go to great lengths to preserve it. The Abbai and the Pak'ma'ra have emerged as the leaders in this effort. The Pak'ma'ra, despite the reputation earned by their intimidating appearance and repulsive eating habits, are a noble and helpful race (although some say they just want more access to alien bodies). Although the Abbai appear fairly self-sufficient, no one is certain why they believe the League to be so

important. A trader who visited their world recently reported that there seems to be a massive construction project going on under one of their oceans, but she wasn't allowed close enough to get a good look. There are also rumors of pollution problems interfering with the Abbai's ocean-farming.

Obstacles to Reunification

Part of the reason that the reunification is so difficult is that many of the member races have begun squabbling amongst themselves. The Abbai have emerged as mediators in many of these disputes, but they can't solve all of the problems.

The Brakiri are a relatively well-intentioned race, but they have a love of politicking and territory-gain. They're constantly shifting alliances, forming new treaties against perceived enemies in an attempt to gain more power. The Brakiri and the Gaim are always squabbling over the precise location of their borders; some outposts change hands as often as once a year. The most fought-over outpost is XD73, a station on a seemingly idyllic world-a small planet with, oddly enough, no fauna to speak of, despite ideal surface conditions. It's taking quite a bit of damage from the fighting.

Even some of those races who aren't fighting are reluctant to re-activate the League at first. The Markab are friendly enough, and highly moralistic, but they like their privacy. For a long time they didn't want to involve themselves in the reunification process. No amount of cajoling was able to draw them out. In 2254, they finally did come back into

the picture, saying that their gods had told them the time was right to join with the other races. Not only have they taken up membership in the League, but they are also sending ambassadors to live on other worlds, a practice they've avoided in the past. They're spreading themselves as far and wide as possible.

Then there are those who are too far removed to be regular members. Some people wonder how the Drazi, who were instrumental in recruiting the Humans during the Dilgar War, have held onto several colony worlds while sandwiched between the Narn and Centauri. Their treaties with Narn and Centauri Prime allow them to keep their independence, but they must pay high tariffs to cross Narn or Centauri space, or take overly long routes in order to make League meetings.

Other races, like the Hyach, just aren't trustworthy. The Hyach are often being accused of using telepathy to cheat or invade someone's privacy. A race with an unusually high resistance to telepathy, they do not see any need to regulate it. Because of this other races hire them to do jobs other telepaths won't. This puts them at odds with a number of races, and they tend to avoid larger empires like the Alliance who have strict laws on telepathy. If the Hyach were territorially acquisitive, they would be a force to be reckoned with. As it is, they don't have much in the way of a fleet. But they haven't told anyone about the massive cave systems near some of their cities, or the work that goes on there. Great numbers of Hyach work beneath the surface of their world, toiling away on large space ships.

The 2250's

During the 2250's the League finally completes the reunification, but not without problems. In an odd way, it is once again the Humans who save the League.

Early in the decade, the League keeps up relations with the Centauri in order to keep the peace, but those relations don't always go well. The Centauri make off with two Brakiri colonies and an Abbai outpost in 2250. The Minbari don't want to get involved, and the Humans are still recovering from their war with the Minbari. The Narn won't help anyone without payment, and in fact the League has the same problem with the Narn that they have with the Centauri. The Narn annex a Gaim colony during this time and attempt to take two outposts (one Abbai, one Hyach). The Brakiri ambassador is very anxious to get their research colony back from the Centauri, while he doesn't care at all about the agricultural colony. His people have some important experiments going on.

Everyone agrees, at least in theory, that the League is necessary. But the League just can't seem to get it back together. Finally, in 2254 after the disappearance of Babylon 4, the Humans approach the League for monetary support for Babylon 5. Among them, they are able to raise almost as much money as the Narn do, and the guarantee of an advisory seat on the Babylon Council for that money gives them that final incentive to begin regularly meeting again, and Babylon 5 gives them a more central venue. After years of work, the task of reuniting the League seems to have succeeded.

Centauri Politics

The Centaurum and the Royal Court on Centauri Prime has been the seat of Centauri government ever since the founding of the Republic. The center of power and politics and the oldest city on the planet, it is the heart of the vast network that was once the mighty Lion of the Galaxy. Even today, Centauri Prime is a vast center of trade and commerce, as the extensive jumpgate network laid by the Centauri in the old days remains one of the best transit systems around.

Although the Centaurum was founded by the famlies who fought for the Centauri race the hardest during the war with the Xon, the Noble Houses over time have become at the same time the most unifying and most divisive force in the Republic. Together the Nobel Houses had the drive and ambition to take the Centauri to the stars, but once they got there they began to squabble over who should rule each. At first, this was not a significant factor, as any arguments were minor compared to the good of the whole Republic, but over time it began to build and fester. By the time the revolts began, the Noble Houses were so divided that they could not effectively cooperate.

When the Republic's decline began, the Centaurum tried to send forces to quell the rebellions on the worlds in revolt, but politics-such as Houses who had no desire to send forces to help their rivals-muddied the process as the Republic collapsed.

Now, with the Narns at their doors and their empire falling into ruin, the Centauri have become a race desperate to hold onto what is left. And much of what is left to the Noble Houses is the division that started the decline. Many of the Houses have centuries-old rivalries with each other. Even those who are friendly with each other are divided as to what to do about the current situation.

Of course, since the Cenaturum is largely an advisory body, the Emperor makes the decisions. Emperor Turhan assumed the throne in 2221 after the death of his father. Turhan's reign marked a change in the policy of the Republic toward her former slave races. He held that it was better to stop the attacks to retake hostile alien worlds and concentrate on those worlds where Centauri alone held dominance. The best way to restore the Republic, he held, was to rebuild the internal structures that maintained it in the old days. This policy, while unfavorable, has never been overturned by the required three-quarters of the Centaurum, so while it has many opponents in the Royal Court, it is the wisdom of the Emperor and current policy.

Turhan's policies have been working. Since he assumed the throne, losses to renegade worlds have slowed (with the Narn being the only real continuing threat), several peace treaties have been signed with rebel worlds, and two have even become legitimate Centauri protectorates. In addition, trade and tourism has been on the rise. With no fear of conquest other races, including the economically rich Humans, have been very eager to trade with the Centauri and visit their worlds. The rich history of the Centauri is unique among races, and now-to the chagrin of many-that history is drawing the riches of other worlds.

The Centaurum, as always, is full of plots and schemes. House Turhan is allied with Houses Malachi, Tavastani, Jaddo and Coriola, a backing which is strong enough to keep the Emperor's policies from being overturned. Prime Minister Malachi oversees the meetings of the Centaurum, as well, allowing him to keep the agenda geared toward the peaceful restructure of the remaining

worlds of the Republic. The Opposition is led by Houses Rotta, Madrin, Refa, Stassa and Brenna. Sonto Rotta is one of the most outspoken men in the Centaurum, and is a fierce advocate for regaining control of the worlds that the Centauri took by their divine rights, especially the Narn world.

The issue of the Narn is central to most of the struggles currently going on in the Centaurum. The Narns are more than just a renegade race: they are the race most responsible for the rebellions, and are the race who are still the most active against the Republic. Turhan's policy of reparations for Centauri occupation of the Narn homeworld has only strengthened the Opposition, and rumors of plans for foul play begin to circulate.

When the heir dies in 2252, Turhan is devastated. Convinced that one of his enemies was behind it he attempts to prove malice or conspiracy, but the accident that killed his son was just that-an accident. During this investigation, his single-mindedness toward the goal of finding someone to blame for his loss draws his attention away from the duties of state and Malachi is left to run most of the government. Although a capable governor, Malachi does not hold the political sway that Turhan does, and during the next months of 2252 the Centaurum begins to take a more hostile stance against the Narns, which precipitates the Narn attacks in Quadrant 27 and 37.

All the while, the other Houses begin to groom their candidates for Emperor, for popular gossip says that it is only a matter of time before the demoralized Turhan dies or resigns the throne. The current mood in the Centaurum is frenetic. Decorum keeps the members from actively campaigning for the next Emperor, but everyone knows that time will soon catch up with Turhan, and the backroom maneuvering is in full swing.

Assassination attempts in 2253 and 2254 expose a link between House Madrin and the Narns, removing the House from the Cenaturum and dishonoring them. The discovery of this treachery seems to revitalize Turhan, and he returns his attention to the Republic. During this time, he also begins to bring in more outside influence, signing unprecedented agreements with the Humans, Drazi, Brakiri and Pak'ma'ra for trade and tourism. More and more aliens begin to be seen on Centauri Prime, which increases revenues and the general attitude of the citizenry, but further divides the Centaurum. Turhan begins to follow a plan of his own, that only he understands.

Centauri Colonies

The Lion in Winter

In days of old, the fleets of the Centauri Republic ranged far and wide in the galaxy, ruling over one hundred star systems. Those days are long gone, but well remembered. Aside from the world of Centauri Prime itself, the Centauri Republic still encompasses a handful of colonies on distant worlds. The Lion of the Galaxy has some of its pride left, and it intends to keep a steely grip on it's remaining possessions.

Turan Outpost

Quadrant 27 is one of the most important strategic locations of the Centauri Republic, situated on the border between Centauri and Narn space. It was not always so. Once, Quadrant 27 was known more for its economic importance than any military value. Early Centauri spacefarers entering the system named the eighteen planets after several of their gods, with the name "Turan", god of mineral wealth, given to the sixth. A rocky ball with no atmosphere to speak of, the surface of the planet constantly bathes in raw solar radiation. Were it not for the enormous mineral wealth that the planet has to offer, no one in his right mind would have set foot on the rough surface of Turan.
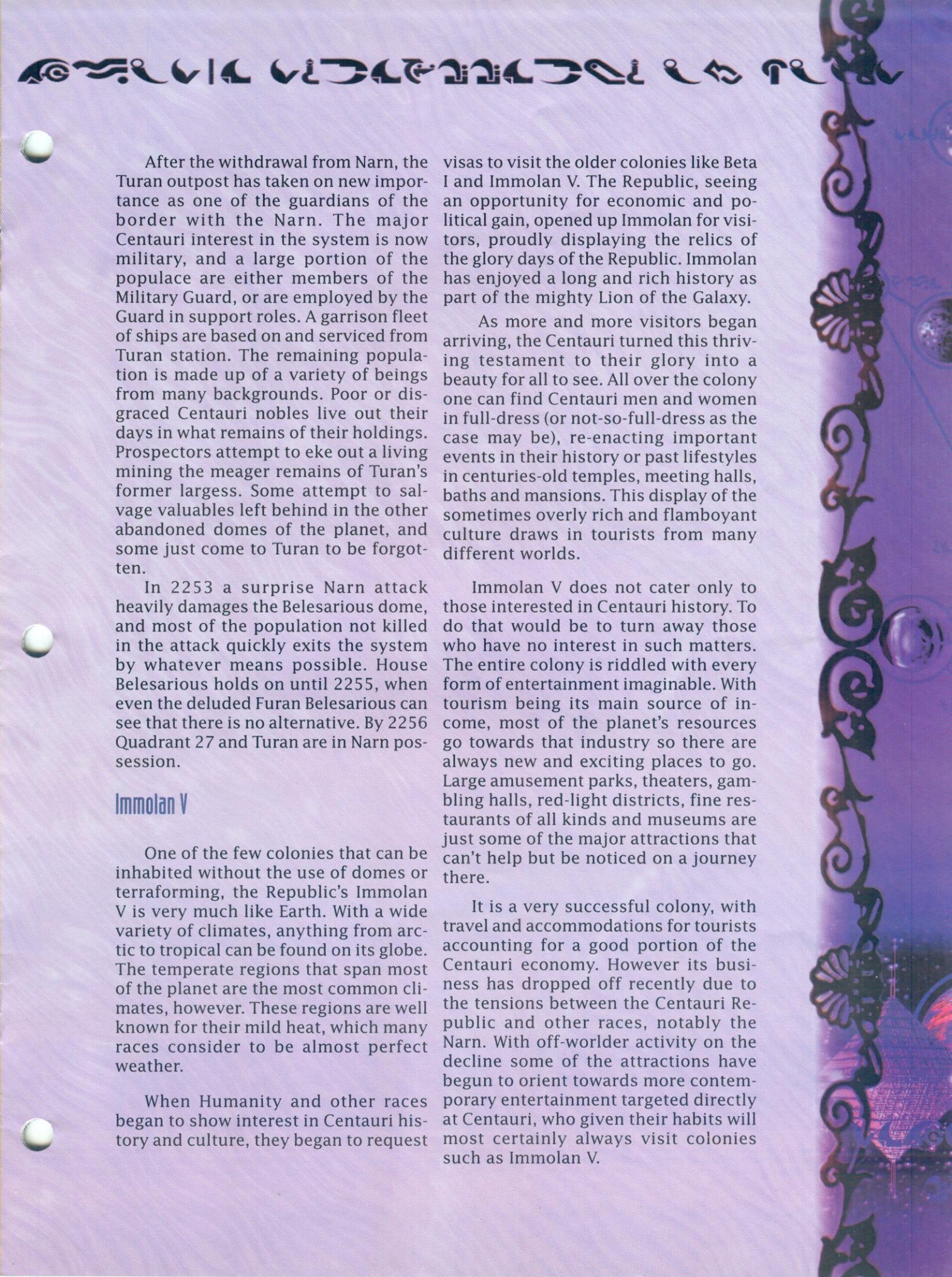
As it happened, Centauri geological surveys showed that the planet contained huge amounts of many of the minerals and metals most crucial to the Centauri Republic's continual expansion including the rare and precious Quantium-40. A series of major mining colonies were established on the world in what were the 1650's on Earth.

Over the next 400 years the mineral wealth of Turan supported a major part of the Centauri industrial base, supplying materials for both war and peace. Several domed cities were erected on the planet's surface to house the workers needed to mine and refine the bounty of Turan. The planetary population topped out at over 15 million, and Turan was considered of vital importance to the safety of the Republic. Until the mines went dry, that is. Even the vast mineral reserves of Turan had a limit it seemed.

After almost half a millennium of bolstering the might of the Republic, Turan began to fade. Over the next hundred years, most of the population moved on to other worlds as one by one the major Centauri mining concerns left for greener pastures. Eventually all that remained was the first of the domed cities placed on the planet, the planetary seat of Belesarious.

Named for the Noble House that has overseen the Centauri presence in Quadrant 27 for the majority of its existence, Belesarious houses the remaining population of the system. House Belesarious has controlled Turan for the last three hundred years. The current house leader is Furan Belesarious, and all is not well under his rule. In 2245 he had the Death Dream that Centauri are sometimes afflicted with, and his mind is no longer quite sound in its wake. Without his strong leadership, the younger generation of House Belesarious began to struggle for control of the family.

Throughout the late 40's and early 50's Furan's three sons, Julal, Martek and Bido, unsuccessfully attempted to position themselves for the presumed inevitable death of their father. The family kept this struggle quiet, for if the Emperor were to hear of it, he would doubtless strip the House of its holdings. Turan seemed destined to be a backwater until the Republic began its inexorable contraction to its current size.

After the withdrawal from Narn, the Turan outpost has taken on new importance as one of the guardians of the border with the Narn. The major Centauri interest in the system is now military, and a large portion of the populace are either members of the Military Guard, or are employed by the Guard in support roles. A garrison fleet of ships are based on and serviced from Turan station. The remaining population is made up of a variety of beings from many backgrounds. Poor or disgraced Centauri nobles live out their days in what remains of their holdings. Prospectors attempt to eke out a living mining the meager remains of Turan's former largess. Some attempt to salvage valuables left behind in the other abandoned domes of the planet, and some just come to Turan to be forgotten.

In 2253 a surprise Narn attack heavily damages the Belesarious dome, and most of the population not killed in the attack quickly exits the system by whatever means possible. House Belesarious holds on until 2255, when even the deluded Furan Belesarious can see that there is no alternative. By 2256 Quadrant 27 and Turan are in Narn possession.

Immolan V

One of the few colonies that can be inhabited without the use of domes or terraforming, the Republic's Immolan V is very much like Earth. With a wide variety of climates, anything from arctic to tropical can be found on its globe. The temperate regions that span most of the planet are the most common climates, however. These regions are well known for their mild heat, which many races consider to be almost perfect weather.

When Humanity and other races began to show interest in Centauri history and culture, they began to request visas to visit the older colonies like Beta I and Immolan V. The Republic, seeing an opportunity for economic and political gain, opened up Immolan for visitors, proudly displaying the relics of the glory days of the Republic. Immolan has enjoyed a long and rich history as part of the mighty Lion of the Galaxy.

As more and more visitors began arriving, the Centauri turned this thriving testament to their glory into a beauty for all to see. All over the colony one can find Centauri men and women in full-dress (or not-so-full-dress as the case may be), re-enacting important events in their history or past lifestyles in centuries-old temples, meeting halls, baths and mansions. This display of the sometimes overly rich and flamboyant culture draws in tourists from many different worlds.

Immolan V does not cater only to those interested in Centauri history. To do that would be to turn away those who have no interest in such matters. The entire colony is riddled with every form of entertainment imaginable. With tourism being its main source of income, most of the planet's resources go towards that industry so there are always new and exciting places to go. Large amusement parks, theaters, gambling halls, red-light districts, fine restaurants of all kinds and museums are just some of the major attractions that can't help but be noticed on a journey there.

It is a very successful colony, with travel and accommodations for tourists accounting for a good portion of the Centauri economy. However its business has dropped off recently due to the tensions between the Centauri Republic and other races, notably the Narn. With off-worlder activity on the decline some of the attractions have begun to orient towards more contemporary entertainment targeted directly at Centauri, who given their habits will most certainly always visit colonies such as Immolan V.

Narn Politics

The ruling body of Narn is called the Kha'ri. The Kha'ri is divided up into eight different levels or Circles of power. The most powerful is the First Circle, which also has the fewest number of members. As the Circles approach the Eighth Circle the power wanes and the number of members increases. Currently there are two main political factions in the Narn government that have the most power; the Liberal faction, and the Guardian faction.

The eight members of the First Circle of the Kha'ri are the rulers of the entire Narn populace. While the First Circle gives the appearance of being a unified body with clearly defined goals, the reality is quite different.

The Liberal faction, lead by Counselor T'Bar, favors free trade and urges that military conquests be replaced by economic expansion. T'Bar and his supporters wish to learn from other races and to use trade to enrich the Narn people and to expand access to useful technologies. One of the strongest supporters of the Liberal faction is Ambassador Ta'Kal, the senior envoy to the Minbari. Ta'Kal's recent efforts to open greater trade between the Narn and the Minbari, as well as Ambassador G'Kar's extremely profitable campaign of weapons sales to the Earth Alliance during the Earth-Minbari war, have enriched the Narn economy and aided the technological advancement of the Narn worlds. Currently, the Liberal faction is the dominant faction in Narn politics.

Members of the Liberal faction are keenly aware that their success hinges on continuing to increase the prosperity of the Narn people. Narn who increase trade with other races or who are instrumental in peacefully obtaining new technological devices or information for the Narn people can receive special rewards from the Kha'ri. Also, the Liberal faction of the Kha'ri often send special agents, sometimes disguised as tourists, off-world to observe alien factories and other potentially useful sites in an effort to peacefully, if secretly, learn the scientific and technological secrets of the other races. While most such agents are Narn, the Liberal faction also occasionally employs Humans as agents.

The opposing faction is the Guardian faction, lead by Counselor G'Ron. Memories of the Centauri occupation are foremost in the minds of G'Ron and her supporters. The memories of loved ones lost in the Independence War drive a deep distrust of other races. G'Ron does not oppose trade and other peaceful contact with the other races, but she and her supporters feel that such trade should be directed by military necessity and the need to learn strategic secrets about all races near the Narn sphere of influence. Essentially, the Guardians maintain that any of the technologically advanced races might try to enslave the Narn population if given the chance. Many of the members of the Guardian faction distrust both the Minbari and the Humans, and the recent rise of anti-alien propaganda on Earth has been taken as evidence that the Humans are a potential threat to Narn independence. Unofficially, a number of conservative-minded Narn have gained both wealth and status by selling information on anti-Narn or anti-alien activities among Humans and other races. Recordings of anti-Narn speeches, xenophobic pamphlets, and similar material have great propaganda value to the Guardian faction.

Almost all members of the Second Circle were friends and comrades of members of the First Circle during the Independence War. The members of the Second Circle are tied to their superiors through bonds of friendship and personal loyalty, as well as a sense of

duty to the entire Narn people. Most of the true political infighting in the Kha'ri takes place in the Second Circle, leaving the appearance of unity among the members of the First Circle.

Each member of the Third circle is a senior Ambassador to one of the other major races or governments. Most members of the Third Circle are members of the Liberal faction due to their frequent contact with aliens.

While the Narn do not have an established military tradition, the recent occupation of Narn has meant that the members of the Fourth Circle - the military leadership - are highly respected and command more power and authority than their status would otherwise indicate. Currently, the Narn military runs more by the charisma of the individual members of the Fourth Circle than by any established chain of command. When the present members start to retire, observers expect the structure of the Narn military command to change dramatically.

The Fifth and Sixth Circles of the Kha'ri are largely made up of ambitious Narn too young to have served in the Independence War, which ended in 2214. Currently, there is considerable resentment by some of the members of these circles towards what they regard as the archaic policies of the older members of the upper circles of the Kha'ri. Many of the members of the Fifth and Sixth Circles regard the high level of military spending and the unceasing plans to conquer even strategically worthless Centauri worlds as a waste of both time and resources. Most of these continental and regional officials never served in the military and see increasing the prosperity of the various Narn worlds - not avoiding enslavement - as their primary duty. The support of these officials is one of the many reasons for the current dominance of the Liberal faction in the Kha'ri.

The Seventh and Eighth Circles are posts given to senior scholars and religious officials who have distinguished themselves in their knowledge and devotion. Similar in many ways to Jewish Rabbis or Muslim Qadi, the members of the Seventh and Eighth Circles possess a great deal of subtle power.

In time of crisis or change, skillful, dedicated scholars can interpret the holy books of the past in a manner which applies directly to the current problems. Selecting only the wisest and most knowledgeable scholars to join the ranks of the Kha'ri insures that most such judgments are based on a sincere belief in the works of the prophets or a devotion to the greater good of all Narn. Any hint that such decisions were made for purely partisan purposes would result in the immediate disgrace and possible execution of the offending scholar.

The other great duty of the final two circles is to control the education of young Narn. The directives of the Seventh and Eighth Circles are felt in every school and by every tutor on the Narn worlds. All current members of the Seventh and Eighth Circles are old enough to remember the Centauri occupation, though very few of them fought in the Independence War. Several of these scholars are extremely elderly. When these scholars die or step down, their replacements are likely to be young enough to have been raised in the freedom of the modern Narn regime. Some worry that these younger scholars will not have the dedication of purpose necessary to uphold the strict standards of Narn law and morality. Other, younger, scholars look forward to having the chance to emphasize the writings of the more peaceful G'Ston over the writings of the more warlike prophets, G'Lan and G'Quan.

Narn Conquests

The Narn Imperialist Period: Voleskar and Mrunari

In the past five decades, since their race was liberated from subjugation by the Centauri, the Narn have embarked on a series of conquests of systems and worlds bordering their home system. Despite suffering under the Centauri yoke for more than a century, the Narn have engaged in an expansionistic policy which sometimes involves the enslavement of other worlds and races, particularly those which are former Centauri holdings - a hypocritical, bullying attitude which has not endeared them to other sentients.

However, their reasons for doing this are far different from those of their hated former masters. Whereas the Centauri conquered other races and worlds out of a spirit of "manifest destiny" and militaristic expansion, the Narn have taken over planets in systems surrounding their homeworld primarily in an effort to provide themselves with a "defensive zone" to protect Narn against her enemies. The conquered planets and systems also provide them with valuable raw materials and resources that are not available on Homeworld.

Voleskar

One of the first Narn conquests was the Voleskar system, in Quadrant 17. Known to the Narn simply as "Colony Q17," Voleskar IV is a former Centauri colony which the Narn have wrested from their enemies. Voleskar IV is an "archipelago world," but not in the ocean planet sense that that term usually signifies. Rather, Voleskar IV is a world of plateaus rising out of a densely forested, mist-filled lowlands which have so far proven uninhabitable and virtually impenetrable. Mountains rise up out of these so-called "Mist Jungles," and their flattened, mesa-like tops form islands in a sea of jungles and mists. Some of these plateaus are thousands of square miles in area, and several are occupied by sizeable lakes and rivers (which, in some cases, cascade off the edge of their plateau in spectacular, miles-long waterfalls).

The Narn conquered Voleskar IV in 2236, and did so for two reasons. First and foremost, they wished to take the world away from the Centauri, for whom it served as a valued military base and listening post from which to spy on Narn. By denying the Centauri this military asset, the Narn not only weakened their enemies, but also strengthened the defensive bulwark around Narn. Due to its location, Voleskar IV is an ideal listening post for any race that might want to spy on the Narn or the Centauri. The Mist Jungles, while largely impenetrable, are an ideal hiding place for a spies and small facilities. However, getting onto Voleskar IV undetected and maintaining such a group of spies could prove difficult.

The second reason for the Narn conquest is that Voleskar IV provides valuable natural resources. The plateaus often contain rich ore deposits. Some geological surveys have even found minute traces of Quantium-40 deep in the planet's crust, but these deposits could only be mined from the Mist Jungles, which have defied most attempts to clear them or establish outposts within them. On the other hand, Voleskar IV has at least one significant liability: a lack of arable land. Almost all of the colony's food has to be imported, and in a war it would be vulnerable to a blockade. The Centauri left alive on Voleskar IV after the Narn conquest have been enslaved. Reports that

have reached other worlds indicate that they are being treated very cruelly. However, among these slaves rumors circulate of a group of Centauri "freedom fighters"-warriors who escaped into the Mist Jungles and have managed to survive there. These rumors are true. Despite the odds, this group has managed to survive the lethal fauna (and sometimes even flora) of the Mist Jungles. The group's goal is to end Narn rule of the planet, and they work towards this goal by freeing as many Centauri slaves as possible.

Liberating Voleskar IV from the Narn could be a series of adventures for some PC groups. The reports of mistreatment of Centauri natives are true; they are in effect being worked and/or tortured to death slowly. The Centauri government might attempt to destabilize Narn rule and free the world, or might sponsor an outright military assault on Voleskar IV - if it feels it can do so without being detected or starting an outright war with the Narn.

Mrunari

The Mrunari system, including its one inhabitable world, Mrunari II, is located in Quadrant 32. It is a former Gaim colony. However, all Gaim on the world were either killed during the Narn conquest in 2239, or committed suicide thereafter (Narn scientists speculate that the Gaim race is a primitive "hive mind" of some sort, and that the Gaim of Mrunari II were ordered to suicide by their queen). The Narn have taken steps to obliterate all traces of the Gaim from the world. However, they have not succeeded. Anthropologists from Earth and other civilizations would very much like to study some of the Gaim ruins that dot the wilder parts of the planet.

Mrunari II is a valued Narn colony because it has an abundance of arable land. Given the condition of Homeworld after its century-long occupation by the Centauri, any planet that the Narn can devote to growing food is an important territory. Enemies of the Narn could strike at their food supply by attacking Mrunari II indirectly - for example, by arranging for substantial portions of the crops grown on the planet to be infected with rusts or fungi, or to somehow poison them and make them unfit to eat. Similarly, spies could learn a great deal about Narn logistical capabilities and supply chains by observing first-hand the economy of Mrunari II.

About half of the surface of Mrunari II is covered by oceans and other bodies of water, and some Narn entrepreneurs hope to create a profitable tourist trade on Mrunari II which would cater to their fellow Narn (and other sentients) who enjoy sailing and fishing. A vacation there might even appeal to a large array of people. The climate on Mrunari II is pleasant, there are many natural vistas to enjoy, and the fishing and hunting are superb. However, the Narn will be very suspicious of any group that does not have at least one Narn in it, will allow no Centauri onto the planet, and will keep a close eye on any vacationers (much to the chagrin of the travel agents who arranged the trip, no doubt).

The Narn have taken extensive steps to fortify and protect Mrunari II against encroachment by the Centauri, the Gaim, or other races. There is a large military garrison on the planet, and at least one of the Narn heavy space cruisers is usually in-system or within one quick jump. The communications and reconnaissance net established around Mrunari II and in the Mrunari system is similarly elaborate.

Minbari Politics

Dancing on the Third Edge

It is a well-known fact that the Minbari are a united people, peaceful and reclusive, yet swift to avenge insult. Like many well-known facts it has little to do with the truth. The Vorlons say that truth is a three-edged sword. The Minbari warrior caste says that truth is a weapon to be wielded sparingly, and only with no other options. The religious caste believes that the truth is a seed to be planted, nurtured, and protected from harm. The workers know the truth only as a precious resource. All would say that the process of knowing a thing creates the unknowable. A Minbari does not lie, except to save the honor of another, but withholding the truth is not the same as lying, and digging for the truth with the Minbari is like trying to empty the Sahara with a beach shovel during a sandstorm.

The Government

Over a thousand years ago the Minbari existed in a state of near constant warfare, as the warriors fought amongst themselves and with the religious, leaving the workers to eke out an existence in between. Their civilization might not have survived long enough to be known today if it was not for two things; a great unifying enemy-a mysterious race known only as the Shadows-, and the coming of their greatest leader, Valen. Valen used the desperate times to weld the disparate parts of Minbari society together into the single whole that most perceive today. He did not, however, solve the problems of Minbari society-he merely ordered them away. Such was his presence, and such was their need, that the Minbari accepted this, and have continued to accept this for the last thousand years.

The structure of the Minbari government parallels its society. The planet is ruled by the Grey Council, a group rarely seen by its own people, and almost never by outsiders. The Grey Council consists of three members from each caste, selected for life (although a member can be expelled by a vote of seven of the remaining eight members). The council is lead by the Chosen One, who was originally Valen, and can in theory be of any caste, although is most often of the religious. Prior to the Earth-Minbari war the Chosen One was Dukhat. A new Chosen One has not been selected yet, as Minbari tradition demands that a ten cycle (about 14 Standard year) period of mourning be observed. The Chosen guides the council's deliberations, and makes certain decisions of an operational nature. He or she may only overrule the Grey Council with the agreement of the Council of Caste Elders, the next tier of the government. The Council of Caste Elders is composed of nine members from each of the three castes, generally one from each of the clans of that caste. The council is largely ceremonial, and is left over from the days before Valen created the Nine and the One of the Grey Council to unite the people. The implementation of the words of guidance issued by the Grey Council is often left to the Caste Elders.

The Clans

Of more direct interest to the average Minbari is his or her clan council. Each of the castes originally had nine major clans that encompassed all caste members. Over the centuries some of the clans have died out, or become

largely ignored, and in at least one instance a new clan has formed. The clan oversees marriage, birth, death, career, religion-indeed, all aspects of life. Not all clans of a given caste get along; in fact some clans have deeply rooted hatreds and rivalries that in some cases stretch back thousands of years, almost predating their civilization. Some enmities are so ingrained that to even suggest that the wound could be healed would be considered a most shocking breach of propriety. A Human scholar of the Minbari once wrote anonymously, "When it comes to never forgetting, the Minbari make the average elephant look like an amnesiac." It is no surprise that relations between different castes then are even more problematic.

Division of Resources

Valen ended the cycle of conflict over resources by the Minbari by using the Grey Council to forcibly unite all castes into sharing everything. Cities which used to be controlled by one caste or another were now considered joint territory, managed by a F'hurs, a multipurpose word that in this case means "mayor", chosen by the Council of Caste Elders. The military resources, before almost exclusively controlled by the Warrior caste, were divided amongst all three castes. While in times of conflict the Warriors would coordinate, each of the three castes had direct access to, and control over, one third of the Minbari military might, preventing any single caste from attempting to take control by force of arms. Actual control rested in the hands of the Grey Council members from that caste.

Today

Today the Minbari exist in a pressure cooker unlike at any other time. The thousand years of restraint is beginning to unravel in the aftermath of the Earth-Minbari war. The warrior caste fiercely resents the fact that the religious forced them to abandon the war. Many of the religious are deeply ashamed that they nearly destroyed an entire civilization during the madness that the death of Dukhat caused. Minbar has become somewhat more open to outside visitors, although very few humans have visited yet. Almost no aliens are allowed outside of the capital city of Yedor. Many of the younger Minbari are beginning to think more of themselves, and less of how they may serve society, and many plots have begun to be laid, and to hatch...

The Rangers

A thousand years ago each clan of the warrior caste maintained its own military, and fought its own battles, often at cross-purposes. Valen created a single fighting force, taking the best of each clan, which her personally led. He called them the Anla'shok, what the Humans would call the "Rangers." He was the Anla'shok Na, or Ranger One, and the Entil'zha, a word whose meaning is lost to time. By the end of Valen's Great War the Rangers had members from each of the three castes, much to the disgust of the warriors. After Valen passed beyond the workers were removed from the Rangers, and the group functional. They exist today as a small, but well-trained, group of warriors and religious caste members, who primarily serve as scouts in deep space, covertly looking for signs that the Great Enemy is come again.

Raiders Rising

Whenever unarmed or lightly armed merchant ships carrying valuable cargo go unprotected, there will also be pirates and raiders. Though the modes of piracy have changed in recent years, it is by no means gone. In fact raider activity is on the rise, and it has rarely been safer for pirates to ply their trade then it is now. With the EA Space Fleet still recovering from the war with the Minbari, there are very few ships to patrol human space for piracy. The safe haven that hyperspace offers and the long trips that trading vessels travel give a plentitude of opportunities for raiders to plunder riches.

With hyperspace being so dangerous and random there are many rules and regulations that must be followed to travel in it. All flight plans must be registered and approved before a ship can commit to the journey. The actual routes that civilian vessels may legally travel are restricted to a select few relatively safe paths. It is along these highly predictable routes, mostly traveled by defenseless trade vessels, that pirates will set up their ambushes. Smart pirates will prey on remote systems where response time to attacks is slow, or systems with multiple jump gates allowing for ease of escape. Typically they will wait near a jumpgate in real space, attacking the merchants as they come out of hyperspace. Or they will lay in wait along the expanses of real space between jumpgates.

Not only does hyperspace offer raiders narrow trade routs to stalk, but it also gives them a security never enjoyed by terrestrial pirates. It is nearly impossible to find a ship in hyperspace unless at a predetermined meeting spot. Hyperspace beacons are made with the safety of civilians in mind so they produce fairly strong signals.

Raiders can abuse this by locking onto the jumpgate signal and then straying as far as they can from the normal path to hide. This means that once a raider ship has entered hyperspace it has escaped and can remain hidden from pursuers until the coast is clear. With this tactic, pirates have the ability to plunder a ship and then quickly vanish before any opposition can be mustered and sent after them.

Civilian ships are limited to staying in hyperspace for only forty-eight hours at a time, and even military vessels dislike staying in for longer than that. Some pirate ships are bold enough to stay in hiding inside of hyperspace for weeks at a time. Some people believe that this may have an adverse effect on the raiders' minds, causing mental instability. Others are convinced that some pirates have somehow managed to learn a way to navigate through hyperspace without the use of the jumpgate beacons. Rumors even go as far as to say that some raiders have secret bases in hyperspace from which they operate.

Raiders and pirates are not the only ones who will seize cargo. Many races, including the Narn, Centauri, and most of the members of the League of Non-Aligned Worlds, advocate the use of privateers. A privateer is a vessel given license by one government to attack and confiscate ships and cargo from another race. Typically these two races are at war and the race supporting the privateers sees them as a cheap and effective means of destroying the enemy supply lines without wasting warships on the task. Unfortunately most privateers become accustomed to this lifestyle and may not wish to stop their legalized piracy once official backing is withdrawn. A few of the races, such as the Earth Alliance and the Minbari, frown upon using privateers.

Privateering offers ambitious crews a way to serve their nation in a time of need without entering the military and

while filling their own pockets with wealth at the same time. This is what attracted one of the most famous privateers to the aid of the Drazi government. Captain Torlash, a Drazi civilian, gained backing for privateering maneuvers while the Drazi where engaged in border skirmishes with one of their neighbors. In a small cutter, Torlash relentlessly patrolled for merchants aiding the enemy. He quickly adopted a system of seizing ships, killing the owners in the boarding action, and then claiming they were operating against the Drazi regardless of actual origin or intent. With all of the crew dead who would argue against him? Shortly after Torlash signed up, the Drazi government came to an understanding with their adversaries and halted all hostile actions. By the time Captain Torlash, now called Torlash the Tormentor, received word, he had become so dependent on privateering that he chose to ignore the orders. Like many privateers, instead of ending his career, Torlash turned full pirate and continues to raid merchants. He still never raids Drazi ships and rarely ever the ships of the allies to the Drazi-unless of course they carry a great deal of plunder.

Few groups of pirates have more than a few fighters and merchant ships in their arsenal. A powerful group of raiders might have, at most, two dozen fighters and a light patrol ship. Smaller operations cost less money to maintain, are easier to hide, and offer the most amount of reward to each individual member. The most notable exception to this rule is by no coincidence the most notorious pirate of his time.

He claims Edward Teach, the pirate of the early 1700's better known as Blackbeard. No one knows what his real name is or if he actually believes that he is Teach or if he is just acting. Many believe that extended hours in hyperspace have caused him to go insane and this is the result of his madness. In 2252 in a vicious and bloody boarding action he manages to take control of an *Omega* class destroyer, the *EAS Charybdis,* that was crippled and returning to Wolf for repairs with a skeleton crew. Renaming the destroyer the *Queen Anne's Revenge II,* Blackbeard begins an iron-fisted reign of piracy terror. After repairing and refitting the *Omega* as best he could with his limited resources, he ruthlessly plunders cargo ships, holds small outposts for ransom and assembles a small army of the most well equipped pirates in known space. Despite the heavy damage the *Charybdis* had that Teach could not repair, it was more than a match for typical merchant vessels and small warships. For over one year he maintains this outlandish life style before he is finally run down and destroyed in the end of 2253.

Most raiders and privateers however operate in small bands and very rarely have large ships. This means that the amount of cargo they steal or "appropriate" is small enough that they have no problems selling the goods. The most common and simple manner is to take control of the victimized ship, use it for transportation, and head for a port where few questions will be asked-often a Non-Aligned world. It is only difficult to traffic stolen goods in the larger nations such as the Narn, Centauri, the EA and most of all the Minbari. The temptation to sell in these dangerous places however is still there, as higher prices will be at these ports especially for items that are contraband.

Working "legally," of course, the sale of booty is even easier for a privateer. All they have to do is file an official report and drag the prize back to their home world. Of course the government usually takes a cut of the treasure. Not all privateers are willing to accept this and some will try and peddle the goods on their own without letting their government know.

New Races, New Faces

Aliens Abroad

Two of the first alien races that the Alliance fought with are today two of its biggest trade partners. When Humanity broke onto the scene quickly, expanding and colonizing faster than any other race, the neighboring worlds regarded the young race with suspicion. The first two races to come into direct conflict with the Humans were the Koulani and the Ch'lonas.

The Koulani

The Koulani are the dominant race on their planet. Like the Centauri, they developed on a planet shared by multiple races. Their scholars believe, however, that the other two races that developed around the time of the Dominance Wars were not truly sentient. Recent Human archaeological expeditions have caused the Alliance to doubt that.

The Koulani's history of conflict colored their perceptions of other races. When the Centauri discovered them (about fifty years before they discovered Humanity), the Koulani met the "invaders" with open hostility and, given the troubles with other races and the remote location of the Koulani homeworld, the Centauri were content to simply open what trade relations the Koulani would accept and leave it at that.

The Koulani went to the stars with the new technology that the Centauri had sold them, but they found nothing that they wanted. The concept of colonization was foreign to them—why would anyone want to live away from the rest of their people? So while they began trading with other races, they never felt the need to expand beyond their planetary home.

They did feel a need, however, to protect that home. Their history of warfare gave them the point of view that any race that approached them was probably hostile. This perspective was what kept them alive during the Dominance Wars, and was also one of the reasons they remained free from the Centauri yoke. Therefore, they sought to bargain from a position of strength whenever they could.

When the new Earth Alliance began colonizing systems at an alarming rate, the Koulani became concerned. Then the Alliance set up a hyperspace beacon pair between Signet Outpost and the Koulani homeworld in 2169 "in order to open trade relations." To the Koulani, this was a threat. They struck at Signet. The Alliance, unprepared and in substandard ships, were no match for the Koulani forces. The Koulani had no interest in keeping the base, negotiating a return of the base to EA control. The agreement signed by the EA included the permanent deactivation of the beacon between the two systems, ending the immediate threat. The Koulani and the Alliance kept an ambassador on each other's world, but true relations between the two races remained essentially closed.

The EA's stunning growth up to and through the Dilgar War convinced the Koulani to re-open relations with the Alliance in 2235. Assured that they were not a target, the Directorate, the governing body of the Koulani, asked the Alliance to reactivate the beacon to Signet, establishing a direct link to the extra economic bounty of the Humans.

KOULANI SUNCLIPPERS

The Koulani and the Alliance enjoyed good relations from that point onward, even though the Koulani chose not to be a member of the League of Non-Aligned Worlds, until the Minbari War cut the EA off from the Koulani. Now, in the wake of the war, the Koulani are once again opening relations with the Alliance. Groups of EA personnel are being dispatched to the Koulani homeworld, a blue-green world much like Earth in makeup, if a bit colder in climate. Most visitors are there for trade only, and are confined to their orbiting ships or to the trader's station in orbit, but a few do get to visit the Directorate's Visitor's City, built for interplanetary commerce.

The Ch'lonas

The Alliance's history with the Ch'lonas has been more confrontational than that of the Koulani, but like the Koulani, the first meeting between the Alliance and the Ch'lonas was violent.

The Ch'lonas is a race that hates the unknown. Their philosophy teaches that it is better to face a known enemy than to trust a stranger to be an ally. This has made their history a fierce one. The Ch'lonas were barely beyond their iron age when the Centauri discovered them. They greeted the aliens with open suspicion and near-hostility, but the Centauri's superior technology easily enslaved the Ch'lonas after the contact. Ch'lon was a Centauri world on the edge of the Republic for about ten years before the combination of their remoteness and their determination allowed them to become one of the few races that ever broke away from the Republic.

The Centauri were able to get away with or destroy very few of their technological toys on Ch'lon, and the Ch'lonas were instantly gifted with interstellar travel. Not interested in exploring the unknown, the Ch'lonas simply set up trade relations with a couple of the nearby worlds and left things alone. Until, that is, Humans came onto the scene.

The rapid expansion of Humanity was not really alarming to the Ch'lonas, but was intriguing. A race so in love with the unknown was inconceivable to the Ch'lonas, but they didn't feel threatened given their superior technology. When the Humans found a nearby world rich in Q-40 in 2070, the Ch'lonas evaluated the Humans and decided that an enemy known to be as weak as they would retreat and leave the Ch'lonas with the valuable system-so they attacked.

When the attack failed, the Ch'lonas retreated to their world to lick their wounds and wait for a better opportunity. Although relatively isolationist over the next few decades, they maintained limited trade relations with other systems and kept abreast of galactic news. The revolts on Narn and other worlds followed by the formation of the League gave them known allies, and they came out of their shell, becoming one of the founding League members. When the Earth-Minbari War weakened Earth, they again saw the chance to take the Q-40 rich system that eluded them almost a century earlier. Believing that the human race was doomed, they decided to take the system before one of the other nearby races did. The effort again failed, and after the war was over the Ch'lonas, faced with intense diplomatic pressure, resigned from the League.

Now the Ch'lonas share an odd relationship with the Alliance. They are still on the EA's border, which means that trade relations are open, but they are also under Earthforce's careful eye. Groups of EF personnel are sent to Ch'lon on a regular basis as goodwill envoys, but they are little more than spies. The Ch'lonas, likewise, harass EA ships passing through their space, treating any illegal activity with the maximum penalty available under their laws. Characters traveling their space can find things very dangerous, particularly if they are conducting illegal activities.

CH'LONAS ES'KAHSI CLASS DESTROYERS
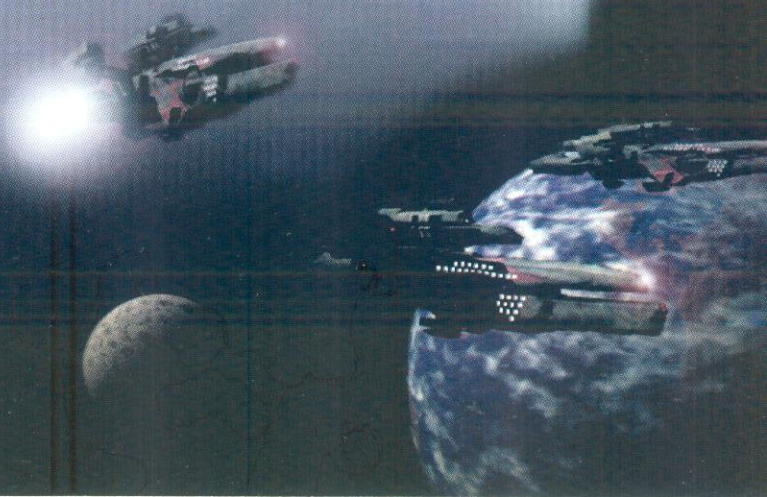
The Martian Encounter

During the Martian winter of 2253, an excavation team from Interplanetary Expeditions makes the find of their lives. Although the impact of these events are not felt until well after President Clarke takes power in 2259, they are perhaps the most important events to impact the future of the Alliance. While sweeping an area near Syria Planum on Mars, the IPX team picks up signs of a large object oddly buried several hundred feet below the surface of the planet. From its composition, shape and position they determine that it is not natural, and has been there for several hundred years, or possibly even a thousand. A dig begins immediately.
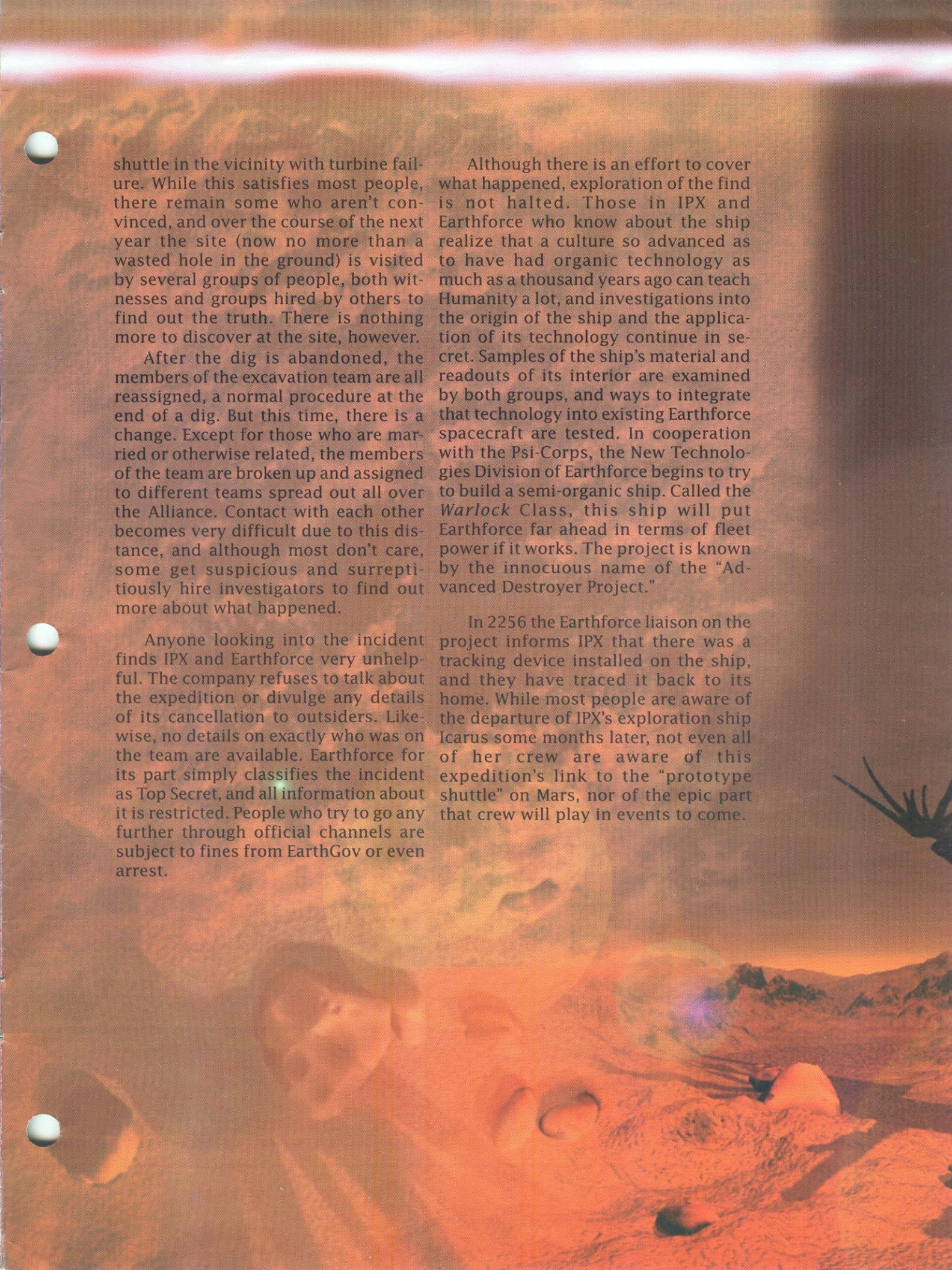
Despite the harsh conditions that the winter imposes on them, the team manages to uncover part of the object. A large vessel of some sort, unlike anything ever seen before, the ship is solid black, deep and unfathomable. More exciting than that, however, is the fact that it seems to be partially alive. Organic technology is something that eludes modern day scientists, and a find of an organic ship on Mars is unbelievably fantastic. However, there is something odd about this ship. Looking at it or being near it for any length of time unnerves any member of the crew. Not only is it disturbing to observe but it is actually dangerous. One of the archaeologists, Dr. Ryan Millhouse, dies instantly after accidentally making physical contact with the vessel.

After uncovering nearly half of the alien artifact the IPX crew informs EarthGov of their discovery. The response is unusually quick. Several Earthforce New Technologies Division investigators are dispatched to the site, where the IPX crew is informed that they are to stop the dig and move to their secondary base two miles away from the site. Under threat of fines, dismissal from their jobs, or even jail time, the team left the site. With EF New Technologies security personnel their only companions, the IPX team watches unmarked shuttles go to and from the excavation sight. Then finally the activity ceases. However, the team isn't allowed back onto the site. Instead, something else happens.

Another alien ship, like the one buried on Mars but fully functional, flies over the base and to the dig area. The second ship finishes digging the other out by cutting away the Martian soil with a powerful beam. The ship then lands near the first one, where it stays for a few hours. Suddenly, both ships rise into the sky and fly off together. Once the ordeal is over the team is allowed, albeit briefly, to return to the site, but it's a waste. What hasn't been taken away with the second ship has been ruined by the beam weapon, and the dig is declared a failure. The Earthforce observers tell the team that the contents of the dig are classified.

The IPX team isn't the only group of people who see the ship, though. Syria Planum is one of Mars' largest cities, and the nearby passage of an unknown spaceship cannot go completely unnoticed. The sight of the jet-black ships, along with the accompanying "scream" as they pass is enough to call some small attention to the coming and going. A few calls are placed to the Earthforce security headquarters, and quite a few messages are generated on the Interweb. The next day, the local newspaper reports the sighting of a new prototype Earthforce atmospheric

shuttle in the vicinity with turbine failure. While this satisfies most people, there remain some who aren't convinced, and over the course of the next year the site (now no more than a wasted hole in the ground) is visited by several groups of people, both witnesses and groups hired by others to find out the truth. There is nothing more to discover at the site, however.

After the dig is abandoned, the members of the excavation team are all reassigned, a normal procedure at the end of a dig. But this time, there is a change. Except for those who are married or otherwise related, the members of the team are broken up and assigned to different teams spread out all over the Alliance. Contact with each other becomes very difficult due to this distance, and although most don't care, some get suspicious and surreptitiously hire investigators to find out more about what happened.

Anyone looking into the incident finds IPX and Earthforce very unhelpful. The company refuses to talk about the expedition or divulge any details of its cancellation to outsiders. Likewise, no details on exactly who was on the team are available. Earthforce for its part simply classifies the incident as Top Secret, and all information about it is restricted. People who try to go any further through official channels are subject to fines from EarthGov or even arrest.

Although there is an effort to cover what happened, exploration of the find is not halted. Those in IPX and Earthforce who know about the ship realize that a culture so advanced as to have had organic technology as much as a thousand years ago can teach Humanity a lot, and investigations into the origin of the ship and the application of its technology continue in secret. Samples of the ship's material and readouts of its interior are examined by both groups, and ways to integrate that technology into existing Earthforce spacecraft are tested. In cooperation with the Psi-Corps, the New Technologies Division of Earthforce begins to try to build a semi-organic ship. Called the *Warlock* Class, this ship will put Earthforce far ahead in terms of fleet power if it works. The project is known by the innocuous name of the "Advanced Destroyer Project."

In 2256 the Earthforce liaison on the project informs IPX that there was a tracking device installed on the ship, and they have traced it back to its home. While most people are aware of the departure of IPX's exploration ship Icarus some months later, not even all of her crew are aware of this expedition's link to the "prototype shuttle" on Mars, nor of the epic part that crew will play in events to come.

The Babylon Project Gamemaster's Resource Kit

The Roleplaying Game Based on BABYLON 5, the Warner Bros. Series Created by J. Michael Straczynski