



The Roleplaying Game

Second Edition



The Cold Equations

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THE COLD EQUATIONS

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INTRODUCTION

There is a story that they tell in bars and spaceports across the galaxy, wherever the crews of freighters and passenger boats gather. To those who work the spaceways, who spend their whole lives in fragile little bubbles of steel and air all alone in the night, this story never fails to chill the soul. On Mars, they say it happened to John Carter; on Io, the crew of one of the first ships through the jump gate; on Proxima, to one of the early colonists. Whoever the protagonists are, the story always ends the same way.

There were once these two crew members on a slow boat. It was an interplanetary voyage, a long arc between two planets. They were three weeks out from the spaceport, with another two to go. Then, something went wrong. A micrometeoroid impact, a slow leak, venting the wrong compartment – it doesn't matter. When anything goes wrong on a spacecraft, you are in trouble.

In this case, their fuel reserves were shot, so much so that they wouldn't be able to decelerate when they approached their destination. Instead of going into a stable orbit, they'd end up slingshotting around the planet and firing themselves out into the abyss.

Out in space, the mathematics become real simple. No air resistance, no variations in topography or slope or anything to worry about. Force is mass by acceleration. The mass of a ship is exactly known; the mass of its cargo and crew and fuel were all logged down to the microgram. They know how much fuel they have, so they know how much force they can apply.

The equations say that it's not enough force to get the ship into a stable orbit.

So, they lighten the ship. Dump the cargo, pile every bit of junk they can into the airlock and space it. Go on short rations and throw out the food, throw out the water, throw out everything they can spare. They throw out everything except themselves and a scrap of paper, and they do the cold equations again.

The ship's still too heavy, too much mass. There's only one thing left the two crew members can throw out. One of them has to go. One has to die so the other can live.

The thing is, the equations don't just say that one of them has to die, it even tells them when. Right up

until perigee, it doesn't matter – but if the ship's still too heavy when they begin their burn, they're screwed.

How do you live with another person for two weeks, knowing that either you or them is going to have to die to keep the other alive? What do you say? What do you do?

The cold equations don't care. They just demand a death.

The Cold Equations is an introductory adventure for the *Babylon 5* roleplaying game. It is set at the start of 2259, at the start of the second season of the television series (during the events of 'Points of Departure'), and is designed for 1st level characters. The adventure opens with the characters escaping from a doomed passenger liner en route to Babylon 5. It is not necessary for all the characters to know each other before the game begins, although having three or four characters who have ties to each other will help the group gel together once the adventure begins. Characters who are active members of EarthForce or other military groups should be avoided.

This adventure leads into the *Babylon 5* campaign book, *The Ragged Edge*. This campaign revolves around the characters becoming part of a mysterious interplanetary corporation with ties to intelligence agencies and clandestine activities; if the Games Master intends to run *The Cold Equations* as an introduction to *The Ragged Edge*, then characters who would balk at being employed by a Human corporation should be not used.

Characters begin with their normal starting credits and whatever basic equipment they want. They will lose most of their gear as the adventure opens and have a chance to purchase more during the scenario.

Games Master's Information

For your convenience, all character statistics are included in a handy one-stop appendix towards the rear of this scenario. You will also find the two player handouts necessary to this scenario there, which may be photocopied for your personal use. You may also download them from the *Cold Equations* section of our web site: www.mongoosepublishing.com.

Characters starting this scenario will be newly created at 1st level. They will have the opportunity (though by no means guaranteed!) to graduate to 2nd level by the end of this scenario.



What The Characters Know

The news channels are still buzzing with speculation about the recent death of Earth Alliance President Santiago, who died when *EarthForce One* exploded over Io. His vice-president, Clark, has been sworn in, having promised to continue Santiago's policies and to maintain the continuity of the government, although some pundits are speculating that Clark will take this opportunity to push through some policies that the more moderate Santiago would have vetoed.

Elsewhere in the galaxy, tensions between the Narn and Centauri are diminishing as memories of the attack on Raghesh III fade. Raider activity is on the rise, however, mostly because of increased trade from the advanced Minbari Federation.

For the last few weeks, the characters have all been on board the Earth-registered spacecraft *Robinson*, a liner en route from Earth to Babylon 5, although it has made several stops in Earth space along the way. The *Robinson* is an old Bradbury-class liner but is quite spaceworthy and well-equipped.

- 5 Ask the players to describe what their characters do aboard ship during the voyage, the long dull days between ports.

Do their characters just sit in cabins all day or do they socialise with other passengers? Do they pass their time in the gymnasium, or the dining room, or the observation dome, or the vidroom? Have the characters met each other on board ship?

The ship has had some problems with its environmental controls, so most people on board have had trouble sleeping, leading to a certain amount of tension and arguments in the public areas of the ship. Fortunately, the *Robinson* is carrying only a fraction of its normal passenger complement, so there has been plenty of scope for privacy and avoiding one's fellow passengers – a rare luxury on a spacecraft.

- 5 *How do the characters deal with the environmental problem? The cabins are invariably too hot or too cold and weird smells or sounds sometimes emanate from the air ducts. The ship's doctor can proscribe sleeping pills or the characters can find some other way of getting comfortable. Are they the sort to take their discomfort out on other passengers and the hapless crew or do they cheerfully grin and bear it?*

The characters are a day and a half out from Babylon 5 when...

What's Really Going On...

As will be discussed in *The Ragged Edge* campaign, the *Robinson* never even made it half-way to Babylon 5 before being intercepted by the Psi Corps. There is a Centauri on board the *Robinson*, Calan Orestres, who has ties to Centauri Intelligence. The Corps boarded the *Robinson* in the hopes of capturing Orestres and extracting his secrets from his mind, but the Centauri have been dealing with telepathic interrogation for centuries and the Corps were unable to bring down Orestres's defences.

Therefore, they have switched to a backup plan. They have been able to insert telepathic conditions and commands into the minds of some of the passengers, including the Player Characters. The Corps will arrange for Orestres's death. If all goes according to plan, Orestres will confide in the Corps' dominated agents and they will pass the information back to the Corps. The involvement of the Psi Corps and their conditioning of the Player Characters is irrelevant to the events of *The Cold Equations*; the players will only discover the truth in *The Ragged Edge*. Still, Orestres's secrets are the 'McGuffin' of *The Cold Equations*, the object of desire that will be fought over. It is only later, though, that the characters will discover just how important these events are.

ALL ALONE

The characters are all on board Shuttle #1, formerly of the *Robinson*. They have whatever gear they happened to be carrying when the *Robinson* was attacked – they might even be in their night-clothes, if they happened to be sleeping when the ship was hit by the raiders or whoever it was, as it was the start of the night-cycle when the attack happened.

'Abandon ship! Abandon ship!'

It was over as quickly as it began. You were awoken by the blaring of a klaxon and the shaking of the liner Robinson as it accelerated wildly – in hyperspace! Any violent manoeuvres in that chaotic other dimension are incredibly risky, as the slightest deviations can result in a ship going off the hyperspace beacon and being forever lost. There was only one thing that could force a sane captain to order manoeuvres like this...

...And your suspicions were confirmed when the ship was rocked by an explosion. The Robinson was under attack. It was probably raiders, pirates preying on weakly defended vessels, but you never saw the enemy. Another impact followed the first, then another and another. The grinding noises and whistling winds told you that the hull was breached and the ship was doomed.

Liners like the Robinson have a few escape pods but closing pressure doors cut off your route to the pods. Instead, you found yourself in the shuttle bay. The shuttles are normally used to bring passengers on and off at a port. They're short range flyers but it was a way off that dying ship. You and a handful of other passengers piled onto the shuttle and someone hit the emergency launch sequence seconds before the Robinson's reactor began to explode.

The rush of acceleration nearly made you black out and it seemed like hours (it can only have been seconds) before you recovered your senses and looked at your fellow passengers...

No. Now, they're your fellow survivors.

Also on board the shuttle are nine others – fellow passengers from the *Robinson*.

Humans

Steward Janine Lockwood: The only one of the *Robinson*'s crew on board and theoretically the person in charge, although any forceful character can take over. This was Lockwood's first tour on board

the *Robinson* and she is obviously now way over her head. While she has had basic training in piloting and systems operation, including dealing with emergencies such as this, she is by no means ready for a disaster on this scale.

Janine Lockwood is from Io; as Io is the site of the Sol Jump Gate, the Ionians have a long tradition of spacefaring. She initially applied to EarthForce but her family convinced her that a life in the commercial sector would be far safer. She would laugh at the irony if she was not desperately trying to present a calm, professional demeanour to the other survivors.

Lockwood will try to keep everyone on board the shuttle calm, behaving as much as possible as if this were a minor problem and not a life-threatening emergency. She will address everyone as 'sir' or 'madam' and keep asking people to return to their seats and wait for the emergency services. If any of the characters are trained Human pilots or technicians, or military types, she will defer to them and try to make herself as useful as she can to them.

Alice Decatur: Up until recently, 'Decatur' was a mid-level executive with an Earth corporation, Tamboline Pharmaceuticals. Five weeks ago, though, a police investigation into certain illegal dealings within the corporation revealed that Decatur was part of a cabal of other accountants and executives who had been diverting company funds into private accounts. There is currently a warrant out for Decatur's arrest across the Earth Alliance under her real name, Michelle Claire.

Decatur had made preparations in case her crimes were ever discovered. She had the Alice identity set up for months; while it will not hold up for long under scrutiny, it should be enough to get her to Babylon 5, from where she can vanish into alien space. She is planning to retire to Centauri space with her stolen wealth. The longer she spends floating in hyperspace, the more likely it is that someone will realise who she is and arrest her. She really has no idea how much danger she and the other survivors are in; Decatur thinks only of herself.

On board the shuttle, she will attempt to ingratiate herself with Lord Balthus and whoever takes charge of the survival efforts. She will try to manipulate the characters into mistrusting or even restraining Twitch when it becomes clear he is a telepath. She is adept at influencing and persuading others; play her as being as charming and genuine as possible and try to make the characters think of her as an

ally. She is a desperate woman, however, and has a PPG concealed in her baggage.

Twitch: According to the passenger manifest, his real name is Joseph Redwall, but he answers only to the name of Twitch. None of the characters saw him before the shuttle; he kept to himself on board the *Robinson*, hiding in his cabin. His clothing has obvious seen much better days and he has a generally slovenly and unkempt appearance. He tries to stay away from people on board the shuttle, keeping to the corners and the unoccupied sections.

Twitch is a runaway telepath, fleeing the Psi Corps. He is a classic blip, doomed for suicide or being picked up by the Psi Cops. Twitch initially opted for the sleeper drugs when his talent manifested; he was a 'late bloomer', with his telepathic abilities appearing much later than average, when he was in his late teens instead of childhood, and he was never picked up by genetic screenings. He went on the sleeper drugs for a while but the mind-numbing effects convinced him to flee.

He was nicknamed Twitch because of his unconscious habit of telepathically picking up on the motor signals of others around him.

Unlike Decatur, the other criminal on the shuttle, Twitch has no idea where he is going. He has heard rumours of an underground railroad for renegade telepaths operating out of the outer colonies and hopes to make contact with these renegades. The Corps are well aware of him and hope that he will make contact and be picked up by the railroad, so they can swoop in and capture far more renegades than one poor, half-crazy blip.

As far as Twitch is concerned, there are Psi Cops lurking behind every door and in every shadow, and everyone is just waiting their chance to turn him in. He is desperately trying to rein in his telepathic powers in case he gives himself away, although he is very tempted to scan the others in the shuttle to see who can be trusted and who is plotting against him.

Al Thomasson: A middle-aged environmental engineer, Thomasson's life has been dominated by a singularly messy divorce for the last five years. His finances and health have both been drained by endless legal arguments and a harrowing emotional gauntlet. He is a quiet, bear-like man, stoic and uncomplaining, but there is a simmering anger beneath the surface.

He was on the *Robinson* with his daughter, Kate. He last saw her five years ago, when she was a rather quiet 12-year old. Now, she is something of a hellion and has spent five years being told about all her father's faults and mistakes by her mother. Al had hoped that the trip would give him a chance to re-establish a relationship with his daughter but being cooped up on board the *Robinson* has only driven them further apart, as neither is comfortable in the other's presence.

Thomasson is the most placid and calm of those on board the shuttle; after five years of bitterness and lawyers, being adrift on board a doomed shuttle is quite relaxing. He will sit down when Lockwood tells him too, try to control his breathing as much as possible and try to keep an eye on his daughter to make sure she stays out of trouble. If there is any physical threat to Kate, he will act without hesitation.

Kate Thomasson: Up until recently, Kate was very bored. She was taken away from her friends to go on a trip to the outer reaches of the Earth Alliance, which sounded fun until she was told she would be going with her father. Even when Kate was a kid, she was not especially close to him; now, after five years of living with her mother, she has absolutely no interest in spending any time with him – especially as he seems to think she is still about seven, not 17. She spent most of her time on the *Robinson* ignoring him or trying to assert her independence.

Now, however, Kate is convinced she is going to die. Her life has suddenly turned from a family drama holovid-of-the-month into a disaster movie that is lacking only the evil Dilgar terrorist to be a complete nightmare. After getting past her initial screaming fit, she will start in on the doom-filled comments and speculations about the shuttle running out of air and the survivors having to turn to cannibalism.

Centauri

Calan Orestres: An elderly and obviously infirm Centauri, Calan collapses shortly after the shuttle blasts away from the *Robinson*. He is dressed in old-fashioned but restrained Centauri fashions and has an unusually small crest of hair for a Centauri of his age and standing. If his body is examined, he has numerous scars and signs of old injuries, including what look like PPG blasts.

Calan is an old Centauri agent, part of a galaxy-spanning conspiracy. This conspiracy will be detailed further in *The Ragged Edge* but it suffices to say here that Calan is an

experienced spy and diplomat. He has connections all over the galaxy, from the Earth Alliance to the Rim.

He is also dying. He helped the Thomassons get to the escape shuttle and that effort exhausted the old spy. His hearts are giving out and he is dying. Calan knew he did not have long left when he started his most recent travels and had only visited Earth to put certain affairs there in order after the death of Santiago. Now, his main concern is a sheaf of documents stored on Babylon 5, which were left there as insurance by a former agent of Calan. These documents could be extremely damaging to Calan's organisation if they ever fell into the wrong hands.

Calan will end up asking the characters to deal with these documents – see Calan's Last Request on page 12.

On board the shuttle, Calan is too physically weak to do anything except lie there. He can give excellent advice on survival techniques and emergency procedures; this is far from the first time that old Calan has been in a life-or-death situation – see Emergency Procedures on page 8.

Balthus Kodigo: The Kodigo family are one of the most powerful and influential Houses of the Centauri Republic, infamous for having their enemies... disappear when they become a problem. Many of the younger members of the family have become overly confident and arrogant – and young Balthus is no exception.

In a few years, Balthus might be expected to become a useful agent of his family but he has another decade or two of boozing, carousing, seducing, duelling and being incredibly annoying and self-assured ahead of him. He is a stereotype of the brash Centauri noble, who expects everything to be done for him and for everyone to respect and obey him as soon as the name of Kodigo is mentioned.

On board the *Robinson*, Balthus had a number of servants and concubines, but they were killed in the destruction of the liner. Now, for the first time, he is alone. He will be insufferable for the first few hours on board but as the reality of the situation sinks in, Balthus will become less of a burden. He will stay incredibly arrogant and abrasive but he will try to keep himself (and, by extension, the others on board the shuttle) alive.

Balthus' major role on board the shuttle is to get into a conflict with the Narn Du'Stal.

Narn

Du'Stal: If Balthus comes out of a cynic's preconceptions about the worst of the Centauri, then Du'Stal is a Narn out of the nightmares of the Centauri. A hulking, scarred figure, Du'Stal is a born warrior and killer. Like Twitch, Du'Stal kept to himself on board the *Robinson*. The Narn has been wandering the galaxy for over three years, working as a bodyguard and thug. Before that, Du'Stal was a soldier and terrorist, fighting the Centauri. He was a savage enemy of the Republic, killing many Centauri with his bare hands. Du'Stal kept fighting even after the Narn Homeworld was freed, serving as a mercenary and raider, but he felt his bloodlust overwhelming him and he chose a new path.

Du'Stal is in training to master the ka'toc, the ceremonial blade of the Narn people. He hopes to master his rage through the pure form of swordsmanship inherent in the ka'toc. So far, his path has been... difficult.

He was going to Babylon 5 to catch a transport back to the Narn Regime. Du'Stal has no interest in talking with Humans or anyone on board the shuttle; he considers Humans to be a weak and defeated people, who should by rights have been wiped out by the Minbari. The worst shame you can inflict is leaving a defeated foe alive, after all.

Pak'ma'ra

Gurah: There is another individual on the shuttle, although no-one knows this at the start of the adventure. A Pak'ma'ra is stowing away on board the shuttle, in the cargo section. The Pak'ma'ra, Gurah, is one of the many wanderers of its race, who stow away on transports and cargo vessels and wander the galaxy, looking for carrion.

Gurah's translator is broken and it cannot write English. The Pak'ma'rah just wants to survive and hide, and it has a better chance of survival than anyone else on board the shuttle – it can tolerate a wide variety of atmospheres, so when everyone else runs out of oxygen, Gurah will carry on. It will even have plenty of bodies to eat.

See The Stowaway on page 11 for more details on Gurah. Once discovered, Gurah will try to help the others survive and is an excellent choice for pilot once the air starts running out.

The Shuttle

The shuttle from the *Robinson* is a small short-range transport, with space for ten passengers plus two crew. It is a fairly cramped vessel, designed for ferrying passengers on and off the liner. The shuttle does not have artificial gravity. All seats have straps and there are handrails running along all ceilings and walls. The floors have sticky strips running along the centre, allowing characters to walk as long as they move slowly.

1. Main Cabin: The main cabin of the *Robinson* is the scene for the start of the adventure. There are ten not-especially-comfortable seats, with a computer screen set into the back of each one. There are small windows in the walls, as well as two doors. These doors are not airlocks and can only be used when the shuttle is in a hangar or when a docking tube is attached. There is an emergency oxygen supply above each seat, although this supply only lasts for two hours.

2. Hallway: This narrow chamber is mainly for the crew, although there is an access point to the shuttle's commode here. This room has a trapdoor in the ceiling, leading out of the ship. The hallway's doors can be sealed and its atmosphere extracted, allowing this little room to function as an emergency airlock.

3. Cockpit: The command deck of the shuttle has seats for a pilot and co-pilot.

4. Storage: This storage cabinet contains basic medical supplies, but the emergency space suit is missing its

helmet. There are also other basic tools, cleaning supplies, a food preparation station and controls for the main cabin's environmental facilities. There is also a limited amount of emergency rations, in the form of compressed food bars.

5. Commode: The shuttle's toilet. The sanitary facilities can cope with the needs of multiple species and is unlikely to be overwhelmed by the crew on board the shuttle. Still, with a very limited amount of water, the characters will need to enforce some sort of discipline as regards washing if they are stuck on board for a long time.

6. Maintenance Access: This room allows the shuttle crew to carry out basic maintenance and repairs to the shuttle's engines and life support systems. It is also used for storage and as a crew cabin. There is a panel in the floor that allows access to the cargo compartment (9), which runs below the main cabin.

7. Life Support and Engines: The shuttle's life support system has a strictly limited capacity – this is a short range orbit hopper, not the larger passenger shuttles that are capable of making long voyages through hyperspace. The growing life support crisis is described below. A limited amount of access to the shuttle's systems can be made through the maintenance access room (6); most repairs are made from outside, when the shuttle is in a hangar.

8. Thrusters: The shuttle has a standard fusion drive, although it is not capable of any high-speed manoeuvres.

9. Cargo Bay (underneath main cabin): The shuttle has a limited cargo capacity, mainly intended for carrying



the luggage of the passengers. There are in fact two cargo bays – the rear bay is pressurised and has an atmosphere, although it is not heated as well as the main cabin and becomes bitterly cold when the shuttle is in flight. The forward bay is not pressurised and is partially open to space; it is used for carrying sealed supply containers, not luggage. Gurah the Pak'ma'ra is hiding in the rear bay as the adventure begins.

General Notes: If it becomes an issue, the shuttle's doors can all be electronically locked from either side, although all locks can be overridden from the cockpit. Forcing open a door is a DC 18 Strength check, or a DC 15 Subterfuge/DC 10 Technical (electronics) check.

The shuttle's combat statistics should not be necessary – it is a standard Earth shuttle (see the Spacecraft, Aircraft and Surface Vehicles chapter of the *Babylon 5 Roleplaying Game: 2nd Edition*) with ten passenger spaces and a Green crew.

- ⑤ *While miniatures and detailed maps are not required for Babylon 5 games, the first scene of this adventure takes place entirely within a single small location – the interior of the shuttle. As such, the players will need to be familiar with it, so photocopy the map or sketch it out for them to see.*

EVENTS ON BOARD THE SHUTTLE

The characters are on a small shuttle, floating in hyperspace. The stewardess, Lockwood, will ask if any of the characters have any experience with piloting, operating a shuttle or have any medical training. She will insist that everyone remain calm, that rescue ships will certainly be on the way and that she will serve food and coffee in a few minutes, as soon as she has stabilised the shuttle's flight. It is obvious even to inexperienced spacefarers like the Thomassons that Lockwood does not believe what she is saying and that the shuttle and passengers are in very deep trouble indeed.

- ⑤ *If any of the characters have friends or family who were travelling with them on the Robinson but never made it onto the escape shuttle, they might want to try searching for them. The debris field from the destroyed liner is expanding, so any attempted search risks moving the shuttle even further off the beacon. Even if the characters search, though, they will find no other escape pods or shuttles from the liner – their*

shuttle seems to have been the only one to make it off in time. However, since the whole disaster was orchestrated by the Psi Corps, then friends or family could show up in later adventures as telepathically controlled agents of the Corps.

Some of the following crises will occur before the shuttle is rescued. The only one that *has* to happen for the plot to proceed is Calan's Last Request. The Player Characters will probably try to tackle some of these crises on their own initiative, like the Emergency Procedures and Life Support. Others, like the hostilities between the Narn and Centauri passengers, or The Stowaway, should be started by the Games Master whenever the players have nothing to do (or when they are dealing with some problem and the Games Master wants to force them to split their resources.)

- ⑤ *There are nine Non-Player Characters on board the shuttle, as well as the Player Characters. This many characters can be a headache for the Games Master, as running conversations between two or more Non-Player Characters tends to turn into a sort of puppet show. The solution is to limit the number of Non-Player Characters present at any conversation, by restricting the Non-Player Characters to specific places on the shuttle. Unless events dictate otherwise, then Lockwood will be found in the cockpit; the Thomassons in the front of the cabin; Calan at the rear, sprawled across two seats. Twitch will hide in the maintenance access room; Decatur will be found in the main cabin near a door. Balthus will stalk up and down the main corridor making a nuisance of himself and the Narn Du'Stal will sit in the cabin unless he believes he can make himself useful in the cockpit.*

Emergency Procedures

The stewardess smiles – a little too brightly and you can see barely controlled panic in her eyes. 'Please, everyone stay calm. Babylon 5 will send a rescue ship to pick us up soon, we just need to hold position here. I think... I think we're still on the jump beacon, so they'll be able to find us.'

The network of beacons is the only way to navigate from one jump gate to another. If the shuttle is off the beacon, then you're lost in hyperspace – and no ship lost in hyperspace has ever been found again.

Lockwood's first priority, and the first priority for any characters who know anything about space travel in the Babylon 5 universe, is to keep a lock on the jumpgate beacon. No ship lost in

hyperspace has ever been rescued, and the shuttle lacks a jump engine to make it back to real space on its own.

Finding the Beacon: The first step is locking onto the beacon. Fortunately, the Psi Corps released the shuttle close to the beacon, so it is fairly easy to find. An Operations (sensors) check at DC 10 allows the characters to locate the beacon.

If the characters move the shuttle without first locating the beacon, say to search for survivors or because they fear the raiders are returning, then the DC increases by +5.

Holding Position: Once the characters have found the beacon, then they must decide whether or not to hold position in hyperspace, or try to make their own way to the Babylon 5 jump gate. Holding position is the easier option but it means that they will have to wait for rescue – which could take hours, days or longer, depending on how long it takes B5 control to notice that the *Robinson* is overdue, send out a rescue team, and find the shuttle. If the characters try to fly the shuttle to the jump gate, then the gravitational turbulence of hyperspace might knock them off the beacon – but it will get them to safety sooner if they can manage it.

If they choose to hold position, then one character must make a DC 20 Pilot check every six hours. A co-pilot can aid the pilot in this check.

Flying to the Beacon: If they choose to fly to the jump gate, then the pilot must make a DC 10 Pilot check. If successful, they will arrive at the jump gate in 12 + 1d6 hours. If unsuccessful, they go off course and must relocate the beacon signal, before trying again.

Life Support

The main cabin is subdued, and quiet. The only noises are the sobbing of the teenage Human passenger and the occasional pained groan from the old Centauri in the back. As you listen, though, you can hear the almost-inaudible hiss of the air recyclers. One of the other passengers – the Human executive, Decatur – catches your eye and glances towards the recycler vent in the ceiling. How long do you have before you suffocate?

The shuttle has enough air to keep one person alive for sixty hours; with air recycling systems and emergency supplies, the air can be recirculated many times, boosting the survival time to 400 hours. However, there are 9 + the

number of Player Characters on board. For example, in a game with five Player Characters, there will be 14 characters on board; 600 divided by 14 gives slightly over 42 hours of air. Characters can make Technical (engineering) checks (DC 15) to increase the efficiency of the air scrubbers, giving an extra 20 hours per successful check but once a check has failed, no more checks can be made.

Once the air runs out, then characters begin suffocating as described in the Games Master's

So, the characters have roughly two days of air in the shuttle – more if characters start dying. Calan will suggest adjusting the life support system as described above.

If the characters do run out of air and black out, they get rescued by Starfuries from Babylon 5 – turn to the Welcome to Babylon 5 chapter.

Food & Water: The shuttle's supplies are limited but running out of food is very much secondary to running out of air. Water is more of a concern but as long as the characters institute rationing immediately, then they will survive with no more than mild dehydration. The lack of water will annoy the more unreasonable characters – Balthus Kodiro, for example, will complain bitterly if the characters refuse him a mixer for his bravari.

5 *Al Thommasson is an environmental engineer by trade and is by far the best choice for working with the life support system. The characters will have to discover this by talking to him. Furthermore, while Al is dealing with the life support, the characters will have to keep an eye on Kate. With luck, they can convince her that her father is actually worth respecting, especially if his efforts save them all from choking to death.*

Panic

'We've got to get out of here. We've got to get out of here.' The teenager, Kate, has been muttering this to herself for hours. Suddenly, her head jerks up. 'We've got to get out of here!' She unbuckles herself and launches herself towards the door to the cockpit!

Alternatively, Twitch, Balthus or Decatur could be the ones to crack. If the Player Characters are especially combat-oriented (Rangers, soldiers), then a cruel Games Master could even have Du'Stal be the one to act. Whoever the chosen Non-Player Character is, he or she tries to make it into the cockpit and will fight anyone who tries to

stop them. Good times for panic to strike are when the characters are already trying to deal with other crises or when the air is beginning to run out.

War Without End

The Centauri noble has been pacing up and down the central corridor of the shuttle for some time. With each step, his ornate boots make an irritating 'schluuck' noise on the sticky strip. 'This is absolutely intolerable' he rages, 'the lax discipline has put my life at risk! Why I risked taking passage on board such a ship I'll never know.'

The Narn speaks for the first time in hours. 'Sit down,' he growls, 'you're wasting oxygen.'

'You're a waste of oxygen' spits the Centauri. 'It is well known that the Narn consume vastly more oxygen than other races. They live fast, leave big litters... it's a wonder they didn't overpopulate their homeworld. I supposed we helped them overcome that problem, of course.'

The Narn snarls and reaches for the razor-sharp sword strapped to his back...

The rivalry between the Centauri and the Narn is legendary and neither Balthus nor Du'Stal is interested in making peace with the other. Balthus is used to having bodyguards to protect him when his sharp tongue gets him into trouble and Du'Stal has... anger management issues, to put it mildly. The Narn would be a vastly superior fighter under most conditions but Balthus has his hold-out pistol concealed in a lacy sleeve of his jacket, so the resolution of any clash between the two will depend on who wins the Initiative and what the Player Characters do. The other Non-Player Characters will be of no help – all the other Humans are non-combatants and will just try to stay out of the way, while Calan will just moan and curse Balthus for being a fool for provoking the Narn.

Unless the characters intercede, then either Balthus or Du'Stal will be severely wounded by the other. The victor will suggest that the loser be put out of his misery, to conserve oxygen for the rest of the passengers.

Alternatively, Balthus might try to poison the shuttle's food, if the characters are adrift long enough to break out the food bars. One of Balthus' rings has a needle on it, connected to a tiny

reservoir of poison which he will inject into a bar that is being handed to Du'Stal. Injecting the poison in this fashion requires a Subterfuge check (DC 15, or DC 10 if Balthus is the one actually assigned to passing out the food). The poison is identical in its effects to cyanide (see the Equipment chapter of the *Babylon 5 Roleplaying Game: 2nd Edition*).

Twitch's Secret

One of your fellow passengers, a rather scruffy looking young man, went to the rear compartment of the shuttle soon after you escaped the Robinson's destruction and has stayed there since. You've heard him muttering to himself since then. He seems worryingly unstable and paranoid.

The players will probably work out Twitch is a rogue telepath fairly early on – he shows all the signs of being a blip. If they do not, then this event will bring it out into the open. As panic on board the shuttle rises, Twitch will accidentally pick up on some thought from one of the other passengers and blurt it out. Roll 1d10 on the Random Scan table or pick the most dramatically appropriate option.

5 *The early stages of a campaign are great for foreshadowing and forward references. For example, the shuttle disaster and the mismatched handful of survivors on board are obviously a plot device for getting the Player Characters together. However, the shuttle could also be seen as a microcosm of the galaxy of 2259. You have the Narn and the Centauri at each other's throats, growing divisions within the Earth Alliance, the telepath problem, corporate intrigue, aliens lurking in the shadows – all the shuttle needs is a cryptic Minbari, really. This can be used to foreshadow events in the series. Perhaps Du'Stal could take a shot destined for a Human character, thus foreshadowing the sacrifices of the Narn aboard Babylon 5 later in the year.*

5 *Another useful technique is dropping hints of secrets that not even the Games Master knows. For example, once Twitch is established as a telepath, he could look at one of the Player Characters and whisper 'she's watching you'. This nicely cryptic phrase will pique the player's interest, and can be woven into a future plotline when the Games Master finds an opening. This sort of fake foreshadowing – leaving clues whose meaning will only be decided on later – is a very useful trick for giving the impression of very detailed, complex plots and conspiracies.*

Random Scan

D10 Roll	Result
1. Lockwood	<i>'Oh god, there's something wrong with the engines. We're all going to die.'</i> When Lockwood launched the shuttle, she noticed something of the tampering with the engines. She has pushed this worry to the back of her mind and forgotten about it but the telepath can still detect it. This can lead to the characters discovering Evidence of Tampering, below.
2. Decatur	<i>'I'm not going to go to prison. I'm too close. I won't get caught.'</i> Decatur's worry over her embezzlement is foremost on her mind. If any of the characters challenge her about this, she may go for the PPG concealed in her baggage.
3. Balthus	<i>'That Narn brute will kill us all! By the purple glove of Kodiro, I've got to deal with him first! Now, the poison or the gun... what's better for putting down a rabid beast?'</i> Balthus is convinced the Narn is the biggest danger to his personal safety, and is plotting how to deal with him. This can obviously lead on to War Without End.
4. Calan	<i>'I'm dying... and the vision came so late to me. Strange. Still, it has been a strange life. Not much left to do now. Then I can rest. And no dream. No dreams.'</i> This relates to Calan's Last Request.
5. Du'Stal	<i>'If that Centauri does not stop moving, I will stop him moving permanently. If he does not stop talking, I will silence him forever. Monsters. Slavers. Enemies. Death. Death. Death. Death.'</i> Bizarrely, the chant of death is a mental exercise designed to calm the ka'toc practitioner; however, Balthus is more likely to interpret this as a threat. Again, this will probably start the War Without End event.
6. The Pak'ma'ra	<i>'There's someone else here... oh god... it's crawling around in my skull!'</i> The highly alien mind of the Pak'ma'ra is disturbing to Twitch and he cannot pick up any information from it. Still, this is a clue that there is someone else on board.
7 or more. A Player Character	If any of the Player Characters have any dark secrets or oddities in their background, this is a good place to foreshadow the revelations. Do not reveal anything worldshattering yet – for example, if one of the characters is a criminal on the run who is hiding this information from the other players, do not have Twitch reveal it yet. Just hint at it.

The best thing to do with Twitch is just ignore him; if the characters scare him, he might decide that they are Psi Cops in disguise and go for Decatur's concealed PPG in her bag. Once the characters get to Babylon 5, though, they will have to decide whether or not to reveal Twitch's status as a telepath to the authorities there.

The Stowaway

You hear a scratching noise coming from beneath you, from the cargo hold. Something big is moving down there. Scales slither against metal and you hear the occasional gurgling sound. Is it your imagination, or does the air smell fouler all of a sudden?

The Pak'ma'ra Gurah has been lurking in the cargo hold of the shuttle for days. Now, curious to see what exactly the situation is, he is moving closer to the cabin access hatch at (6).

This scene should be run to give the players the impression that there is a hostile monster on board the ship; play it like something out of *Alien* at first. The Pak'ma'ra is harmless and more scared of the Player Characters than they are of him, but his entrance should be scary. Gurah's translator is broken, so he cannot communicate with the characters. A successful Technical (electronics) check at DC 20 fixes the translator enough for the Pak'ma'ra to convey simple phrases; not enough to tell the characters about the Psi Corps but enough to assure them that Gurah is not a threat.

Evidence of Sabotage

That can't be right... the engine's safety interlocks have been disabled... and the gas vents are sealed. If the engine is shut down and allowed to cool, then the gas is going to condense inside the reaction chamber and that'll probably cause it to spark and... explode. Someone has turned this shuttle into a bomb and there's no way to shut it down from inside.

The shuttle has been sabotaged by the Psi Corps and will explode later in the scenario (see page 16), thus destroying any evidence that the Corps were ever involved in the destruction of the *Robinson*. There was some evidence of this on one of the readout screens, showing that some of the engine's safety systems have been disabled, leading to a build-up of gases in one of the reaction chambers, but Lockwood accidentally shut down that screen during the shuttle launch. Characters examining the shuttle's engines may make a Knowledge (engineering) or Operations (systems) check at DC 20 to notice this tampering but it cannot be reversed from inside the shuttle. It is either the result of deliberate sabotage or incredibly lax maintenance. The gas build-up is not an immediate danger but if left unchecked, the shuttle will explode when the engines cool down.

Running Out Of Air

The air is thick, hot, and smells strongly of chemicals. You can't catch your breath. Every time you inhale, it takes more and more effort. Little purple flashes are exploding in front of your eyes – a clear sign of oxygen deprivation. You're running out of air.

This crisis will occur obviously when the shuttle's air supplies run low. The fewer oxygen breathers there are on board, the longer the survivors will last – maybe long enough to be rescued. If none of the Player Characters suggest it, then the ever-practical Du'Stal will raise the suggestion of thinning their ranks. Calan will be the first to volunteer, as he is dying anyway (run Calan's Last Request at this point) and he will reveal that he has a suicide pill embedded into one of his teeth. Remove the tooth and those who are willing to sacrifice themselves can die painlessly.

If it looks like the Player Characters are going to end up sacrificing themselves, have the rescue team from Babylon 5 show up just before the commit suicide. Still, the characters should be put to the test; are they willing to sacrifice themselves for others?

Calan's Last Request

The old Centauri, Calan, groans. His voice is a death rattle and his skin is as pale as his white-haired crest. With a supreme effort, though, he pulls himself up to a sitting position and looks around. His eyes widen in surprise and he beckons you over with the last of his strength.

He waves the other Centauri, Balthus, away. The nobleman stalks over to a corner and sulks. The others, like the Narn, the Thomassons and Decatur look on curiously as Calan whispers to you.

'The Centauri have a gift. Some of us... can foresee the moment of our deaths. I have faced death... many times, on many worlds... but I never saw my own passing... until I came on board the Robinson...'

He breathes deeply again, gathering his strength. The effort of this speech is killing him but he will not stop.

'I foresaw this. You, all around me. The vision... came to me at last. This... this is good. It means... I can trust you. You will not... fail me...'

'There is a safety deposit box... on Babylon 5. In the assayer's office. Number 23. The code... the code is 5332... purple. 5332 purple. You must open the box and bring the files to... Mollari. Londo Mollari. The ambassador.'

Calan closes his eyes. A faint smile crosses his lips.

'Tell him... Calan Orestes sent you. Tell him... cuckoo...'

With that, Calan slips away. It is as if a great weight has been lifted from him...

Obviously, this is the hook for the second section of the adventure. Make a note of which of the Non-Player Characters overheard this; Decatur, Du'Stal, Balthus and Twitch may all be involved later in the adventure. If the Player Characters are really, really mercenary, then feel free to have Calan suggest that Londo will reward the characters for bringing him the documents but this should not be necessary for most groups.

Rescue

The characters will be rescued either by making it to the Babylon 5 jump gate (if they chose to try to make it to the jump gate themselves) or by a flight of Starfuries, if they chose to hold position in hyperspace.

At the Jump Gate

The shuttle's computer bleeps and a warm electronic voice announces: 'Grid Epsilon Jump Gate Located. Initiating Jump Gate Sequence Now'. Hyperspace ripples and warps around you as a vortex boils up, drawing

you through the gate into realspace. Blackness punctuated by bright stars suddenly surrounds you. Directly ahead of you, you see a cylindrical space station, floating all alone in the night.

After the hours in the shuttle, it may be the most beautiful sight you've ever seen.

A decidedly non-electronic and non-warm voice cuts through. It has a slightly Russian accent and sounds exasperated. 'Unidentified shuttle, this is Babylon Control. We don't have your flight plan logged... oh hell, you're from that liner. Shuttle, stand by, we're launching a lifeboat now. Welcome to Babylon 5.'

In Hyperspace

It's easy to see things in hyperspace. The endless churning of the gravity currents and eddies throws up strange images and mirages. People have glimpsed phantom ships, lost cities, even living beings out here. Therefore, you have to look twice when you see a Starfury approaching the shuttle.

It's real. Another two 'Furies appear out of the plasma clouds. 'Shuttle, this is the cavalry. Stand by for rescue.' One of the Starfuries drifts closer to the shuttle and the small compartment between the cockpit and the crew cabin automatically seals itself, becoming an airlock.. You hear the clunk of metal on metal and the hiss as the airlock repressurises itself.

The door opens and you see a spacesuited figure with extra oxygen tanks slung over its shoulder. 'We're from Babylon 5. We'll get you to safety.'

However the characters are rescued, they are met by a rescue ship soon after exiting the Babylon 5 jump gate. The characters and the other Non-Player Characters are given oxygen and put onto stretchers and are brought to Medlab One immediately upon docking. The rescue ship staff will ignore the characters' protests or questions, as they are trained to assume that anyone on board an escape shuttle is suffering from oxygen deprivation and is not lucid. In a flurry of movement and stretchers, the characters are brought to Medlab One.



WELCOME TO BABYLON 5

The characters arrive on Babylon 5 and are brought to Medlab One. Soon after, the shuttle explodes and the Player Characters are blamed for the sabotage. Furthermore, every criminal and spy on Babylon 5 seems to be after those documents, and Calan's Last Request suddenly seems much, much more difficult.

There is no set sequence of events in this section; the various groups including the Player Characters are all going after the documents. Note that this scenario is taking place at the same time as the first episode of Season 2, 'Points of Departure'. Notably:

- ⑤ Sheridan has only just been assigned to the station.
- ⑤ Garibaldi is lying in a coma, after his second-in-command Jack shot him in the back after Garibaldi discovered evidence about Santiago's assassination.
- ⑤ Delenn is still in her cocoon.
- ⑤ G'Kar is out on the Rim, looking for evidence of the return of the ancient enemy.
- ⑤ The rogue Minbari warship *Trigati* is rumoured to be somewhere near Babylon 5. Indeed, Sheridan will be wondering whether it was the *Trigati* who attacked the *Robinson*.

The first things you see of the inside of Babylon 5 are the bright arc lights in the ceiling of Docking Bay 4. The moment your shuttle was brought on board the huge station, paramedics swarmed around you, loading you all onto stretchers and strapping oxygen masks to your faces. You were brought on a high-speed elevator down to the station's extensive Medlab One facility. You've all been shot full of vitamin boosters and rehydrated, had your wounds treated and your bodies scanned for signs of internal injuries or trauma. Considering what you went through on board the shuttle and the last few minutes of the Robinson, you are all in remarkable good shape.

This ward contains just yourselves; the other patients from the shuttle have been transferred to other wards, although you can see the Pakma'ra in an isolab across the hallway, sitting morosely on a bed designed for human anatomy.

A young doctor hurries into the room. 'I'm Dr Franklin, Chief of Medicine here on B5. You're all fine, but we're going to keep you here for observation until we can get temporary quarters assigned or passage home. Also... security will want to have a word with you, about what happened to the

Robinson. If any of you saw anything that could identify who attacked the passenger liner, or-'

A nurse enters the ward. 'Doctor, here are the latest results on Mr Garibaldi.'

'Excuse me a moment,' says Dr Franklin to you and studies the test results intently. 'Drop the dosage of thaismoline to 5ccs and take him off the regen packs entirely. We've done all we can for the moment, we just have to keep him stable now and hope he comes out on his own...' Worry crosses his face. The nurse nods curtly and leaves, and Dr Franklin turns back to you.

'Sorry about that. As I was saying, if anyone of you saw anything about the attack, it could prove vital. We've had a rescue team sweep the area but there was no sign of the wreckage. It's probably lost in hyperspace, I'm afraid. If any of you had friends and loved ones on board... I'm sorry. There's a chance they could have been picked up by a rescue ship out of Sector 49 but it's very unlikely.

'If you need anything, just signal one of the nurses. Security will be with you as soon as possible... we're a bit... short-staffed right now.'

Franklin leaves the characters alone in the ward, giving the Player Characters a chance to discuss their next move. The characters are not being watched or listened to, although there are nurses and patients passing in and out.

Meanwhile, the other survivors from the shuttle are in other sections of Medlab One. Their actions are as follows:

- ⑤ **Lockwood:** She stays in Medlab One, worrying about how she is going to explain the loss of the passenger liner to her employers. She will be the first person questioned by security. If, as is likely, the characters failed to discover the sabotage of the shuttle's engines, then Lockwood will be questioned about maintenance rotas on board the *Robinson* and will confirm that the shuttle was kept in excellent repair – confirming to security that it was definitely sabotage, not mechanical failure.
- ⑤ **Decatur:** The moment Decatur heard the words 'security', she realised she had to get out of Medlab One immediately, in case they saw through her false identity.

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Event Locations

The interaction of the various groups who are after the documents is the main activity in this section of the scenario. Use the Event Locations table to keep track of where each event will normally take place.

Event Locations

Event	Sector
Medlab One	Blue
Meeting With Security	Red
The Shuttle Explosion	Blue
You're Under Arrest	Any
The Assayer's Office	Red
The Bank Raid	Red
Examining the Files	Any
Meeting with Ambassador Mollari	Green
The Minbari Problem	Any
The Robbery	Any
Mr Jones	Any
The Offer	Brown (Downbelow)
Clearing Our Names	Any
Hunt the Pak'ma'ra	Brown (Downbelow)
Black Ops	Any

Whatever happens, the *Black Ops* event is the last in this section, when Grey murders whoever has the document at that point and tries to make her escape.

Antagonists and Allies

The following Non-Player Characters are all interested or involved in the fate of the characters and the documents.

Character Notes

Decatur	Corrupt businesswoman on the run, wants to curry favour with Centauri
Balthus	Opportunistic Centauri noble
Du'Stal	Dangerous Narn swordsman
Twitch	Unstable telepath
Gurah	Pak'ma'ra lurker who knows something about the Psi Corps involvement
Anzi	Crime boss, allied to Decatur
Acting Chief	Traitorous acting security chief; allied to Psi Corps
Jack Thorn	
Mr Jones	Psi Corps agent
Valorie Grey	EarthForce Intelligence, opposed to Psi Corps but wants the documents

She got up to go to the bathroom and slipped out of Medlab One. If Decatur overheard Calan's Last Request, then she will head to Ashi, one of the crime bosses of Downbelow and a contact of hers, and tell him that something of great value to Londo Mollari is in a safe and that the characters have the keycode. Otherwise, she just heads for Downbelow to escape security and mentions to Ashi that something very strange is going on. Either way, Decatur will discover that she needs money *now*, to pay for her passage to the Centauri Republic and safety. She may try to steal the documents, help Ashi steal the documents or ally herself with the characters in the hopes of winning the favour of the Centauri.

- Decatur is a loose cannon for the rest of the scenario. She can be an ally or an enemy. She is

on the run from security but she has no qualms about turning the Player Characters over to the criminals.

5 **The Thomassons:** Al Thomasson sits in Medlab One and tries to explain to his ex-wife how he put their daughter in mortal danger. Kate gets very bored very quickly and may sneak after the Player Characters if they seem to be doing anything interesting.

- Optionally, Kate could be seized and held as a hostage if any of the characters seemed particularly protective of her on board the shuttle.

5 **Twitch:** Twitch is heavily sedated as soon as he reaches Medlab One, as he was violent and abusive towards the paramedics. After the events of the scenario, he leaves

Medlab One and, like so many other lost and forgotten people, he gravitates down to Downbelow.

- ⑤ **Balthus:** The Centauri quickly makes a pain of himself in Medlab One and is let go as soon as possible. If he overheard or even saw the characters speaking to Calan, then he will try to ingratiate himself with the characters, claiming that as it is Centauri business, he should be in charge. If they reject him, then Balthus will try to get the files for himself. He may also turn Londo against the characters.
- ⑤ **Du'Stal:** The Narn sits patiently until he is released from sickbar. Then he immediately goes to report the events on board the shuttle to G'Kar of the Kha'ri. However, since G'Kar is off on the Rim, he ends up meeting with G'Kar's assistant Na'Toth, who suggests that Du'Stal attempt to find out what the documents are.
- ⑤ **Gurah:** Sits in Medlab One until everyone forgets about him, then lumbers into Downbelow. His translator is still broken, so he cannot give the vital evidence about what happened on the *Robinson* unless it is repaired.

Meeting With Security

The guards lead you to the section of the station known as Red Sector, the commercial district and the heart of the station's day to day activities. You're lead through the crowded Zocalo, where a thousand eyes, Human and alien, glance at you. You pass by races familiar – Narn, Centauri, Brakiri – as well as more exotic ones. There, the grey helmet and bulbous black eyes of a Gaim ambassador; over there, the bone crest of a Minbari.

You are escorted into the security centre, into a comfortable interview room which could be mistaken for a corporate office if it weren't for the heavy blast doors. A more senior security guard is waiting for you there. 'I'm Officer Thorn. I need to ask you a few questions about the Robinson.' He smiles reassuringly.

If the characters stay in Medlab One, then they will be collected by a pair of security guards and escorted to the chief's office. There, they meet Jack Thorn, Garibaldi's second-in-command (not to mention attempted murderer and agent of the Psi Corps). Thorn has *not* yet been briefed on the Corps' role in the destruction of the *Robinson*, so he is initially genuinely

pursuing the investigation. This will change soon (see You're Under Arrest on page 17).

- ⑤ *If you can avoid it, do not mention that Jack Thorn is Garibaldi's second in command. Players who have seen the series will remember that Garibaldi's aide is the one who shot him in the back. If you can present Thorn as a senior security officer, most players will not think too deeply – until Thorn gets revealed as working for their enemies, whereupon they will put two and two together.*

Thorn will question the characters about the events on board the *Robinson* and on the shuttle. He will specifically ask if they saw any signs of Minbari ships – he suspects the *Trigati* destroyed the *Robinson*. He will also question the characters about the other passengers, as he suspects that at least one person on that ship was travelling under an assumed name (Decatur, and there are irregularities with Twitch's identicard too).

The chief purpose of this encounter is to introduce the characters to Jack, who will be their antagonist in You're Under Arrest.

Optionally, run The Explosion when the characters are with Jack; they can hear the report of the shuttle explosion over his link and so realise they have to get out of there before he arrests them.

The Explosion

The station vibrates slightly and the lights flicker. The others around you glance around warily. That felt like an impact or an explosion within the station. It must have been huge, whatever it was. A security guard passes you and you overhear an announcement over his wrist-mounted link.

'Explosion in Docking Bay 4! Fire control teams to Docking Bay 4.'

Docking Bay 4 was where the shuttle from the Robinson was docked. That was your shuttle exploding.

The Psi Corps rigged the shuttle's engines to explode, to destroy any physical evidence of their interception of the *Robinson*. There is a small chance the players could have discovered this sabotage while aboard the shuttle; even if they did, it still explodes, thanks to Mr Jones. The actual explosion is relatively small – the docking bays are hardened to deal with fuel explosions, crashes and attacks – but two dock workers

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were injured at the shuttle itself. Soon after the explosion, acting chief Thorn is told by Mr Jones to put out an arrest warrant for the Player Characters. Jones contacts Thorn through a private, coded message via the BabCom system, using the name 'Control.'

The whole *Robinson* operation was primarily a plot by the Corps to get Calan Orestres to reveal his secrets to the characters, now they are putting the dragnet out to collect the information.

This event can occur at any time, although it should occur just when the characters are feeling complacent.

From now on until the characters clear their name, station security will be looking for them. Fortunately, station security under Jack Thorn is a lot less efficient than it is normally and the characters have a chance of evading security for a time. Furthermore, Thorn wants to keep the current crisis out of the attention of the senior staff – Ivanova or Sheridan would ask too many hard questions.

The level of security that the characters must avoid depends on the sector they are in:

Sector	Encounter Chance
Blue	75%
Red	30%
Green	50%
Brown (Downbelow)	10%
Grey	10%
Yellow	10%

Roll whenever the characters move from one location, or create a disturbance. See the All Alone In The Night... chapter of the *Babylon 5 Roleplaying Game: 2nd Edition* for response times and patrol sizes if the characters get into a firefight or other disturbance. If the characters just encounter a security patrol in the corridor, make a Notice check for the guards (opposed by the character's Intrigue or Stealth results).

If the characters are captured and arrested, move onto You're Under Arrest.

You're Under Arrest

If the characters are caught by security, hand themselves in, or otherwise run afoul of the station's law enforcement, run the following scene.

After being arrested and stunned, you are brought to a brig. The guards seem convinced of your guilt and are treating you as if you are a cell of terrorists, not survivors of a shipwreck. You have rights; while Babylon 5 does not use trial by jury, you have the right to a fair hearing before an Omsbud and to call a lawyer. Some of the security staff look slightly worried at this state of affairs.

After a few minutes, officer Thorn arrives. He dismisses the other guards with a nod.

'What did he say to you? The old Centauri on the shuttle? You have no idea how much trouble you're in, so you'd best co-operate. Tell me what he told you, now.'

Thorn has been told by Mr Jones to secure the characters and find out what Calan told them. He is not being very subtle about it but he does not have time to waste. He wants the characters on a prison ship heading back to Earth, where they can be disappeared conveniently.

If the characters co-operate and hand over the code to the deposit box (or the documents, if they have already retrieved the documents), then Thorn will leave them in the cell. Skip onto **Getting out of Jail**. If they do not co-operate, then Thorn will leave them in the cell for some time while he contacts Mr Jones the telepath. When Jones arrives, he will walk into the cell and attempt to *surface scan* the Player Characters. If all of them resist, he will push up to a *deep scan*. All he wants is the code to the safety deposit box, or the documents if the characters have already obtained them.

Once Jones has the information he wants, he leaves the characters in the jail cell. As far as he and Thorn are concerned, the characters are now irrelevant; they have done their job. If the documents are destroyed or utterly inaccessible, then Jones will have Thorn release the characters.

Getting Out Of Jail: The characters are trapped in the jail cell, and either Thorn or his master Mr Jones have the code or the documents. They need to get out of there. If the Player Characters are being uncharacteristically law-abiding and trusting in the justice system of Babylon 5 to protect them, point out that they are obviously being manipulated and railroaded by Thorn, that something more than a simple bombing is going on, and that they cannot rely on the mere fact of their innocence to keep them safe. The jail cell doors are physically almost unbreakable (Strength check, DC 30, to burst open) and without proper tools

they are very hard to disable (Subterfuge DC 30 / Technical (electronics) DC 25). Characters might be able to bluff their way out past the guards or use telepathy.

If the characters fail to come up with an escape plan, there are several options for escape, depending on which factions are involved in the scenario:

5 **The Centauri:** If the characters have already contacted Londo Mollari, or if Balthus knows that the characters know something of importance to the Republic, then the Centauri would be willing to intercede on their behalf. Londo will arrive at the jail, bluster to the guards and have the characters released on the recognisance of the Centauri Republic. The characters would now owe the Centauri a very big favour indeed – see Meeting with Ambassador Mollari on page 18.

5 **The Narn:** It is possible, although less likely, that the characters could be rescued by the Narn, in the personage of G'Kar's aide, Na'Toth. If Du'Stal informs her of the events on board the shuttle, she could have the characters released on the recognisance of the Narn Regime. Again, the characters would owe the Narn a major debt and would be expected to tell Na'Toth about the documents and what Calan said to them.

5 **Ashi:** The criminal Ashi may become aware of the documents through Decatur. If so, and if he believes that he needs the information the characters have, then he could arrange for a jailbreak. One of the guards is taking bribes from Ashi and he would leave the cell door unlocked and cause a distraction in the security centre ('*Hey, Ambassador Delenn's come out of her cocoon, and, er, she's laying eggs in Captain Sheridan's chest*'). Ashi, accompanied by a team of hired goons would then ambush the characters once they reached a place of safety. See The Robbery on page 21.

The Assayer's Office

The Assayer's Office is located in Red Sector, a short distance off the Zocalo. Babylon 5 is home to many surveyors and mining cartels, who search the worlds around Epsilon Eridani for valuable minerals. The expanding industries of the Earth Alliance and Narn Regime are hungry for metals, chemicals and other resources. Here in the assayer's office, samples are tested for traces of valuable metals like the vital Quantum-40 used in jump engines.

The Assayer's Office also has a sturdy bank vault, where a safety deposit box can be rented. A sign on the wall proudly proclaims that the boxes are guaranteed to survive the detonation of the station's fusion reactors. Somehow, this does not make you feel any more comfortable.

There are two men at one of the tables, deep in conversation. One wears a suit, of a style four years out of date back on Earth. The other wears a flight suit, probably a surveyor pilot. At a long, wide counter there stands a Brakiri, who seems to be the manager of the establishment.

The manager of the Assayer's Office is a Brakiri called Poldak; play him as a smarmy used car salesman, who professes that the contents of the safety deposit box are entirely private and confidential while he desperately tries to sneak a peek at whatever is inside. If the characters ask, he will tell them that Box 23 is reserved by an Earth-based corporation, Autumn Shipping Incorporated.

1. **Corridor near the Zocalo:** The office is located quite close to the centre of commerce on Babylon 5. There is a security station two minutes away. The main door of the office can be sealed by a control on the counter.
2. **Public Area:** There are a few tables for the benefit of customers who are waiting for lab results or who are having private meetings. High and rather uncomfortable stools surround each table (these stools make good improvised weapons). A chest-height counter, like a bar, separates the public area from the assayer's office proper.
3. **Assayer's office:** Here is where the characters will encounter Poldak, who spends his time lurking behind the counter. Controls behind the counter allow him to open or seal the main doors to the corridor (1) or the vault (8), as well as trigger an alarm to summon the guards from the security station down the corridor.
4. **Laboratory:** Here, samples are tested for mineral traces and purity. Poldak's assistant, a Human chemist called Sten, works here. The laboratory is quite extensive and advanced, with all sorts of spectrometers, microscopes, resonance scanners and other tools of the assayer's trade.
5. **Office:** Poldak's office. Notable mainly for the back door, which goes to a maintenance corridor running parallel to the central corridor of

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Red Sector and has an easy access tube down to Brown Sector.

6. Restroom.

7. **Records:** While everything is on computer, Poldak keeps physical backups. This room is also used as a temple to the Brakiri gods of trade and as a storeroom. It is rather eclectic, which is a synonym for messy in this case.

8. **Vault:** Only Poldak are authorised to enter the vault. The door is sealed (DC 35 to burst, Hardness 20 and 80 hit points) and can only be unsealed by the correct code or a Subterfuge DC 25 / Technical (electronics) DC 20 check. Note that the panel will electrocute anyone entering the wrong code twice or failing a Subterfuge / Technical (electronics) check twice (DC 10 to spot, Subterfuge DC 25 / Technical (electronics) DC 20 to neutralise). The electrocution deals 2d6 nonlethal damage, with a DC 14 Reflex save for half damage.

Also, the vault cameras will record anyone coming inside the vault (DC 10 to spot, Subterfuge DC 25 / Technical (electronics) DC 20 to neutralise).

Consider running The Bank Raid now, if there has reasonably been time since the characters awoke for Decatur to tell Ashi about the events on board the shuttle.

The box is locked with a code number; if they know the code, then the contents of the box must be theirs. If the characters key in the code Calan gave them (5332-P-U-R-P-L-E), it opens. The box contains the following items:

- ⑤ A sheaf of documents (see handout).
- ⑤ A rather old-fashioned PPG.
- ⑤ A set of identicards.
- ⑤ A wallet containing credits, Centauri ducats, gold and a few precious gems; about 3,000 credits worth altogether.
- ⑤ A hologram cube.

If the characters investigate any of these items, instead of just heading straight for Londo, turn to Examining the Files on page 20.

The Bank Raid

The Brakiri comes out of the bank vault pushing a cart, on which rests a heavy metal box. From the weight of the box, perhaps the sign's boast about it surviving the destruction of the station was not an exaggeration. The Brakiri transfers the box to the counter in front of you and plugs a portable keyboard into the box lid.

Just as you begin to enter the code, a dart whistles past your ear. The Brakiri topples over backwards. The two men at the counter are now pointing guns at you.

As soon as Ashi the crime lord hears about the documents from Decatur, he sends two of his men, Marsh and Van Flet, to watch the assayer's office for signs of Box 23 being opened. The plan is a simple one – grab the contents of the box and exit through the back door, vanishing into Downbelow.

Marsh is heavy-set, rather squat and excitable, which makes him very dangerous when holding a gun; Van Flet is taller and much calmer, and will do the talking and intimidating.

Marsh and Van Flet will probably take the characters by surprise. Marsh shoots Poldak with a needler, poisoning him with a tranquiliser (similar to morph gas but in liquid form) that will keep the Brakiri unconscious for several minutes. Van Flet draws a black market PPG and points it at the Player Characters. They want to be in and out in a few seconds, as there is a security station just down the corridor. The longer the characters delay, the more panicked the two thugs get. It is entirely possible that the characters can stall long enough (say, by giving the wrong code) that the two have to retreat. Characters might also spot and activate the alarm, summoning the guards.

This encounter can happen to anyone who has the code, not just the characters. For example, if the Centauri Balthus found out about the code and headed down here before the characters, then he would end up getting mugged by Marsh and Van Flet and the documents would come into Anzi's possession.

If the characters lose the documents to Anzi, see Black Ops on page 23.

Examining the Files

The documents from the box smell slightly musty, as if they have been in there a long time. There are the documents themselves – about twenty sheets, although most of them seem to be just printouts of numbers. One of the documents is hand-written in English.

There is also a PPG of some sort, some identicards, a wallet and a hologram cube.

The Documents: Give the players Handout One. In addition to the handout, there are also 24 sheets of densely printed numbers. These are coded documents, although the Player Characters will be

unable to decode them in this scenario. The numbers are broken into sets of four or five numbers. The first number always ranges between 1 and 100; the second between 1 and a 1,000; the third and fourth between 1 and 30, and the fifth number seems entirely random.

The code is as follows: the first number refers to a book in a list maintained by Centauri Intelligence; the second to a page number in that book, and the third and fourth to a particular line and word in that line. Taken together, the first four numbers translate to a single word. The fifth number is a particular value calculated from observations made by Calan over the years. These are Calan's cold equations: in these documents, Calan is tracing the decline of the Centauri Republic economically, militarily, socially and politically – a damning indictment of generations of malaise, infighting and poor leadership. It is perilously close to treason.

Handout One is a poetic essay written by Calan, which declares his love for the Republic but his decision to betray it. This is further explored in *The Ragged Edge* and right now can be left as a mystery for the players to wonder about.

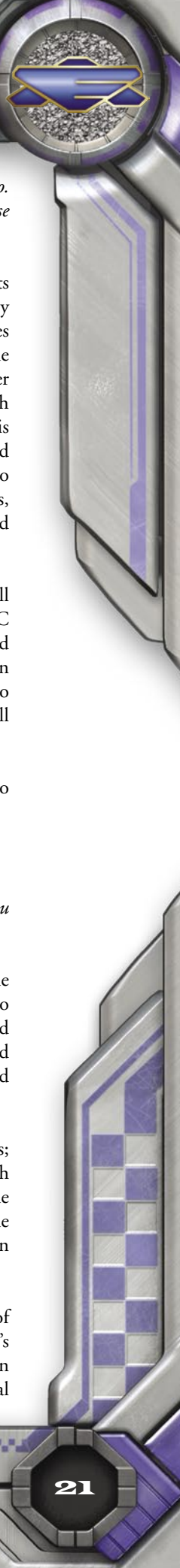
The PPG: This fine Centauri-made weapon is of Excellent quality. It therefore gives a +1 equipment bonus to attack rolls. It otherwise has the same statistics as a W&G Model 10 PPG. It is also the murder weapon in several very old killings on Centauri Prime and elsewhere.

The identicards: The identities on these cards are all those of merchants, reporters, pilgrims and other space travellers. All the identities are still 'active' – they are leaving credit records and computer traces across the galaxy, thanks to programs left running by Centauri intelligence decades ago. Note that these identities are not unique to Calan Orestres – other Centauri spies might use these identities for a time before discarding them.

The Wallet: Other than the obvious suspicious nature of having a considerable sum of credits in a variety of forms, there is nothing out of the ordinary here.

The Hologram Cube: When activated, the image shows an elderly Human male lying on the ground, surrounded by medical workers. He has been shot. A younger Human kneels by him, holding his hand. In the background of the image is a building of Centauri design, although the image looks to have been taken on Earth. Judging from the

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clothing and medical gear, the image is about a hundred years old. A successful Knowledge (history) (DC 20), Knowledge (Human) (DC 15) or Knowledge (telepathy) (DC 20) check reveals that this is a depiction of the death of Senator Lee Crawford, who founded the Psi Corps. He was assassinated in 2161 by a rogue telepath while on a visit to the Centauri Embassy.

This image is essentially foreshadowing the clash in *The Ragged Edge* between Psi Corps and elements of Centauri Intelligence, including Calan's faction. For the moment, it can be a mystery like the essay.

Meeting with Ambassador Mollari

'I'm sorry', says the round-faced Centauri, 'the ambassador is indisposed. Perhaps if you'd scheduled an appointment... well, actually he normally ignores whatever's scheduled, but at least then I could tell you to turn up when he's-'

'VIIIIR!!! Let them in!'

You are let into the ambassador's quarters. 'From the behaviour of my fellow ambassadors to the most noble Babylon 5 Advisory Council', says Londo Mollari, 'what is wanted is circus performers, not diplomats! Therefore, I need an audience for my juggling! Or perhaps I should do, what is the phrase, stand up comedy? Do humans really find people getting out chairs funny?'

The ambassador may be slightly drunk.

The characters had better get to the point very quickly when talking to Londo – he has little patience for timewasters, and will shoo the characters out if he feels they have nothing to say to him.

5 *Taking a tip from the actor Peter Jurasik – the best way to get into character as Ambassador Mollari is to roar 'Mister GariBALDI!' out loud. Roll those 'r's.*

If the characters do not have the documents, then they can tell him of the events on board the shuttle. Londo will initially not remember anyone called Calan Orestres and will act concerned, but distant ('yes, a terrible sad story. I shall pass *yawn* my condolences onto his widows') – as Centauri ambassador, Londo gets a lot of similar stories. However, the moment the characters mention Calan's cryptic last words ('Tell him... Calan Orestes sent you. Tell him... cuckoo'), Londo will instantly become vastly more attentive.

'Cuckoo? What is this? Wait... like the Earth bird, yes, cuckoo. Great Maker! Calan ORESTRES you say! Where are these documents he spoke of? Quickly, man!'

Londo will insist that the characters retrieve the documents immediately, or recover them if they have been taken by others. They must not fall into the hands of the authorities or any of the other governments – they are property of the Centauri Republic, no-one else. Initially, Londo will offer a reward of, say, 2,000 credits; if payment is not enough Londo will admit that he will owe them a favour. If that is still not enough, and the characters suggest that they could do a deal with another group for the documents, Londo will hint darkly that Calan Orestres had powerful friends, who would be most grieved if the old Centauri's death-bed wish was refused.

If the characters have the documents, then Londo will carefully take them, glance over them (Sense Motive, DC 15, to note that Londo is confused by the essay but seemed to expect the sheets filled with numbers). He will then place the documents inside his jacket, and order Vir to open a bottle of fine liquor for the characters. They will toast the memory of Calan Orestres.

Londo will subsequently lose the documents to Ashi or to Mr Jones.

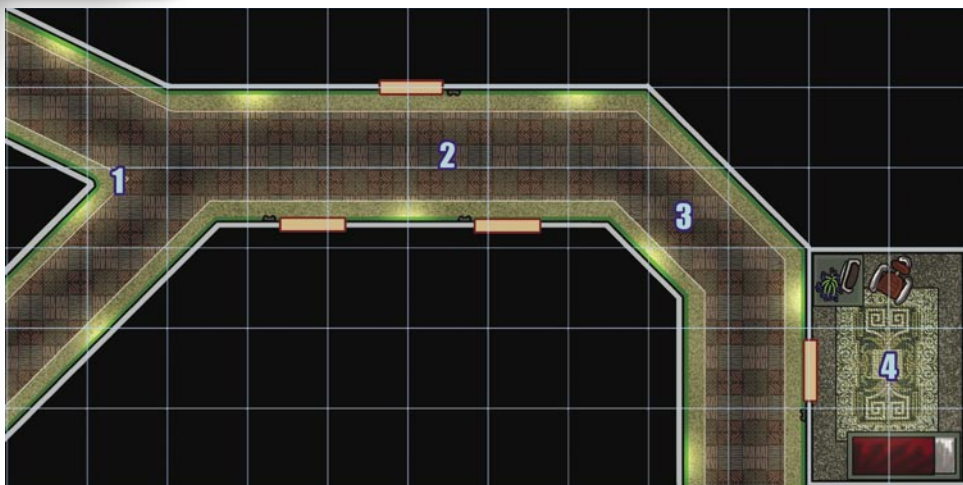
The Robbery

There are many corridors and dead ends in Babylon 5 and you just walked down the wrong one.

This event will happen whenever the characters have the documents, and are heading to see Londo. It can also happen to Londo. The characters will be ambushed and attacked by either Du'Stal the Narn or else by Ashi and his thugs. There are plenty of corridors where this could happen.

Neither Ashi nor Du'Stal wants to kill the characters; Babylon 5 is a hotbed of intrigue and spying, which EarthForce has to ignore to a degree, but murder in the Green Sector corridors is a different matter. Therefore, the plan is to get the documents as quickly as possible, then vanish into Downbelow (as per The Bank Raid option).

1. **Entry:** The characters will be approaching from one of the two angled corridors. Their destination (Londo's quarters, for example), lies beyond (3). A single Narn or thug (depending on whether it is Ashi or Du'Stal



Mr Jones

Mr Jones is the agent of the Psi Corps sent to retrieve the documents and tie up loose ends. He is the shadowy figure that has been manipulating acting chief Thorn into casting a dragnet to catch the characters. He will be lurking around the station through this section of the scenario, up until he gets murdered (see Endgame).

doing the Robbery) is waiting here, keeping watch for the characters. When they approach, he signals down to his allies at (3), then goes down the corridor that the characters are not approaching by. He circles around once the characters have gone down (2), closing the jaws of the ambush.

2. **Corridor:** The doors lead to private, low-rent quarters, and are locked (Subterfuge DC 20 / Technical (electronics) DC 15 to open or DC 25 Strength check to break down).
3. **Corridor:** Waiting here are the ambushers – either Du'Stal and two Narn, or Ashi and two thugs, depending on circumstances. The plan is to demand the documents from the characters; if that fails, drag the characters into the empty quarters at (4) and beat them to a pulp while searching for the documents.
4. **Empty Quarters:** An unused set of basic living quarters; the door has been forced open.

See the Appendix for Du'Stal's statistics.

- 5 *When running combats, keep the pace as quick as possible. Scuffles and firefights should be more about snap shots and quick decisions, not slow war games where the players get to calculate the precise location to step to for optimum tactical advantage. Let the players plan a fight as much as they can in advance, if they have advance warning of a battle, but when the PPGs start blasting, do not give them pause for breath.*

Jones is a Psi Corps military specialist and spy; he is more used to covert operations back in the Earth Alliance, dealing with problems that the Corps want kept quiet. This Babylon 5 operation is a lot more hastily planned than he would like, and his first priority has to be keeping the name of the Psi Corps out of the limelight. It is too early for the Corps to reveal the full extent of their covert activities.

Physically, he is forgettable; medium height, medium build, a blandly handsome face. He wears a heavy, loose-fitting jacket that he can fold his hands inside, to avoid having to wear the telltale gloves of a telepath. He arrived on Babylon 5 via a commercial transport 12 hours ahead of the characters and has rented quarters in Red Sector.

Jones' tactics for getting the documents are as follows:

- 5 Firstly, he will see if Thorn can catch and interrogate the characters (see You're Under Arrest).
- 5 If that fails, but the characters are held somewhere (a jail cell or Medlab), then he will sneak in and scan them.
- 5 If that fails, then he will make The Offer.
- 5 If that fails, then Jones will hunt down whoever has the documents and incapacitate them, using his telepathic abilities.

If the characters are the targets of Jones' attack, then he will try to get the character holding the documents on his own. If the attack takes place in a public area, he will use *daze* to stun a character and steal the documents using a Subterfuge check to pick the victim's pockets.

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The Offer

The BabCom terminal bleeps. 'You have one new message' says the synthesised voice.

If the characters manage to retain possession of the documents or the code for long, and also avoid getting captured by the guards, then Mr Jones will take another tack. He will contact the characters via a text message on the BabCom system – by having their identicards scanned when they were brought on board, the computer automatically created a user account for them, so Jones can contact them via this account.

Give the players Handout Two.

This is, unsurprisingly, a trap if the characters have not managed to clear their names in some fashion. Thorn and a security team will be waiting near Room 599 for them. The room is an unused store room, with cameras hidden in the ceiling. If this is being staged as a trap for the characters, then Thorn will also conceal a canister of morph gas inside the room, to be triggered when the characters enter the room. The characters will be knocked out (either by the gas or the guards) and held as suspects in the shuttle explosion investigation.

If the characters have managed to clear their names, then this becomes a genuine offer by Jones to get the documents. If the characters hand them over, then he will arrange for Thorn to stop hunting them. He may even hint that other survivors of the *Robinson* could still be alive, if any of the characters had friends or relatives on board the ship.

Clearing Our Names

Once the characters learn they are being hunted by Babylon 5 security for their alleged sabotage of the shuttle from the *Robinson*, they may try to take steps to clear their names. The evidence against them is largely non-existent. Someone rigged the shuttle's engines to explode and the modifications were made before the shuttle docked at Babylon 5.

If the characters can track down any of the other passengers, especially the reliable ones such as Lockwood, the Thomassons or Balthus, then they can confirm that the characters were not messing with the shuttle's engines (this is complicated somewhat if the characters were actually working on the shuttle's engines). The best option is to track down the Pak'ma'ra Gurah, as he knows some of what actually happened on board.

Gurah is in Downbelow. Finding a Pak'ma'ra in Downbelow is something like looking for straw in a haystack; there are many carrion eaters in Brown Sector and they all look very similar to non-Pak'ma'ra. A successful Intrigue check (DC 20), Downbelow Influence check (DC 10), Babylon 5 or Criminal Influence check (DC 15), allows the characters to find Gurah through the underworld grapevine; otherwise, they will just have to search for him section by section, which takes time and runs the risk of the characters encountering muggers or other dangers (or Ashi and his thugs, or Decatur).

Gurah needs a new translator before he can answer any questions; a suitable translator can be obtained on the black market for 500 credits or with a Criminal Influence check at DC 15. His story is simple, if confusing; he crept on board the *Robinson* at the Io transport point, inside a crate of fresh fruit (burp) and intended to hide until it reached Babylon 5. However, 24 hours before the shuttle was launched, the ship stopped moving. From his hiding place, Gurah heard the hissing of gas, then silence for many hours. Then, he heard someone working with the engines of the shuttle and the tramp of feet as people entered and left the shuttle, carrying heavy objects. Finally, the shuttle launched.

At no point did Gurah hear the shuttle being attacked, any alarms or other signs of battle, or any gigantic liner-destroying explosions. Whatever happened was very orderly and quiet.

Alternatively, the characters can contact the Babylon 5 Ombuds or EarthForce and explain the situation. As Thorn and his Psi Corps masters want the matter kept as quiet as possible, the characters may be able to deal with the problem of being wanted criminals just by running to the authorities. Characters with Earth Alliance Influence of any type may make a DC 10 Influence check to contact the Ombuds or EarthForce on this matter.

Black Ops

The room beyond the door is dark but enough light spills in from the corridor to outline the shape of a body, slumped in a chair. A trickle of blood runs from the corpse's forehead to the ground.

By this point in the scenario, the characters have either lost the documents to one of the many, many thugs, criminals and spies (most likely Mr Jones or Ashi and Decatur), or have somehow managed to hold onto them, probably

through raw cunning and lucky rolls. If the characters have the documents, allow them to pass them onto Londo Mollari. If they do not have the documents, then Mr Jones ends up getting them.

If Mollari does have the documents, then Jones intercepts him and takes them from him when the ambassador is en route to a council meeting. Mollari will demand that the Player Characters help him retrieve the documents once more from this thief. If the characters can find Jones' quarters by using Intrigue (DC 25), Influence (Babylon 5) (DC 15) or Computer Use (DC 20), let them. Otherwise, they will encounter Twitch who will inform them in his confused way about what happened.

- 5 *Sometimes, the plot of the game requires that the characters find out information or accomplish some difficult task in order to proceed. Whenever possible, the Games Master should let the players find their own solution to the problem – while it might be certain that the characters will find out about Jones' murder in this scene, there are several ways they could obtain that information.*

Having a fallback solution for moving the plot along – in this case, the telepath Twitch showing up to tell the characters about the murder – ensures the game does not stall. However, the players should always be rewarded for being proactive and creative, so give them more experience or information when they solve their own problems.

Also, not every plot should resolve with the characters 'winning'. The Cold Equations is predicated on the assumption that the characters do end up getting the documents back to the Centauri, but future adventures – both in The Ragged Edge and in your own campaign – will not be so easy.

A previously unseen player now enters the game. Intelligence within Earth Alliance is divided into two camps – the Psi Corps and their allies such as Bureau 13, and the established intelligence networks like EarthForce Intelligence, who are opposed to the growing telepath control of espionage. Valorie Grey is an agent of the latter camp, who intends to snatch the Corps' prize out from under their psychic noses.

She hunts down Jones in his quarters in Red Sector, breaks in using an Earth Alliance override code and kills him by shooting him in the forehead. However, what Grey does not know is that the telepath from the shuttle, Twitch, was nearby. Jones was a moderately powerful telepath and Twitch was close to his mind when Jones died (Twitch was snooping around the fringes of Jones' consciousness, trying to determine if the other telepath was an agent of the Psi Corps sent to recapture Twitch.)

Twitch's testimony is... confusing.

'She shot him. The door opened and the gun was in her hand and blam. Oh god I was inside his head when she shot him and I was still there as he died. I could see through his eyes even after he was gone. I swear she knew I was there, knew I was looking as she took these papers out of his briefcase. I can still... feel her. She's got Jones' ghost on her, the stain of the murder. She's still on the station.'

If the characters were informed of Jones' murder by Twitch, then security has already discovered the body and is investigating the murder. If they found Jones by their own efforts, then they arrive before security. His quarters are fairly empty, as they are just rented rooms used by passing business travellers (and undercover Psi Corps agents). He obviously arrived only recently, as his luggage is still lying unopened on the bed.

Most of Jones' luggage consists of clothing and personal items, but there are tickets for travel aboard the *Robinson* tucked into a side pocket. The characters never saw Jones about the *Robinson*.

He was shot while sitting at the computer terminal in the room. He swivelled around when the door opened and was shot where he sat. The BabCom user screen is still active on the computer. His last two calls were to Acting Security Chief Jack Thorn and to a blank user account in the BabCom system. This last call has to be a bug in the system, as it is impossible to call blank accounts.

Twitch claims to be able to sense Grey's location telepathically and will – surprisingly – guide the characters to her.

ENDGAME



After a great deal of conspiring and violence, the mysterious Centauri documents have ended up in the possession of the woman who murdered Jones. The telepath Twitch is borderline insane but claims to be able to guide the characters to her.

Grey has fled deep into Downbelow, to hide out there until she can arrange for an extraction by EarthForce Intelligence. She cannot trust the station command – while she is technically an EarthForce officer, she just murdered Jones and neither Sheridan nor Ivanova are likely to understand that this was a vital part of EarthForce Intelligence policy.

She has taken refuge in a section of Babylon 5 that does not show up on any of the official station schematics or maps – when the station was constructed, EarthForce inserted many small changes and security systems, such as backdoors into the computer system. The missing level Grey 17 is an example of this sort of hidden feature.

Under normal circumstances, the characters would never be able to find this hidden refuge. However, they do have an increasingly unstable telepath with a psychic connection to Grey.

5 *Twitch will become increasingly unpredictable and stressed during this section of the scenario. He has to*

concentrate to maintain his connection to Grey. He has been imprinted with Jones' indignation at being murdered and desire for revenge; the combination of these received emotions coupled with Twitch's own paranoia is having severe effects on the telepath's sanity. The players should feel increasingly uneasy about Twitch's motivations – you could even have him acting like Jones on occasion if the characters encountered Jones pre-murder.

1. Downbelow: The refuge is located deep in the bowels of Brown Sector, in the region called Downbelow. Read the following to the players.

You follow Twitch through the corridors of Red Sector, down into the depths of the station. The lifts don't go to where he brings you – you get to Downbelow by twisting emergency stairwells. The first thing you notice is the smell on the wind, the smell of sweat and cooking and rot and chemicals. The second thing you notice is that there is a wind.

There shouldn't be wind on a space station, at least not outside the massive open area in the heart of the habitat cylinder. But the sheer mass of people living in Downbelow coupled with the overloaded environmental systems has created hotspots and cold spots, and the wind whistles between them. You've even heard rumours of fogs forming, as if this was some Dickensian den of thieves transplanted to the 23rd century.



Your eyes adjust to the oppressive gloom and Twitch starts off down the corridor. He moves more and more like a dog, sniffing at the walls as if he can scent his prey. Some of the lurkers cast glances at you, curious or predatory or hungry.

This is not a good place to be.

Twitch leads the characters to a section of Downbelow close to the border with Grey Sector. The refuge is hidden here, although the characters will have to search to find it.

2. Storage Tank: The refuge is hidden inside a false storage tank. There are several real storage tanks close by; these massive tanks contain water being recycled. Characters who listen to the tank walls can hear flowing water. This tank has been tapped; a crudely welded pipe runs overhead into (5).

3. Church: This large chamber is piled high with junk and debris along four of its walls, including the wall adjacent to (7). It is used as a midden and refuse pile by the denizens of Downbelow, who scavenge it for spare parts and usable items after dumping their own garbage here. Excess garbage is pushed into access chutes at the rear of the room. There are two kids clambering over the piles of debris, Rick and Tessa. They both saw Grey clamber down behind the rubbish piles, but recognised that she was armed and dangerous. Downbelow has a way of sharpening one's survival instincts.

The bulk of this chamber, though, has been taken over by a dozen members of the Church of the Burning World, an apocalyptic post-Christian cult that grew up during the Earth-Minbari war. The church believed that the Minbari were part of the end of days, that they were the prophesied end of the world and that the Second Coming was close at hand. When the war ended inconclusively, the Church mostly collapsed, leaving only a few scattered groups of the faithful. This particular cell of a dozen members travelled to Babylon 5 to implore the Minbari to finish the job.

The characters have arrived at a rather opportune moment when it comes to sneaking past the cult; the Minbari warship *Trigati* has jumped in (see 'Points of Departure') and is threatening to attack the station. The church has managed to tap into the station's external cameras, and are praying for destruction in front of a big screen set up at the end of the room.

The characters can avoid dealing with the cult entirely if they

are careful, but any disruption of the ceremony may be interpreted by the cult as an attempt to stop the apocalypse from restarting.

4. Storage Tank: Another storage tank.

5. Bar: One of Downbelow's many bars, this place is a haven for drug dealers and vice addicts. A flickering sign claims that the place is called the 'Dumpster Dive', a reference to the communal rubbish tip/recycling centre next door. There are four patrons in the 'Dive, along with the bartender Card. They are all sniggering about one of the patrons, Rourke, who was kicked in the face when he drunkenly propositioned a woman who came into the bar a few hours ago. She took one look around and left.

When the characters enter the bar, Twitch will immediately head for the far wall, as this is the closest he can get to Grey – the refuge is just on the other side of the wall. The patrons in the bar laugh, and suggest that Rourke might have better luck with Twitch than he did with Grey.

6. Fake Tank: This is the fake tank concealing the refuge; while the schematics of the water recycling system claim that there are four holding tanks in this area, there are only three tanks. Characters who listen at this tank will hear nothing – there is no water inside the fake tank.

7. Access Corridor: The entrance to this corridor is at (3). There are numerous chutes at the back of that room, where rubbish can be pushed down into another recycling system deeper in Brown Sector. The entrance looks like a sealed chute. A successful Investigate check (DC 10) shows that this chute is a false one; the lower trapdoor is welded shut. There is a hidden catch that opens the rear wall of the chute.

However, there is also a security system that the characters will only discover with a successful Investigate check (DC 20). This system triggers a silent alarm when the door is opened. This alarm can be disabled with a Subterfuge (DC 20) / Technical (electronics) (DC 15) check. If the characters do not disable the alarm, then Grey will be aware of their arrival.

There is a second trap in the access corridor. There is a door at the far end of the corridor, where the corridor runs up against the shell of the fake water tank. Concealed within the tank is a cylinder of morph gas. It will take an Investigate check (DC 15) to spot the trap and a Subterfuge (DC 20)

Endgame



/ Technical (electronics) (DC 15) check to disable it. If anyone opens the false door, the gas is released into the corridor.

Grey will flee if all the characters are knocked out; the characters will recover a few minutes later to find the refuge abandoned and the documents gone.

8. Outer Refuge: Getting to this room requires finding another hidden door (Investigate DC 12 or Notice DC 17). If Grey is aware of the characters' approach (from the alarm), then she is waiting here, PPG in hand, to subdue the characters as they enter the room.

The outer refuge is a well-lit, comfortable chamber, a world away from the dingy Downbelow on the far side of the hidden door. There is a locker containing preserved food and basic medical supplies, six cots, a bathroom – the place was obviously designed to be a hidden safehouse. There is a cabinet containing breather masks next to the door.

9. Inner Refuge: The inner refuge is where Grey is holding the Centauri documents. Here, she has a computer terminal hooked into the Babylon 5 network at a high level of access, as well as security cameras displaying images from all over Blue Sector, including the council room.

The Final Confrontation

If the characters run in, PPGs blazing, then Grey will respond in kind, which will likely result in some of the characters being killed or injured. She has a breather mask and three concussion grenades, which she will use to disrupt the characters' attacks. As far as she is concerned, they are trespassing on a secret EarthForce intelligence facility and are being punished accordingly.

If she feels confident of her ability to control the situation, she might leave some of the characters alive so she can find out how they tracked her down.

However, if the characters are not immediately hostile, then Grey is willing to be more conversational. She may admit that she is working for EarthForce if she believes that this will impress or cow any of the Player Characters. She will confirm that Jones was working for the Psi Corps and that he was after the Centauri documents. She is not sure exactly what was happening on board the *Robinson* but she does know that a known agent of the Centauri espionage branch was on the liner when it left Io.

If the characters are Human or especially trustworthy, then Grey will offer to make a deal with the characters; they can have the original documents and bring them back to Londo, as she has made copies. However, they will be expected to report back to her at some point in the future; they are to be double agents, working for EarthForce.

5 *If the characters do negotiate with Grey, try to play up the parallels with the events of the episode, 'Points of Departure'. In that episode, the suicidal crew of the renegade Minbari cruiser Trigati try to provoke Babylon 5 into attacking, but Sheridan sees through their ruse and refuses to open fire. This apparent anti-climax comes from Lennier's revelations about the end of the Earth-Minbari war and the hole in Sinclair's mind. Similarly, the 'dungeon crawl' leading up to the final confrontation with Grey can be flipped around to a conversational scene where the characters are drawn deeper into the intrigues and conspiracies of the Babylon 5 setting.*

Play Grey as a survivor above all else. She is playing a high-stakes game on EarthForce's behalf and while she not particular *want* to kill the Player Characters, she has no compunctions about doing so if necessary. She would prefer to turn them into her own agents, though.

She is disappointed by the contents of the Centauri documents, as they cannot be decoded. Turning the characters into double agents is her way of salvaging the situation; perhaps Londo will let something slip when they return the documents to him.

Points of Departure

Twitch will flee as soon as the characters find the entrance to the hidden refuge. He is still obsessed with Grey but is terrified of encountering her. He will vanish into the lurker population of Downbelow.

When the characters return the documents to Londo, he will thank them and give them any rewards that he promised earlier. He will caution the characters not to get too involved.

'Rats in the walls, you know! The sort of people who write these letters, and who kill for these letters, they are like rats in the walls. You never know when they are listening or what they are doing there. But they all come sniffing after the cheese. Feh. It is unpleasant business, dirty business. I will put these letters on a ship to Centauri Prime and I will forget about them. I suggest you do the same.'

Soon after the events of *The Cold Equations*, Dr Franklin manages to revive Garibaldi and he identifies Acting Security Chief Jack Thorn as the man who shot him during *Chrysalis*. Jack is sent back to Earth but disappears in transit.

An inquest is opened into the destruction of the *Robinson*. The loss of the liner will eventually be blamed on Raiders operating out of Vega colony, although the media will hint that there were no less than two Sharlins in Grid Epsilon that day.

The upcoming campaign, *The Ragged Edge*, continues many of the plots from this adventure, including:

- ⑤ The characters' connection to Psi Corps.
- ⑤ The repercussions of Calan Orestres' documents.

- ⑤ The conflict between EarthForce Intelligence and Psi Corps.

Other plots can be spun off from the events of the scenario:

- ⑤ The characters have doubtless made numerous enemies and allies. If they went out of their way to help Londo (gaining Centauri Political Influence), for example, they have probably earned the enmity of G'Kar and the other Narn (losing Narn Political Influence). If they crossed Ashi, they may well lose Downbelow or Criminal Influence.
- ⑤ Several of the travellers on board the shuttle have their own unresolved plots, which the characters could become involved in. Notably, there is Decatur and her embezzled money but Twitch, Du'Stal or the Thomassons could all be used as the starting points for adventures.
- ⑤ The characters are arriving on Babylon 5 at a chaotic juncture in the station's history. With Garibaldi having to re-evaluate his entire security staff and the station's new commander Sheridan imposing his own vision on B5's command structure, not to mention the upheaval in the station's criminal community, there are plenty of opportunities for characters to find roles in the station's hierarchy.
- ⑤ Grey's hideaway had security cameras that tapped into the council chamber, as well as the private quarters of the ambassadors. While all the ambassadors doubtless take precautions against electronic eavesdropping, the refuge could be an excellent source of blackmail material and plot hooks.

XP Awards

Characters get 250 XP for surviving the shuttle ride and making it to Babylon 5. They get an additional 100 XP for retrieving the documents and another 100 XP for each plot to steal the documents that they foil.

They get another 250 XP if they manage to find and deal with Grey, one way or another.

You may also award each character up to 400 XP for good roleplaying, excellent problem solving or otherwise good play during the entire scenario.

Endgame

Handout 1

Let me tell you a parable.

A long time ago, when Techno-Mages walked among men and the graves of the Xon were but freshly dug, a noble man once sent a clever servant out to tend his lands. The clever servant sowed the stoniest fields with fine seeds. Other servants laughed at him and said that he had wasted his master's wealth.

Many birds descended and fed on the seeds and grew fat.

The birds congratulated themselves, saying "We have tricked this foolish servant and eaten his seeds." But the birds grew so fat they could no longer fly on their own. The servant took the plumpest of the birds and killed them, and sent them to his master's kitchens.

And it was a fine banquet indeed.

When the nobleman was bored, the servant entertained him by bringing him rare birds with beautiful plumage.

When the nobleman was tired, his chariot was harnessed to a flock of sturdy flightless birds.

Truly, the servant had worked wonders for his master.

Then, one day, they stopped sending the servant seeds. The other servants whispered that no plants had grown that year, or that the seeds had been stolen, or that the master's children had eaten them all and spoiled their appetite for dinner. They told the servant a thousand lies.

All the birds had grown used to feeding on fine, tasty seeds. When they did not get the seeds, they grew hungry and hunger can make the fattest, stupidest bird learn to fly again.

They ate the servant's eyes right out of his head, pop pop!

But they were still hungry and there were a great many birds indeed.

Do you know what the other servants did? They got eaten by the birds!

Do you know what the master did? He closed his windows and stuck his fingers in his ears.

Do you know what the poor blind servant did?

He grew feathers.

But it was out of love, you see. Out of love.

Handout 2

YOU HAVE ACCESS TO THE CENTAURI DOCUMENTS.

YOU WILL GIVE THEM TO US.

IF YOU DO, THEN YOU WILL BE SAFE.

LEAVE THEM IN RED SECTOR, ROOM 599.

CHARACTERS

Al Thomasson

3rd Level Human Worker (blue collar); hp 10; Init +1; Spd 30 ft.; DV 12; Atk: +3 close combat or +2 ranged; SQ Vocation (Profession (environmental engineer)), Worker Type: Blue Collar (Athletics, Medical & Operations (sensors)); Fort +4, Ref +2, Will +1; Str 15, Dex 12, Con 13, Int 8, Wis 10, Cha 9

Notable Skills: Athletics +5, Computer Use +5, Concentration +7, Knowledge (Pittsburgh) +2, Knowledge (Human) +1, Operations (sensors) +2, Operations (systems) +4, Profession (environmental engineer) +12, Technical (engineering) +5

Feats: Endurance, Fluency (Human), Skill Focus (Profession (environmental engineer)), Toughness, Weapon Proficiency (close combat)

Alice Decatur (Michelle Claire)

2nd Level Human Worker (blue collar); hp 7; Init +1; Spd 30 ft.; DV 12; Atk: +1 close combat or +2 ranged; SQ Vocation (Computer Use), Worker Type: White Collar (Diplomacy, Intrigue & Sense Motive); Fort +1, Ref +1, Will +3; Str 11, Dex 13, Con 12, Int 14, Wis 10, Cha 13

Notable Skills: Computer Use +12, Concentration +6, Diplomacy +6, Intrigue +9, Knowledge (Babylon 5) +3, Knowledge (chemistry) +4, Knowledge (Human) +9, Knowledge (Io) +7, Profession (executive) +7, Sense Motive +5

Feats: Fluency (Human), Skill Focus (Computer Use & Intrigue), Weapon Proficiency (pistol)

Equipment: W&G Model 10 PPG (+2, 2d6 dam, 19–20 crit, 50 ft., 6 shots, AP 1, Automatic)

Balthus Kodirot

2nd Level Centauri Diplomat; hp 6; Init +2; Spd 30 ft.; DV 13; Atk: +2 close combat or +3 ranged; SQ Born to Intrigue (Linguistics & Subterfuge); Fort +1, Ref +2, Will +2; Str 11, Dex 14, Con 11, Int 10, Wis 8, Cha 15

Notable Skills: Bluff +9, Diplomacy +6, Intrigue +9, Knowledge (Centauri) +5, Knowledge (Human) +4, Linguistics +8, Sense Motive +4, Subterfuge +7

Feats: Fluency (Centauri & Human), Noble Birth, Skill Focus (Linguistics), Weapon Proficiency (pistol)

Equipment: Holdout PPG (+3, 2d6 dam, 19–20 crit, 20 ft., 2 shots, AP 1)

Du'Stal

2nd Level Narn Soldier; hp 15; Init +1; Spd 30 ft.; DV 13; Atk: +4 close combat or +3 ranged; SQ Low-Light Vision, Co-ordinated Unit +1; Fort +5, Ref +1, Will –1; Str 15, Dex 13, Con 15, Int 11, Wis 9, Cha 8

Notable Skills: Acrobatics +4, Athletics +4, Computer Use +1, Intimidate +2, Knowledge (Human) +2, Knowledge (Narn) +4, Knowledge (tactics) +2, Operations (gunnery) +3, Stealth +3, Technical (electronics) +2

Feats: Armour Familiarity, Brawling, Fluency (Human & Narn), Toughness, Weapon Focus (ka'toc), Weapon Proficiency (close combat, grenade, pistol & rifle)

Equipment: Ka'toc (+5, 1d8+3 dam, 19–20 crit, AP 2, 2-h), knife (+4, 1d4+2 dam, 19–20 crit, 1-h)

Gurah

1st Level Pak'mara Lurker; hp 9; Init +0; Spd 20 ft.; DV 10; Atk: +1 close combat or +0 ranged; SQ None; Fort +7, Ref +0, Will +1; Str 13, Dex 10, Con 17, Int 11, Wis 12, Cha 7

Notable Skills: Appraise +3, Athletics +5 (+1 when jumping), Intrigue –1 (+2 when gathering information), Investigate +1 (+3 when searching), Knowledge (Downbelow) +2, Knowledge (Human) +3, Knowledge (Pak'mara) +4, Notice +2, Pilot +2, Stealth +9, Subterfuge +6

Feats: Fluency (Human & Pak'mara), Great Fortitude, Hobby (Pilot), Skill Focus (Stealth), Weapon Proficiency (close combat & pistol)

Equipment: Broken translator

Janine Lockwood, Steward

1st Level Human Worker (blue collar); hp 5; Init +0; Spd 30 ft.; DV 10; Atk: –1 close combat or +0 ranged; SQ Vocation (Profession (steward)), Worker Type: Blue Collar (Acrobatics, Notice & Pilot); Fort +2, Ref +0, Will +0; Str 9, Dex 11, Con 10, Int 11, Wis 10, Cha 12

Notable Skills: Acrobatics +3, Computer Use +4, Knowledge (astrophysics) +1, Knowledge (EAS Robinson) +4, Knowledge (Centauri) +1, Knowledge (Human) +4, Linguistics +2, Notice +3, Pilot +1, Profession (steward) +5

Feats: Alien Empathy, Fluency (Human), Spacecraft Proficiency, Weapon Proficiency (close combat)

Kate Thomasson

1st Level Human Worker (performing); hp 6; Init +0; Spd 30 ft.; DV 10; Atk: –1 close combat or +1 ranged; SQ Vocation (Bluff), Worker Type: Performing (Bluff, Diplomacy & Sense Motive); Fort +1, Ref +3, Will –2; Str 8, Dex 13, Con 12, Int 7, Wis 7, Cha 13

Notable Skills: Bluff +9, Diplomacy +5, Knowledge (Human) +4, Sense Motive +5

Feats: Fluency (Human), Skill Focus (Bluff & Sense Motive), Weapon Proficiency (close combat)

Marsh / Van Flet

2nd Level Human Lurkers; hp 11; Init +1; Spd 30 ft.; DV 13; Atk: +2 close combat or +3 ranged; SQ Survivor's Luck 1/day; Fort +4, Ref +2, Will -1; Str 12, Dex 15, Con 13, Int 11, Wis 9, Cha 10

Notable Skills: Appraise +5, Bluff +5, Intimidate +5, Intrigue +5 (+7 when gathering information), Knowledge (Downbelow) +7, Knowledge (Human) +2, Notice +4, Stealth +7, Subterfuge +7

Feats: Endurance, Fluency (Human), Run, Toughness, Weapon Proficiency (close combat and pistol)

Equipment: Both Marsh and Van Flet carry knives (+3, 1d4+1 dam, 19–20 crit, 1-h). Marsh also carries a needler (+3, 1d3 dam, 15 ft., 1 shot, Automatic) and three spare needler darts loaded with a tranquiliser drug (use morph gas statistics). Van Flet also carries a black market W&G Model 10 PPG (+3, 2d6 dam, 19–20 crit, 50 ft., 6 shots, AP 1, Automatic)

Mr Jones

4th Level Human Telepath P9; hp 12; Init +0; Spd 30 ft.; DV 12; Atk: +2 close combat or +2 ranged; SQ Discipline Focus (Biokinetics & Scanning); Fort +0, Ref +0, Will +4; Str 10, Dex 11, Con 10, Int 13, Wis 13, Cha 15

Notable Skills: Bluff +9, Concentration +7, Diplomacy +4, Intimidate +4, Knowledge (Centauri) +4, Knowledge (Human) +8, Knowledge (law) +2, Knowledge (telepathy) +8, Sense Motive +4, Telepathy +9 (+11 with Biokinetic & Scanning abilities)

Feats: Ability Focus (Biokinetics & Scanning), Fluency (Centauri & Human), Telepath, Weapon Proficiency (pistol)

Poldak

3rd Level Brakiri Trader; hp 10; Init +0; Spd 30 ft.; DV 11; Atk: +2 close combat or +2 ranged; SQ Darkvision; Fort +2, Ref +1, Will +4; Str 10, Dex 10, Con 13, Int 11, Wis 13, Cha 14

Notable Skills: Appraise +12, Bluff +11, Computer Use +1, Diplomacy +9, Intrigue +3 (+6 when gathering information), Knowledge (Brakiri) +5, Knowledge (Human) +3, Knowledge (Narn) +3, Knowledge (Zocalo) +4, Linguistics +2, Profession (assayer) +4, Sense Motive +6, Stealth +2, Subterfuge +3

Feats: Alien Empathy, Eye for Quality, Fluency (Brakiri, Human & Narn), Skill Focus (Appraise), Weapon Proficiency (close combat & pistol)

Equipment: Knife (+2, 1d4 dam, 19–20 crit, 1-h)

Sten

2nd Level Human Scientist; hp 6; Init +0; Spd 30 ft.; DV 11; Atk: +0 close combat or +1 ranged; SQ Mental Agility, Primary Area of Study (Knowledge (chemistry)), Peripheral Study (Knowledge (physics)); Fort +0, Ref +0, Will +4; Str 9, Dex 11, Con 10, Int 15, Wis 13, Cha 12

Notable Skills: Appraise +7, Computer Use +7, Concentration +5, Investigate +7, Knowledge (Babylon 5) +7, Knowledge (biology) +7, Knowledge (chemistry) +12, Knowledge (engineering) +4, Knowledge (Human) +7, Knowledge (physics) +9, Profession (assayer) +6, Technical (electronics) +7

Feats: Fluency (Human), Hobby (Appraise), Skill Focus (Knowledge (chemistry)), Weapon Proficiency (pistol)

Twitch (Joseph Redwall)

2nd Level Human Telepath P5; hp 8; Init +0; Spd 30 ft.; DV 11; Atk: +0 close combat or +0 ranged; SQ Discipline Focus (Sensing); Fort +0, Ref +2, Will +4; Str 10, Dex 11, Con 10, Int 13, Wis 13, Cha 15

Notable Skills: Bluff +4, Concentration +4, Knowledge (Human) +4, Knowledge (telepathy) +2, Sense Motive +6, Stealth +2, Subterfuge +2, Telepathy +6 (+8 with Sensing abilities)

Feats: Ability Focus (Sensing), Fluency (Human), Lightning Reflexes, Telepath, Weapon Proficiency (pistol)

Valorie Grey

4th Level Human Agent; hp 13; Init +6; Spd 30 ft.; DV 15; Atk: +5 close combat or +5 ranged; SQ Multi-Skilled (Technical (electronics)), Opportunism (Sneak Attack +1d6), Skill Mastery (Notice); Fort +2, Ref +6, Will +5; Str 14, Dex 15, Con 13, Int 12, Wis 14, Cha 11

Notable Skills: Acrobatics +9, Athletics +9, Bluff +7, Concentration +8, Intimidate +7, Intrigue +4, Knowledge (Downbelow) +4, Knowledge (Human) +6, Notice +12, Stealth +9, Subterfuge +6, Technical (electronics) +8

Feats: Fluency (Human), Improved Initiative, Iron Will, Resist Scan, Skill Focus (Notice), Weapon Proficiency (close combat, grenade and pistol)

Equipment: Breather mask, 3 concussion grenades (+5, 1d10 dam, 20 ft. range and area), EF-7 PPG (+5, 2d8 dam, 19–20 crit, 60 ft., 12 shots, AP 1, Automatic)

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The Roleplaying Game **Second Edition**

The Cold Equations

There is a story that they tell in bars and spaceports across the galaxy, wherever the crews of freighters and passenger boats gather. To those who work the spaceways, who spend their whole lives in fragile little bubbles of steel and air all alone in the night, this story never fails to chill the soul. On Mars, they say it happened to John Carter; on Io, the crew of one of the first ships through the jump gate; on Proxima, to one of the early colonists. Whoever the protagonists are, the story always ends the same way....

The Cold Equations is an introductory adventure for the Babylon 5 roleplaying game. It is set at the start of 2259, in the second season of the television series (during the events of Points of Departure), and is designed for 1st level characters.

This adventure can be played as an introduction to the Babylon 5 campaign book, The Ragged Edge.

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