

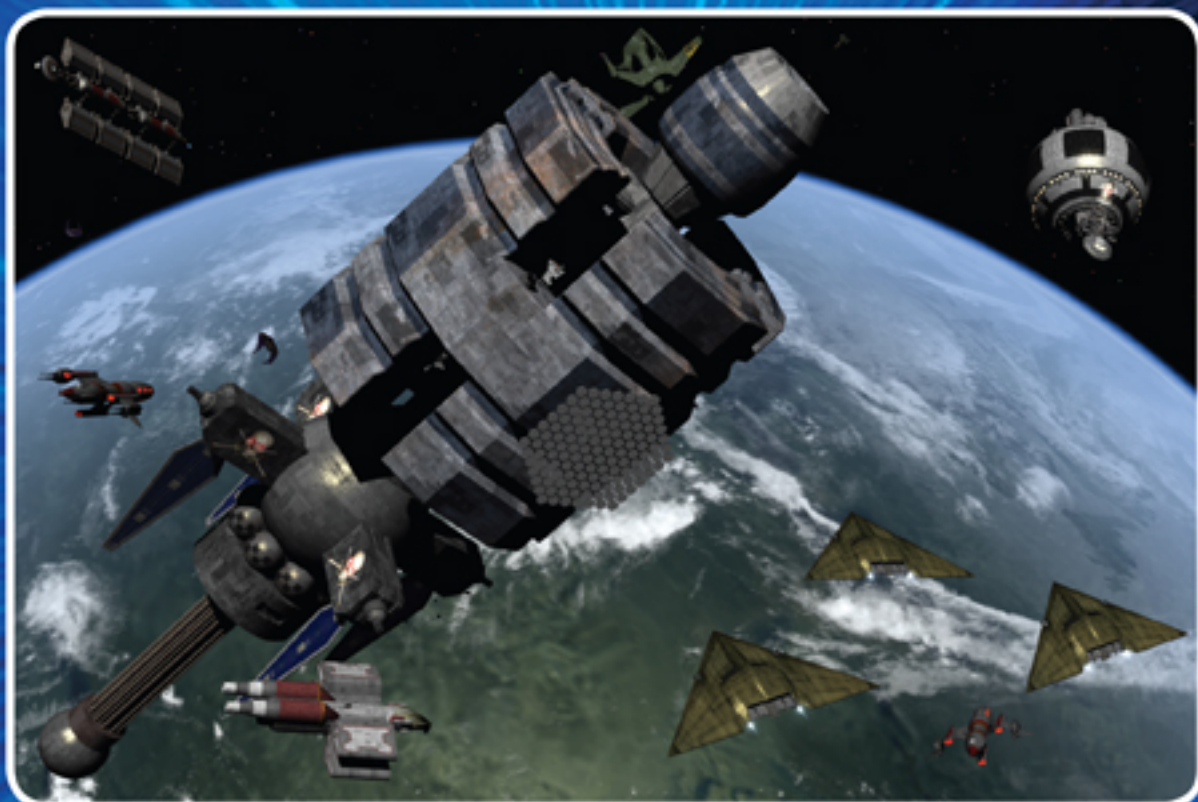
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The Roleplaying Game

Second Edition



The Lurker's Guide to Freedom Station

Written By Bryan Steele

Babylon 5 created by J. Michael Straczynski

Now incorporating free
scenario "Leap of Faith"

THE LURKER'S GUIDE TO FREEDOM STATION

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INTRODUCTION

Welcome to Freedom Station. Please step this way for contraband search and weapons documentation. No, no... you don't need to see my badge.

- Freedom Station Security

Before there was a Babylon 5, before the League of Non-Aligned Worlds had a place to bring all their commerce, there was Tirrith Transfer Point Alpha. Years pass, wars were waged and the station took on a new name... Freedom Station. Although not as popular as other stations, positioned as it is far away from the core of the galactic governments, Freedom Station is a massively popular stopping point for a specific type of space traveller – raiders.

This huge, slowly spinning cylinder of dense polymers and mass-produced alloys is home to over 5,000 permanent residents of Tirrith, Hyach and a multitude of other species. At least, that is what the official census says. That number is roughly 10 times too small, and those who commonly visit or stay on Freedom Station know the difference between what the records read and what is really going on.

This book is a guide to the people and happenings of this controversial space station. It looks at the League's original version of the Babylon Project, how it failed and where its new residents took it once they settled with the locals. Freedom Station is a powerful reminder that law and justice means drastically different things depending on where in the galaxy one goes, and who really runs the spacelanes away from the policing of the larger governments.

Controlled in title by the Tirrith, the station has always been a hub of trade and travel – attracting the attentions of all kinds of profiteers, pirates, businessmen and thrill-seekers. It is not an area to take lawlessness lightly, and even though it is home to a dozen or more raider cells it is probably one of the safest transfer points to exist in neutral space anywhere in the galaxy.

Owned by the Tirrith in order to reap taxation and free travel rights through the jump gate, Freedom Station is the tiny race's only real source of income – but it has become a sizeable one. Few governments even really knew of the Tirrith at all before the official re-opening of Freedom Station, and now they keep over two dozen ambassadors abroad. Although some might think that having a multitude of raiders and criminals coming and going outside one's front door could be an invitation to disaster, the Tirrith have proven that one government's 'marked for death' can be another government's Station Elect.

Freedom Station is *not* a clean cut, polished setting like Babylon 5 or Centauri Prime. Many of the dangers look one right in the eye from across the gambling table and smile when they slide their blade between one's ribs. Hangars blur with the comings and goings of starships – many of which are filled with ill-gotten loot from recent raids. Freedom Station is a place where money is almost as useful as power, and power comes at the expense of another. For someplace called 'Freedom,' it seems rather tyrannical at times.

With the information contained within, both Players and Games Masters should have all the power they need at their disposal to base characters, missions or even entire story arcs around the infamous Freedom Station and its populace. With the right contacts, influences and skills a character could make a hefty living using the station as his base of operations. Even if he remains station-bound, it will not take long to see what Freedom Station offers the bold and the savvy.

Freedom Station...is now open for business.

HOW TO USE THIS BOOK

This book is a comprehensive look at a new location to use in Babylon 5 games. It is broken down into a handful of sections to better direct readers to the parts of the book they wish to peruse first. In the *Babylon 5 Roleplaying Game* there are dozens upon dozens of space stations and planetside colonies that could capture the plots and schemes of Player Characters. This book offers a closer look at one of them.

The history of the area is covered, why the station was built and how it progressed through the ages of the Babylon 5 universe until its final destruction. Many interesting facts and events that take place over the course of this history will entice Games Masters to build their own campaign plotlines, where Players might use this history to flesh out their characters with full backgrounds in the Babylon 5 canon a bit better.

Introduction

The bulk of the book is a full tour of Freedom Station from stem to stern. Covering a mile and a half of layered floors spinning around a central hub, there is a lot for the station to show to the common tourist – and a lot more that residents know about. The entire chapter is built on moving from one end of the generally cylindrical station to the other and includes several sidebars that explain facts about the places shown.

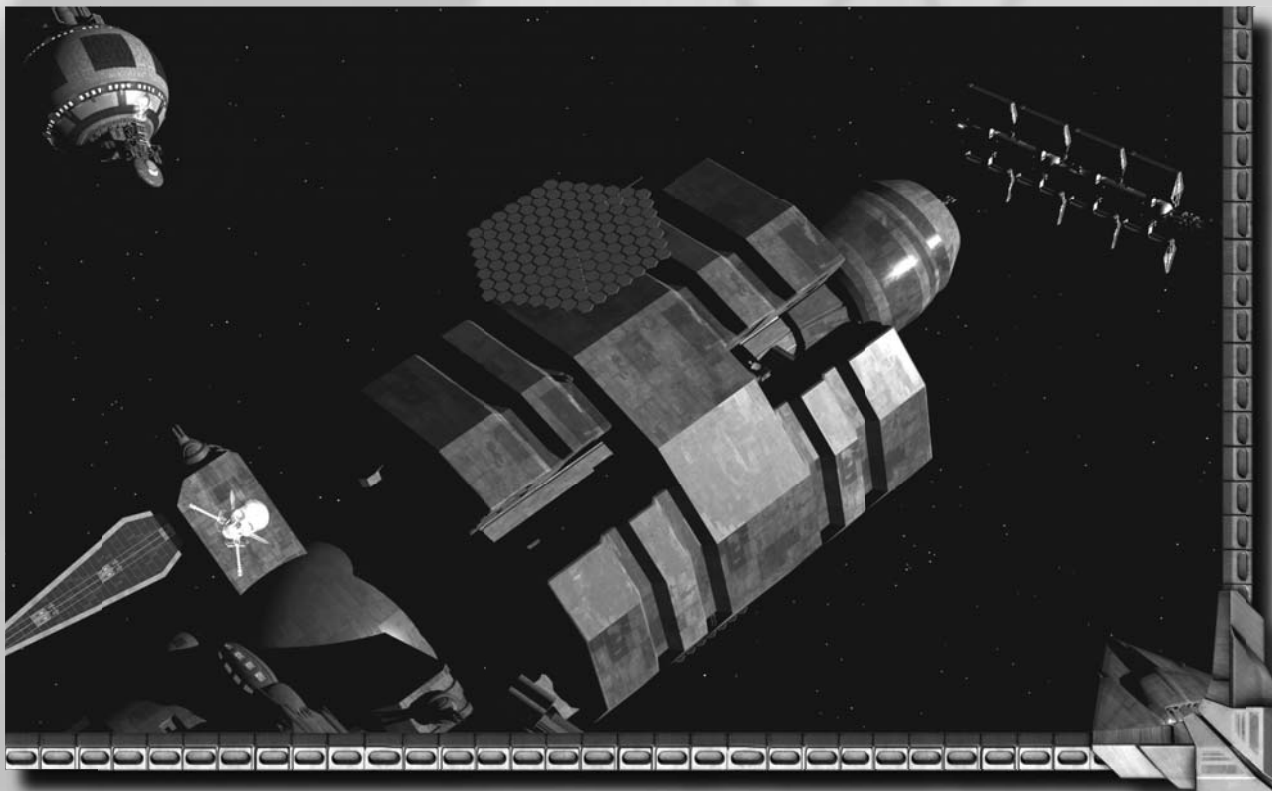
Once the station itself has been described the many factions that dwell on Freedom Station are then described. Cells of raiders that call this place home, the security staff that tries to keep them in line and those caught in between. Not only is this section extremely informative, but it will help readers know just how tense things are on the station, and how easy it could be for everything to explode at any moment.

A place as diverse as Freedom Station has a number of internal resources that residents can use, as well as available contacts and potential allies for visitors; there are a variety of paths to choose from in order to make use of what the station offers. The chapter on station resources covers the common military assets and internal availability of each faction, and includes a number of new Freedom Station-centric Influences that characters can acquire. It also covers a quick adaptation of the old first edition Raider classes (from *Merchants, Traders and Raiders*) to their new, second edition standards. This chapter is where cunning readers may find a host of reasons to steer their compatriots to the station

– there is a lot to offer in a den of criminals like Freedom. As they are a big part of why Freedom Station works as it does and why the system is so peaceful, not to mention a large part of the station's population, we have included a chapter dealing specifically with the Tirrith as a species. A brief history on their kind, their planet, their society and their level of technology – including their strangely effective starships – is included. Also, for those who may want to, we have included the full rules on playing one of the independent-minded aliens. Readers can use the chapter to learn about the cunning race to include them in their own campaigns, or can choose to be one instead!

To get a real feel for who might be run into on Freedom Station, there is also a short collection of pre-made personalities for Games Masters to use in their campaigns. A few of the Elects are present, infamous raiders, and there are a few station celebrities as well. These personalities are behind some of the most recognised faces and names on the entire station and Players will be glad to know who to talk to should a specific issue come up.

The information in this book is much more than a simple overview of how to get by on a rough-and-tumble space station out in the far corner of the galaxy. It hopefully brings the station to life for the readers. We hope to show Babylon 5 fans a new, last, best hope for action, adventure and intrigue.



HISTORY

‘It is a beautiful thing to have something so obviously built for war turned into something so... inviting.’

- Ambassador Ralissa of the Abbai Matriarchate

How Freedom Station became the hub of raider and League trade that it is now cannot be answered easily in short terms. Dilgar expansion led to its creation, the Earth Alliance built it with their new League allies. The Tirrith and Minbari, for different reasons, caused its virtual abandonment and then the raiders moved in.

Before 2232 – Growth of a Crossroads

The Tirrith System had never been much more than a nice place to stop on the way to more important systems. With only three planets capable of supporting life, three more so frozen that even EVA suits were difficult to keep running and four massive gas giants filled with relatively safe chemicals, the system was not exactly a priority for most races to try and claim. So it remained as a neutral stopping point for the Rimward League of Non-Aligned Worlds races.

Several mining companies used the ice worlds for water, the gas worlds for helium and hydroxin, and occasionally stopped to check in on the barely spaceworthy Tirrith peoples. Most specifically the Abbai, who enjoyed ‘vacationing’ on Tirrith III, which has enormous freshwater oceans filled with beautiful coral reefs untouched by outside pollution. In fact, it was the Abbai who helped the Tirrith break away from simply rocketing to their moon and ushered them to the other hospitable planets to colonise. Never advanced enough to make use of their system’s jump gate, the Tirrith always welcomed alien species to their planet learning as much from them as they could.

That was, until the arrival of the Dilgar.

In 2231, a huge fleet of Dilgar Warships hid among the mass shadows of the gas giants in the system while secretly destroying the Abbai and Hyach vessels nearby. To ensure they were not caught

before the Warmasters were ready to start their invasion in full the Fleet Commodores pushed any wreckage into the largest of the gas giants – Tirrith II.

They landed several times on Tirrith IV and took many hundred Tirrith slaves – a fact that will forever dominate the Tirrith’s will for independence. Overall the Dilgar had an iron fist control of the system until their Warmasters called for the Invasion.

Over the course of a year the Dilgar had created a powerful funnel point for their armada, and the League of Non-Aligned Worlds never even saw them coming.

2232-2235 – Under Dilgar Rule

Once the Dilgar War officially began, Tirrith System was all of a sudden a very important place. Its linked jump routes suddenly became the way for the powerful Imperium vessels to flood into Hyach and Brakiri space from the massacres that were Tirolus and Alaca. Forces from Omelos came to Tirrith and were quickly assigned to venture out into other campaigns.

The Tirrith people were used and abused as slaves by their unwanted visitors. They would fight back occasionally, but the sheer might of the Dilgar shattered all resistance.

In a startling show of force from the Balosian government, a joint counterattack in 2234 between them and a large number of Drazi mercenaries forced the Dilgar to push even harder coreward into the Brakiri – and eventually into the Markab. Once they reached the edges of Markab space, the Earthers became involved. The Tirrith knew none of this, and were simply glad to see the morale of their oppressors slip slightly in 2235, when the Earthers began to push them back toward Omelos.

In the last few months of 2235 the Earthers reached the Tirrith system and the skies lit up with weapons fire and fusion implosions. The Tirrith saw this as a powerful sign and rose up all at once, sending their oppressors back to their ships and up into space – where they were met by the full force of the Earth Fleet.

Happy to see the enemies of their enemies, the Tirrith welcomed the Earthers with open arms and granted them full use of the system’s jump gate so they could use the area as a staging point. Trusting the opinions of their Abbai allies about the Humans, they allowed the Earth Alliance to make Tirrith System their staging arena for the final years of the Dilgar War.

2235-2241 – The Rise of the Tirrith Free State

Once the Humans were able to set up a mobile fleet command in the Tirrith System with several dedicated ships, the Dilgar were pushed back to Omelos and told to surrender. Refusing to do so the Dilgar continued to fight at the edges of the Imperium. Even with the aid received from local League worlds the Earthers were beginning to see too much attrition in their forces. It was just too far to their forward bases in the Alliance and the Cotten Tenders could only make it so far before exhausting their supplies.

Then the Abbai and the Hyach approached the Tirrith with a brilliant idea. Allowing the Earthers to build a starbase near the jump gate would gain the protection of a space station whilst helping to defeat the Dilgar. The Tirrith were ecstatic to help crush their former oppressors, so after signing the 'Tirrith Accords' in 2236, the Earth Alliance began to build a massive station in orbit above Tirrith IV.

The Tirrith Accords

Written in a legalese that would give a Brakiri a migraine, the Tirrith constructed their Accords out of the need for the protection of others – and were able to make the document virtually ironclad. By including a dozen clauses that keep all outsider colonies, fleets and tourists at a lower political level than any sanctioned Tirrith citizen, they guaranteed that their system would remain forever remain independent.

Even military attack cannot dissolve the Accords, as both the Abbai and the Earth Alliance signed are bound to come to aid the Tirrith if they were are beset by any non-domestic threat.

The Tirrith Accords forced the galaxy to recognise the Tirrith as a governmental power that ruled itself in its own way – and no matter what happens they cannot interfere except to defend without breaking the Accord and pitting several League races against them. It was the single most cunning thing the Tirrith High Registry ever did in concern to their own freedoms, and it will remain in place long after the Interstellar Alliance gives up on trying bringing the Tirrith in as a member.

Helping the Humans build their station so far away from their own facilities were primarily the Abbai and the Tirrith themselves. Although the Earth Alliance shipped in several thousand workers to found an industrial colony at New Botany Bay, the Abbai living in the security-tight domes of N'thral City influenced the design and construction of the station itself. It is for this reason that what would later be called Freedom Station does not look like a standard Earth Alliance space station.

Once 'Tirrith Transfer Point Alpha' was built and functional, the Earth Alliance had no problem keeping up with supply runs and bolstering their blockade of the Omelos system while helping the League hunt down any stragglers they could find. The spacious hangars of the new station helped immensely when Dilgar fighters were captured and brought on board to be studied and scrapped for parts.

When the sun at Omelos erupted in 2237 and destroyed the last of the Dilgar, the Earthers pulled back most of their ships to their own borders, leaving the station with a skeleton crew and commerce staff. They figured they could use the station as a waystation to make use of all of the new trade agreements and treaties they were being offered for their role in dealing with the Dilgar. It would make for an excellent listening post for several League governments as well, so the Earth Alliance kept a moderate number of undercover military agents their as well.

This would have worked, if it were not for the visitation clause in the Tirrith Accords. The Accords claimed that the area was still neutral and considered to be open to the public once any military crisis had abated. With the Dilgar War officially over, the League of Non-Aligned Worlds came to see just who their saviours really were. When Abbai, Cascor, Hyach and Tirrith began flooding the station, the Earth Alliance was forced to re-think the military stability of the station. By 2241 the station was more or less a re-supply post for fighter-heavy Earth Alliance vessels and a stopping point for traders and external negotiators that wanted to deal with the Earthers.

Small trading posts and colonies had begun to spring up on the land masses of Tirrith IV, and the system soon became a hub of activity. The Tirrith System and its newest government – the Tirrith Free State – seemed on a massive upswing thanks to the appearance of the Humans.

2242-2244 – Issues with Tirrith Taxation

Using another clause of the Tirrith Accords to make financial adjustments to the system as a whole, the Tirrith High Registry began to levy significant taxes on the station and all shipments coming and going through 'their' jump gate. Although this is by no means a rare occurrence in the galaxy, it was a bit steep for a tiny government like the Free State.

Arguments from the Brakiri and the Cascor sparked a huge debate that consumed much of the local politics and attentions while the Earthers slowly pulled much of their assets out of the now expensive station. The Tirrith stood behind their use of the funds to make huge improvements in the defence of their system, the Brakiri claimed the taxes were unfair to impose on people simply travelling through, the Cascor claimed that passenger liners should be exempt – all the while the Abbai tried to keep things peaceful and the Hyach withdrew to their own colonies to wait the chaos out.

By the time everyone involved had more or less given up trying to change the Tirrith peoples' minds, the Earth Alliance had almost completely pulled out of the station and was paying so few taxes that they simply did not care anymore. The station had served its purpose, and half the galaxy had something to owe them in some fashion. Although the station remained in Earth Alliance control, it was already being run by so few Humans that it was rare to see two Humans in the same place on board at any given time.

The Tirrith had managed to make many of its neighbours rather upset over these taxes and the station's income began to drop significantly. Having a massive sense of independent self-worth and stubbornness, the Tirrith did not care about the rising red line of debt concerning the station and the jump gate – all they cared about was sticking to their guns and not budging.

2245-2247 – Tremors from the Earth- Minbari War

After 2245, when the tragic folly of Captain Jankowski sent the whole of the Earth Alliance into a hopeless war against the vastly superior Minbari, the Earther crew still on Tirrith Transfer Point Alpha watched their government crumble. Vid-records and logistics reports streamed in from every lost battle, and it was not long before every available military and re-supply resource was stripped

out of the storage of the station and sent to the front. As the 'war' progressed, it was obvious that the Earthers were being targeted for complete genocide.

It was then that the Tirrith station quickly emptied of non-essential personnel. The Minbari were going to destroy every Human territory and resource that existed. That meant they would eventually come to Tirrith and no race in the League of Non-Aligned Worlds would ever stand in their way on purpose.

It was the years of the Earth-Minbari War that showed the Earthers just how fickle their allies truly were, but they could not blame them too much, the Minbari were one of the most powerful races in the galaxy. When the Minbari suddenly surrendered at the Battle of the Line, the galaxy stood slack-jawed. It was easily one of the greatest galactic mysteries.

2248-2251 – Total Vacancy

With the war over the Tirrith were happy to throw open their doors and invite everyone back to their Transfer Point. They were shocked when the Earth Alliance instead closed the station's doors, powering it down and leaving it in orbit.

With the advent of the Babylon Project the Earthers had no choice but to fully back the new diplomatic station. After all the damage they had suffered in the war, they did not have the funds to support two major diplomatic and trade constructions. As that the Minbari supported the Babylon Project – so did the Earth Alliance. Tirrith Transfer Station Alpha was shut down and scheduled for decommissioning.

The Tirrith were loathe to let the Earth Alliance just leave their junk in their system for the six years it would take to have the manpower to detonate the station, but saw no harm in waiting. It was not causing any problems and it often made for a strange and wonderful addition to the nighttimes. For a full three years it would stay vacant of inhabitants, the occasional Earth Alliance service crew arriving to make sure all was still stable.

After those three years the Earth Alliance happily sold the station at a massive loss to the Tirrith. Even though they did not have the manpower to run it effectively, the Tirrith were glad to own their first true space station.

2252-2254 – Like Flies to Carrion

It did not take long for local cells of raiders to discover that a former Earth Alliance station was lying totally dormant in a neutral zone, protected only by a tiny world and a few

ground emplaced cannons. They began to flock to Tirrith Station like interstellar piranha. Large enough to support many separate cells at once, the raiders came to the station in droves.

With the local Trade Marshals of the League governments pressing hard on any activity all around them, the raiders were glad to use Tirrith Station as a friendly port of call, nicknaming it 'Freedom.' 'Freedom' Station had become a haven for raiders. At any given time there were several hundred raiders calling Freedom Station home, and the jump gate rarely stood quiet for long – it was busy with the comings and goings of their ships full of loot.

The best part was that as long as the raiders paid taxes on their goods, the Tirrith did not care that they ran the station. In fact, when a massive contingent of Choshaka Drazi raiders came to take the station by force with their warships it was the Tirrith's moon-based cannonades that shattered them and sent them packing. When asked why they would protect criminals and harbour pirates, the Tirrith merely pointed to place in the Accords where it explains that no violence would come to their system.

2255 – The Forming of the Elects

The local League of Non-Aligned Worlds members, who were constantly being targeted by the raider cells that now lived on Freedom Station, tried to force the Tirrith to extradite the raiders for their crimes. Trying to force the Tirrith to do anything is the worst way to ever get them to do anything, and they laughed at the 'attempts to steer Free State politics.' They did, however, agree that Freedom Station could not be allowed to be solely used by the raiders.

The Tirrith explained to the leaders of the raider cells that they would be sharing the station peacefully with traders, merchants and galactic passers by. At first the raiders balked, but having rich travellers coming to *them* for a change could forge a new age in raiding. With only a small number of vocal outbursts, the raiders agreed – especially when told they could police themselves as long as they kept stellar violence away from the Station, the Tirrith and their jump gate. These laws seemed amenable, especially with the old Dilgar cannonades a single command away from sundering Freedom Station if they refused!

The Tirrith put forward an electronic vote to the residents of Freedom Station to form a council of Elects, thirteen men and women that would run all of the station's various parts in the best interests of the Tirrith. The voting process was based through the identicard scanners throughout the safety bulkheads of the station, and the many raider cells could vote for whomever they wished – the Tirrith simply did not care.

In thirteen days the Elects were voted in. They comprised, unsurprisingly, mainly of the leaders of the raider cells and a few powerful power brokers. The man to receive the most votes in total became the 'Commander Elect' – Brent Forrest, who would keep the position for well over a decade and a half.

2256-2260 – Freedom's Golden Years

Under the overall guiding of Commander Elect Forrest and his twelve fluctuating compatriots, Freedom Station became a waypoint for criminals, travellers and smugglers looking to avoid all those pesky law enforcement agencies that watch out over the space lanes. Raiders enjoyed a feeling of overall superiority, and money flowed like wine.

The Tirrith enjoyed a massive influx of taxes from the legitimate businesses and bribes for the rest, and Freedom Station became (in)famous for its 'no fight zone.' With punishments exacted by the Elects' own raider forces – the terrible *Four Horsemen* Battlewagon group amongst the most well-known – or the planetary defence forces of the Tirrith, no one brought violence to the Tirrith System.

It was a good period of growth and refinement for what really had become the first organised, raider managed commercial space station. Although it still held primarily Human, Brakiri, Tirrith and Cascor residents, Freedom Station had visitors from all over the galaxy. Even several Minbari Rangers used Freedom Station as a listening post for good spacelane rumours and information. While it was not as shiny, new or secure as Babylon 5 or Brakos Ring – it was very successful.

Around the same time as the Shadow War tore the galaxy apart with Ancient attacks and devastated planets, Freedom Station was actually quiet. Raiding any of the nearby spacelanes meant possible run-ins with ships too powerful to resist. It was easier to hole up and hope that the Vorlons or the Shadows passed the station by.

2261 – The Forrest Initiative

When the situation between Captain John Sheridan and his civil war against President Clark came to a boil, Freedom Station began to rake in profits. Earth Alliance policed trade routes became far easier to raid while the two sides danced around one another and several raider cells were able to gather significant EarthForce resources from understaffed supply caches. There was a bit of anti-Human sentiment amidst other races on the station, but violent outbursts were few and easily quelled. The civil war was good for business.

It was upon the destruction of the EAS *Pollux* that Freedom Station ultimately changed. Commander Elect Forrest's brother was an officer on board the *Pollux* and Brent went to the other Elects and explained to them how he would make his brother's murderers pay.

Targeting Sheridan-friendly ships at first, Forrest was quickly informed by his spies and allies across the galaxy about the true evil of Clark and his aggression. Although it was hard to dissuade Brent from blaming both sides for Terry's death, a visit to Babylon 5 made him see the true villainy in the Earth Alliance and he re-doubled his efforts in attacking Clark's fleets.

For months the *Four Horsemen* and several allied raider cells attacked Nightwatch installations and any enemies of Sheridan's push toward Earth. Many vessels were ambushed and looted wherever Forrest could bribe other cell leaders. It is said that Forrest himself had a hand in locating the shipyard where the rare and powerful Omega-X destroyers were built.

Throughout the war Sheridan had been told several times he was receiving help from murderous pirates, but this was generally viewed as just another propaganda effort against him. Fortunately this rumour was true.

When the Civil War ended, Forrest had added over a dozen EarthForce vessels to his fleet and looted well over two billion credits worth of goods. Even if Sheridan would later ban the use of raiders as a governmental mercenary resource, he was secretly glad to have had their help – the ends, in this case, justified the means.

After the War, Forrest and the Elects refused a proposal to enter the ISA as a neutral faction since the Tirrith Free State wished to remain independent. Sheridan himself came to Freedom Station to meet with Forrest and pass on his condolences for the loss of his brother and any other men that died during the conflict. Sorrowful that the ISA would no doubt need to deal with Forrest and his veritable army of raiders at some point, Sheridan went back to his own business and Freedom Station did the same.

Although Forrest was part patriot and part vengeful brother, his role in the Earth Civil War would mark Freedom Station on the map for a long time to come. Illegal or not, they helped Sheridan – something that would become much more important a decade later.

2262-2266 – In the Wake of the ISA

For the first few years of the Interstellar Alliance's slowly swelling influence Freedom Station and its newly solidified 'pirate armada' under

Commander Forrest had to watch where they roamed. The station itself had become a home to legitimate merchants and businesses in order to subsidise the lowered income from raiding, mostly due to increased White Star patrols in former League territories.

With the exception of a large incursion from a mysterious race from the Rim nicknamed 'Redhelms,' the Freedom Station fleets remained in their hangars. The Redhelms, who stopped briefly in Tirrith space only to cause significant damage to many ships and the station itself, were not so much driven back as they were called away. The damage they caused put another crimp in the station's resources.

Fortunately a stroke of someone else's bad luck put credits in Freedom's bank. When the Choshaka and their Freehold backers got caught in a White Star ambush over Imphil III, they lost a massive amount of their warships and even more credibility on this side of the core. The incident freed up a lot of Choshaka territory, which Forrest was happy to exploit.

The Interstellar Alliance and their far-reaching influence made things difficult for the station, but it forced the Elect Council to shore up their resources until the next emergency loosened spacelane security again. With the way Sheridan and his Rangers always managed to find new enemies to face, Forrest knew it would not be long.

2264 saw the birth of Camden Forrest, Brent's first and only son, who would one day be the inheritor of Freedom Station, if only due to future tragedy.

2267-2270 – Echoes of Shadows Past

The Drakh attack on Earth was exactly the break Freedom Station needed to rekindle its fires and rake in new profits. As the entire galaxy steered their efforts at finding and exterminating the former allies of the Shadows, commerce lanes were riddled with escort-less convoys. 'Business' boomed and even though Sheridan would have loved to step in and remind Forrest and his fleet the difference between a regular commercial escort and a White Star attack group, he could not spare the ships from trying to save Earth.

Freedom Station and Forrest's captains did do their part to help the Earthers, however. Any stolen or raided medical supplies or scientific equipment was anonymously sent to Mars marked 'for Earth's Plight,' and where Drakh were found – they were battled or tagged for Rangers to come and deal with. Although Forrest had been born and raised on Io, he would never want Earth to die. What the Drakh did was a dirty way of dealing with someone who beat you, and Brent Forrest did not like sore losers.

In fact, in 2270, the *Excalibur* – the vessel dedicated to finding a cure to the Drakh Plague – came to Freedom Station. It had followed a damaged Drakh cruiser out of hyperspace nearby and destroyed the ship in seconds, but Captain Gideon was sure one of its crew had escaped onto the station beforehand. Forrest helped as best as he could with a hundred crewmen sweeping his station in search of the Drakh crewman. The stowaway was eventually found and killed by Forrest's wife Rebecca, and the body was taken back to the *Excalibur* for study.

Otherwise business was good on Freedom Station for many years. War is always good for the galactic economy, especially when you are stealing from it!

2271-2275 – Mentoring Camden

In the late childhood and pre-teen years of the Forrest heir, it became apparent that Rebecca Forrest had very specific plans for her son. Brent, silver-haired and wrinkle-browed, had more or less given the logistic control of his Commander Elect position to his wife and spent as many hours as he could in his Delta-V2 fighter or on the bridge of the *Death*, his personal 'flagship.'

Under the strict tutelage of teachers chosen by Rebecca, Camden was growing into a handsome and intelligent – if not sheltered – young man. By his eleventh birthday he had already gotten many hours of flight time in and passed several piloting courses. People had already begun to say that Freedom Station would go to great places under the younger Forrest's strength and fresh-thinking.

2276 – The Tirrith Tragedy

Early in the spring of 2267, a mysterious ship came streaking out of hyperspace very low over the atmosphere of Tirrith IV – precisely under the coverage of the defence network – and crashed spectacularly into the High Registry's compound. The Registry was killed all at once, leaving the Tirrith people without direction. Chaos began to erupt in metropolitan areas and the galaxy turned the other cheek on the Free State, choosing to deal with their own problems instead.

2277-2279 – The Elects Rise Again

At Rebecca's behest, Brent ordered the Elect Council to vote in favour of taking control of Tirrith IV – if only to keep the massive Dilgar-era weapons caches and orbital guns from endangering the station. The vote passed with only one vote against, and soon the Tirrith were once again being controlled by an outside force.

Any and all military assets were placed under Freedom Station personnel control and the Elects we given estates all over the planet to serve as strongholds against another rise of chaos. Brent stated that he would never call his action enslavement, and claimed that the Tirrith were free to come and go as they please, but that the station must be protected. The Tirrith became second-class citizens that eventually fell into a role just above lash-backed indentured servants to the planetside Elects.

2280 – A New Forrest Becomes Commander Elect

Due to a malfunction in the engine exhaust ports of his Delta-V2, Commander Elect Brent Forrest died as he lived riding in the void of space. He was sixty-seven years old and still one hell of a fighter pilot to the very last, enjoying the feel of massive Gs up until the spectacular explosion that scattered his atoms across space.

Word spread quickly that he had died, and thousands of unexpected individuals arrived on Io for his funeral, including his old friends Zack Allen and Michael Garibaldi. It was said that President Sheridan himself was nearby but did not approach the cemetery for safety reasons, as there were many individuals who would have liked to take a swing or worse at the President of the ISA. After the following period of mourning that was observed by hundreds of raider cells across the galaxy, Forrest's widow announced that she would be monitoring all of his assets until Camden turned nineteen – when he would take over as the controller of the Forrest Estate.

In a massive show of respect for their former leader, the elections for a new Commander Elect were fast and decisive – resulting in the elevation of Camden Forrest to the role. Rebecca would be his personal advisor as she was to his father until he turned nineteen, which everyone agreed was likely the best course of action.



2281-2882 – Darkness and Secrecy Falls

Over the next few years Rebecca and Camden became more inseparable than ever. There were many mysterious shuttles and freighters that came in and out of newly restricted hangars that were fully automated and crewed by unknown parties. Only the Forrests and their closest allies were ever allowed to enter the internal security airlocks leading into these hangars. There were rumours of newcomers and strange aliens abound and the business of raiding quickly became secondary to the purchasing of odd resources to be used in secret projects.

What no one could have known was that all of this was set in motion over a decade earlier. When Rebecca Forrest, the once loyal wife of Commander Elect Brent Forrest, found the Drakh stowaway on the run from the *Excalibur* she was infected with one of the horrible mind-controlling Keepers. It was through this Keeper that the Drakh slowly orchestrated everything from the tragedy on Tirrith IV to the sheltering and tutoring of Camden, all the way to the untimely death of Brent himself.

Rebecca in turn had been harbouring Drakh refugees from the Drakh War in Centauri space, and helping them use the people of Tirrith to rebuild new weapons and ships in the spacious hangars of Freedom Station.

She even went so far as to prepare her son for his own Keeper, which he would receive after his nineteenth birthday. She gave him Drakh-made bio-vitamins to encourage meta-cerebral growth and enhanced bodily characteristics. He would be a powerful telepath and the finest Human specimen ever for the Drakh's next plot against the galaxy. Through Rebecca's actions, the Drakh had the entire Elect Council under their control – all they needed was Camden to be mature enough to handle the responsibility.

2283 – The Final Liberation of Freedom Station

In the weeks following his nineteenth birthday, Camden was granted full power as Commander Elect and took possession of a multi-billion credit estate. He was schooled in the ways of both diplomat and raider, and could have taken his father's legacy beyond anyone's expectations, if he was ever given the chance.

As commanded by her dark masters lurking in the secret hangars, Rebecca came to her son with his Keeper. Suddenly aware that his mother was

quite insane, he struggled with her as she tried to place the disgusting creature upon his bare chest. With all of the augmentation he had been given combined with his focussed telepathic powers, he was able to hold her at bay and break the connection between her and her Keeper.

Rebecca faced thirteen years of horror all at once, and she wept. Knowing that Camden could not keep the block up forever, Rebecca kissed him goodbye and stepped out of the nearest airlock. Camden saw that her death was painless, routing all of her agony into the parasite instead, causing the Drakh linked to it to drop dead elsewhere within the bowels of the station.

Camden knew what had to be done and was trained to do it. Sending an open channel message to the entire station, he ordered everyone to evacuate due to a 'power malfunction.' Using the very skills and abilities they had bestowed upon him, he hacked into the computers to keep the Drakh trapped in their secret hangar. Having had control over the orbital cannonade for years now, he sent the firing protocols to the moon base and locked out all external commands. He knew he would not escape, but he could not allow his father's dream to be the nightmare that aided these fiends anymore.

Sending one last missive as Freedom Station's own particle batteries rained death down upon the various estates of the Drakh-controlled Elect Council on the planet below, he gave the Tirrith their freedom once more as the sky lit up with orbital cannon fire.

Seven minutes of massively augmented orbital bolt-cannon fire tore Freedom Station to pieces, with secondary fusion reactor implosions swallowing the smaller bits into nothingness. Freedom Station was no more, but the terrible Drakh plot never came to fruition and the Tirrith were free once more. Camden took the dark secret of the Drakh infestation to his grave, allowing the galaxy to always think the best of his father and the dream that was Freedom Station.

2284 and Beyond

The galactic community of raider cells and their allies wept for the loss of Freedom Station, with no real facts ever coming out about the Darkness of its final years. Some tales blamed alien insurgents, Tirrith terrorists and even Ranger saboteurs for the destruction of what was likely the largest and strongest collection of raider resources to ever come together in neutral space.

There would never be another Freedom Station, or anything like it, ever again.

STATION TOUR

‘Why is it that my tube is always the one that stops in Five-Kay turf?’

- Yaszi ‘Getaway’ Rocuul, Cascor Smuggler

Freedom Station is a mile and a half long spinning cylinder of alloy and polymer that is filled with dark places, dead-end hallways and thousands of pairs of eyes that are likely to watch a character's every move. Just walking on board without knowledge of where someone needs to be, or the safest ways to go, could be far more dangerous than anyone would ever want to admit.

GENERAL STATION INFORMATION

Freedom Station

Location: Tirrith IV

Size: 1.5 miles in length, 528 feet in diameter, 1571 feet in circumference

Population: 5,000 reported residents (45% Human, 20% Tirrith, 15% Cascor, 10% Abbai, 5% Brakiri, 5% Miscellaneous), 50,000 actual residents

Distance to Jump Gate: 700 miles

Owned and Operated By: Elect Council sponsored by the Tirrith Free State High Registry

Gravity: 0.66 G

Atmosphere: Oxygen with Adjustable Atmosphere Quarters

Length of Day/Week/Month/Year: 20 hour/six day/eight week/13 month

Primary Influences: Tirrith Free State, Freedom Station Raiders, Smuggler

The following is the statistic block used if Freedom Station is ever placed in a combat situation:

Freedom Station

Colossal Construction

Defence Value: -5 (-16 size, +1 Handling); **Armour:** 28;

Handling: +1; **Sensors:** +8; **Stealth:** 0; **Stress:** 2; **Features:** Artificial Gravity, Fusion Engine, High-Capacity Storage, Space Station, Targeting Computer (+4))

Crew: Assorted Line (+3 BAB, +7 Training); 13 Officers,

60 Pilots, 25 Sensor Operators, 350 Crewmen, 50 Hired Security)

Structural Spaces: 580 (Cargo 375, Control 10, Crew 100, Engine 25, Hangar 20, Weapons 50)

Fore Arc Weapons

5 Medium Laser Cannon (Long, Offence 15, Beam 1d4, 2 weapon spaces)

5 Twin-Linked Heavy Pulse Cannon (Long, Offence 30, Rapid Fire 3, 4 weapon spaces)

5 Twin-Linked Particle Beams (Close, Offence 9, 2 weapon spaces)

5 Twin-Linked Particle Beams (Close, Offence 9, 2 weapon spaces)

Port Arc Weapons

5 Medium Laser Cannon (Long, Offence 15, Beam 1d4, 2 weapon spaces)

5 Twin-Linked Heavy Pulse Cannon (Long, Offence 30, Rapid Fire 3, 4 weapon spaces)

5 Twin-Linked Particle Beams (Close, Offence 9, 2 weapon spaces)

5 Twin-Linked Particle Beams (Close, Offence 9, 2 weapon spaces)

Starboard Arc Weapons

5 Medium Laser Cannon (Long, Offence 15, Beam 1d4, 2 weapon spaces)

5 Twin-Linked Heavy Pulse Cannon (Long, Offence 30, Rapid Fire 3, 4 weapon spaces)

5 Twin-Linked Particle Beams (Close, Offence 9, 2 weapon spaces)

5 Twin-Linked Particle Beams (Close, Offence 9, 2 weapon spaces)

Aft Arc Weapons

5 Medium Laser Cannon (Long, Offence 15, Beam 1d4, 2 weapon spaces)

5 Twin-Linked Heavy Pulse Cannon (Long, Offence 30, Rapid Fire 3, 4 weapon spaces)

5 Twin-Linked Particle Beams (Close, Offence 9, 2 weapon spaces)

5 Twin-Linked Particle Beams (Close, Offence 9, 2 weapon spaces)

Turret Arc Weapons

5 Flak Cannon (Close, Offence 10 or Intercept 15, Rapid Fire 2, 2 weapon spaces)

5 Flak Cannon (Close, Offence 10 or Intercept 15, Rapid Fire 2, 2 weapon spaces)

5 Flak Cannon (Close, Offence 10 or Intercept 15, Rapid Fire 2, 2 weapon spaces)

5 Flak Cannon (Close, Offence 10 or Intercept 15, Rapid Fire 2, 2 weapon spaces)

5 Twin-Linked Medium Blast Cannon (Close, Offence 75, 2 weapon spaces)

Craft (36): 12 Cargo Shuttles, 12 Light Shuttles, 78 Assorted Fighters (Delta-V, Delta-V2, Double-V, Ta'ko Interceptors), five Emergency Fireboats, 50 Maintenance-Bots

Built by EarthForce with aid from the Abbai, Tirrith and a few weapon sales from the Hurr Republic, what has come to be called 'Freedom Station' is a powerful military station that slowly evolved into a base for commerce, trade and piracy. Its impressive armament has been altered several times over the decades, but the basic 'quantity over quality' raider mentality has proven true in the layout. Freedom Station has rarely needed to use its offensive capabilities (mainly due to the bolt-cannon defence platforms on Tirrith IV's moon) but the threat is rarely missed by visitors.

The station revolves around a central axis along its length to generate artificial gravity, but rotates at a slow rate generating less than a full G of gravity. With the number of shuttles, fighters and bots that come in and out of the hangars of Freedom Station, a slower revolution is helps improve safety. With the station having two-thirds gravity, the loading and unloading of cargo is drastically easier. Although two-thirds gravity does take a great deal of experience to get used to the way it affects motion and personal dexterity, those who stay here often or for long periods of time find it comfortable.

FREEDOM STATION'S SEVEN LEVELS

Freedom Station is divided into seven different levels, each representing a different aspect of general life on the station and many are chosen as 'turf' for one raider cell or another – even though they all pay their taxes and respects to the Elect Council. The seven levels are named: Aft Commons, Commerce Zone, Craft Access, Housing, Command and Control, Elect Level and Fore Commons.

Aft Commons is where a huge majority of the visitors to Freedom Station end up for one reason or another. It is a lawless place run by one of the larger raider cells – the Blackcoat Brigade. While not littered with homeless like Babylon 5's Downbelow, there is a thick haze of non-circulating smoke from drugs and many of the bright hallway lights have been painted or removed to keep a murky ambiance that suits the Blackcoats' ghetto.

The Commerce Zone is where nearly all of the legitimate business takes place. With affordable offices that can be rented out by visiting businessmen to the bustling Marketo Prime, thousands of credits change hands here hourly.

The Craft Access level is an area of Freedom Station where non-personnel get to see very little during their stay. It is where the shuttles, fighters and cargo vessels come and go day and night. It is the largest level accommodating the many craft used by the station's inhabitants.

Housing level is where everyone on Freedom Station that can afford to rents their quarters. It is run efficiently by a group of raiders called the Five-Kays.

The Command and Control level is well protected against external threats and only accessible to station personnel. With the entire electronic suite controlling the station's systems, with the exception being hangar access (those are controlled in Craft Access), a team of twenty crewman keep Freedom Station in working order.

The Elect Level is the where the Elect Council lives and conducts most of its business. The tube transports will not stop on the Elect Level without the proper authorisation and it has its own elite security team that will use any level of force necessary to keep the Elects safe.

The Fore Commons Level is a wealthier version of the Aft Commons. Its halls are filled with entertainment and public areas and the level is packed with visitors looking to spend some credits in Walker's Cantina before heading off to see what is new in the Event Hall that week.

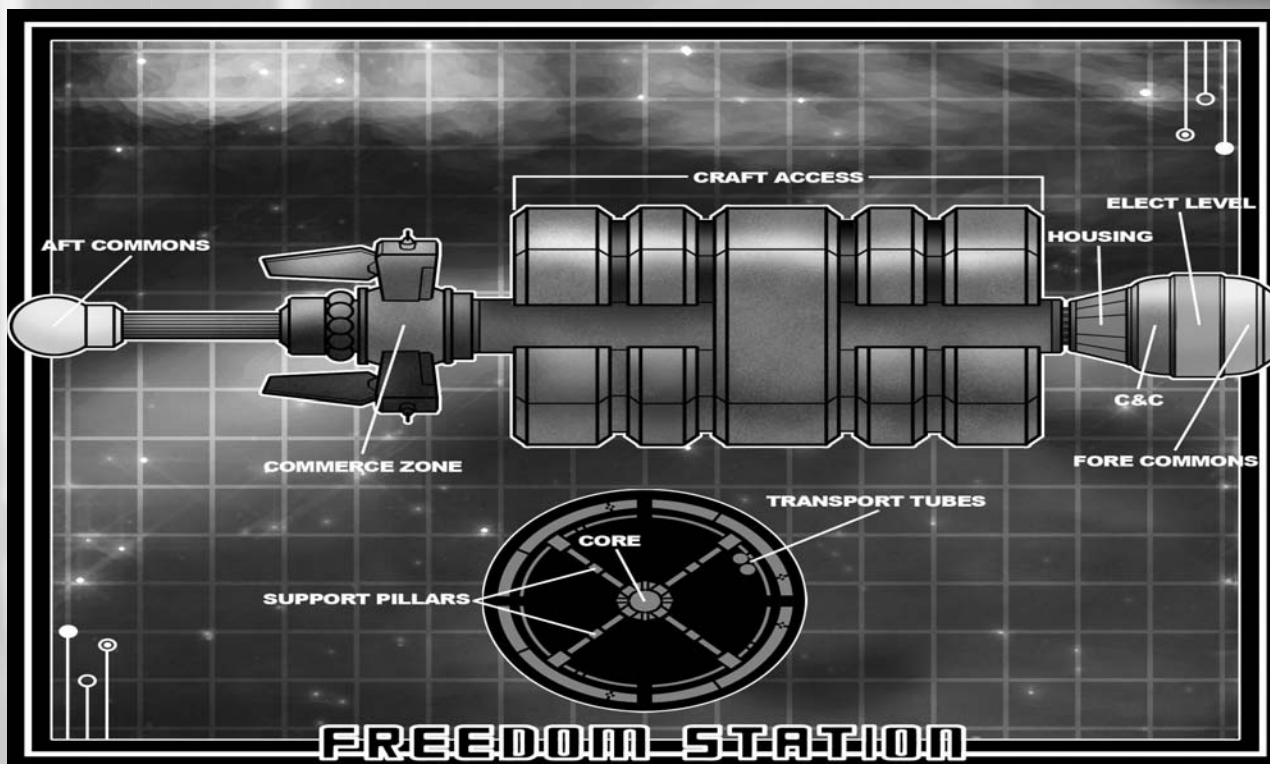
The levels are accessible by external airlocks if someone has correct Security Codes, but visitors are far more likely to use the hangars and shuttle system on Craft Access Level to come aboard. From here they will enter either the Commerce Zone or Housing Level.

There are two main transport tubes that can take people from individual levels with a press of a button, shooting them through hundreds of feet of magnetically-driven tubing in pleasantly climate-controlled passenger compartments. These tubes will never stop at the Elect Level or Command and Control without the proper authorisation, but will frequently stop at other levels to let out or pick passengers.

Secondary Crossways

Unless a character is a regular on Freedom Station, the twisting halls and access doors of the secondary crossways can be confusing and disorienting. Unless guided, a character should make a Concentration skill check to get where he wishes to go, comparing his result to the following:

Skill Result	Effect
1-5	Horrible Mistake; end up on wrong level or in dangerous surroundings
6-10	Turned Around; spend 1d3 x 20 minutes and roll again
11-15	Long Way Around; spend 1d3 x 20 minutes but arrive safely
16-25	Common Route; spend 1d3 x 10 minutes and arrive safely
26+	Shortcut; spend 1d6 x 2 minutes and arrive safely



It takes roughly four minutes of tube-time to get from the Aft Commons to the Fore Commons, barring any incidents or longer than normal stops.

For those who do not wish to wait on tubes, or deal with the constant security waiting at tube stations, there are several single-level access ladders between all levels. Getting into any secure area requires hatching codes and authorisation, as it does to get into the Craft Access level (to cut down on saboteurs). These ladders are nowhere near as fast as the tube system, but are more numerous and less likely to have station security watching them.

In the centremost axis of the station is the Core. The Core is where all of the reactor, gravity-revolution mechanics, station asset storage and other integral systems are kept. Protected by a metre-thick wall of duraplate alloy covered in a thin layer of burn-resistant polymers, the Core is decidedly difficult to get to without permission from the Elects. Accessible only to maintenance staff and engineering specialists who are always escorted by station security, and monitored with several forms of sensor equipment – the Core is no doubt the most well protected area in all of Freedom Station.

Transportation to and from the various levels is officially free. There are several small raider cells that will occasionally send a few of their thugs to ride in a tube all day collecting ‘taxes,’ only being stopped if they are caught by an Elect or station security. There are even some ‘hacked’ security access hatches that make for fantastic toll collection points, where criminals will allow someone to pass through an otherwise

restricted route for a few hundred credits or an owed favour. These last only as long as it takes for station security to figure out where they are and re-apply locking codes and measures. While they are doing that, of course, the operation will have hacked a new one and will be doing business elsewhere.

Plot Hooks: The Core

The Core is the single most important place in Freedom Station, as it ties together all of the thousands of tons of fusion reactor and power conduit into one cohesive system while also housing the actual machines that keep the station revolving for its meagre gravity.

The characters uncover a plot hatched by a disgruntled or bribed maintenance worker who plans on turning the gravity up or down to sow enough chaos for his associates to wreak havoc elsewhere. Or maybe he is a suicidal lunatic, ready to throw the exhaust ports closed and destroy the station with the build up of radioactive steam pressure. Whatever the cause, the Player Characters must try to prevent this by whatever means they can.

An Elect needs to send a message to one of his Council peers by having someone ‘disappear’, giving the Player Characters access to the Core for a few hours to make sure the target is never found. What happens if security discovers the body or catch the act on monitors? What if the rival Elect finds out what is going on and plans the same, targeting one of the Player Characters instead!

THE THIRTEEN LEGAL CODINGS

Set in place by the Tirrith High Registry, the Thirteen Legal Codings are the hard and fast laws that the Tirrith demand that the Elect Council and their security enforce on the station. They are sacrosanct to the way the Tirrith Free State sees Freedom Station as an effective asset, and many might seem a little odd to the visitor.

As with any laws, there are those who work within them and those who could not care less for them – especially on a space station filled with thousands of space pirates. This does not mean that many of these criminals are not caught on a daily basis. This often means an influx of funds in the form of bribes to the Station Security (see *Factions*, page 49), or they are used as a great way of getting rid of one's rivals.

The Tirrith do not believe in imprisonment, as they see it as too close to the work camps that they endured under the Dilgar. Instead, they remove access to 90% of the station's resources and activities by 'Identocard Banning.' This electronically locks out a criminal's identocard from food services, cantinas, market purchases and door locks. Of course, this means little to anyone with fake identicards or money for healthy bribes, but it is very effective against more law-abiding station-goers.

Coding the First – Do Not Oppress

It should be noted that the most important rule to the High Registry is that the individual liberties of those staying on Freedom Station not be compromised. After their harsh treatment at the hands of the Dilgar, the Tirrith prize freedom of action and thought above all other things. This Coding covers anyone who willingly, through force of arms or personality, places his will over the livelihood of another.

To be judged as an 'Oppressor in the First Coding' is a more heinous crime to the Tirrith than murder and the punishment is immediate ejection from the Tirrith System and the seizure of all the offender's assets.

Coding the Second – Degrees of Violence

The Tirrith grew up in a clannish society that believes heavily in fair play in their duels, and that belief has risen through their legal system. As long as a fight is a fair one, it is considered to be legal. This does not excuse any further breaking of any Legal Codings, but it does mark the difference between 'assault' and 'justifiable violent action.' As a note, this only covers personal violence – not spacecraft conflicts.

Coding the Third – Do Not Take Life Unlawfully

While the Tirrith do not use the term 'murder,' they do recognise that the unlawful taking of life should be punished severely. The term 'unlawfully' does allow for some interesting legal loopholes for certain situations, and many bounty hunters have enjoyed the lax legal ramifications for killing their target in broad view of station security – so long as they have the proper legal paperwork from the government sponsoring them.

This Coding has led to many court battles where the Elects have sent for clarifications to the High Registry time and time again, but it also gives the Council a powerful edge in their private battles and contests for control.

Being found guilty of breaking Coding the Third has only two types of punishment: a firing squad of boltrifle marksmen or spacing.

Coding the Fourth – Goods are an Extension of Person

This is an easy Coding to enforce, as it basically claims that anyone whose goods or possessions are harmed, stolen or otherwise acted upon in a way that would break a Legal Coding is just as bad as breaking the Legal Coding with the owner. This does not mean that someone can suddenly claim that their jacket was being oppressed by a rival in order to have them banned from the station, but it does mean that killing someone's pet with a PPG when it only had claws and teeth could warrant a breaking of Coding the Third.

Essentially this Coding is open a vast degree of interpretation by the Elect Council and has been the tool of many plots in the past.

Coding the Fifth – Every Deal is a Bond

Honesty and legality are very big in the Tirrith culture, and these traits have been incorporated into their legal system. Speaking lies is nothing more than boasting and foolishness, but anything placed in written form – like on a contract or transcript-recorded conversation – is thoroughly protected by this Legal Coding and the Elect Council. If a visitor or resident of Freedom Station can show a written or recorded 'deal' as being broken, the Elect Council will find the deal-breaker guilty.

Breaking the Coding the Fifth often results in an enforced fulfilment of the deal as worded, plus an additional fine of between 5,000 and 50,000 credits paid to the station, depending on the value of the broken deal and the need for additional punishment.

Station Tour

The following table shows the progression in which violent action on board Freedom Station is permitted, and the punishment attached to surpassing these guidelines:

Permissible Weaponry Allowed in Self Defence

Attacked By...	Allowed to Defend With...	Or else suffer...
Unarmed Combat or Stunning Weaponry	Unarmed Combat, Stunning or Bludgeoning Weapons	1d3 years Banned Identicard, 25,000 credit fine
Bludgeoning Weapons	Cutting or Stabbing Weapons ¹	1d2 years Banned Identicard, 20,000 credit fine
Cutting or Stabbing Weapons	Projectile Weapons ¹	One year Banned Identicard, 15,000 credit fine
Projectile Weapons	Slugthrower Firearm ¹	2d6-1 months Banned Identicard, 12,500 credit fine
Slugthrower Firearm	Energy-based Firearm ¹	1d6 months Banned Identicard, 10,000 credit fine
Energy-based Firearm	Energy-based Firearm ¹	10,000 credit fine

¹ These results also include all of the less-serious options listed above them.

Coding the Sixth – Ownership Dictates Use

This Legal Coding covers the ability for a Freedom Station resident or visitor to use or abuse his own goods and possessions however he feels fit. If someone wants to buy a dozen ancient vases and shatter them – he can. If he wants to bring a thousand immature Balosian Fuzzwyrms to an airlock and space the lot of them to watch them pop like gory fireworks – he can as well.

Others who try to intervene in someone else's actions concerning their own possessions are in violation of Coding the Sixth and can have their identicard banned for as long as it takes the 'injured party' to perform his intervened action. There is also a fine of between 2,000 and 5,000 credits for violating this Coding. Proving this infraction is surprisingly difficult and often falls on the judgments of station security witnesses and the Elect Council to make the final call.

Coding the Seventh – Arms Registry

The Tirrith's strong belief in personal freedom and punishments for crimes committed (rather than the threat of committing them) means that the Legal Codings do not support penalising someone just for having the 'tools of a crime'. This means that carrying weaponry is expected and allowed on Freedom Station, but is monitored by station security. All visitors to the station must check all weapons with the Identicard Service Counter as they make their way through reception.

Getting caught with an unregistered weapon can result in fines of up to 10,000 credits and the immediate registry of the weapon.

Coding the Eighth – Anonymous Vote for Elect Council

The Tirrith believe the best and fairest way to vote in any elected official – the Station Elect Council in this case – is through an anonymous and electronic voting system. Every



identicard is allowed one vote to register for any vacant position on the Elect Council. This is done by running identicards through the identicard readers at every FreeCom terminal. This system results in a very flawed election due to fake identicards, hacked terminals and rampant threats and bribery.

The only way to break this Legal Coding would be to openly advertise who a character is voting for – which would be punished by the removal of one vote for that person.

Coding the Ninth – Verify Identity at All Times

This is possibly the easiest of the Legal Codings to understand and enforce. Basically, everyone on Freedom Station must have their identicard on them at all times. Not only is this to cut down on fraud, but it is also the key proponent for the ‘Banned Identicard’ punishment system. Because of this Coding there are a multitude of fake identicard providers throughout the Aft Commons.

Any character asked to show an identicard who is not able to produce one (even a fake!) will be escorted to wherever he claims his identicard is and immediately have it banned for thirteen days. If the individual cannot or will not produce an identicard at all, he is put on the next transport leaving the system and his DNA is recorded for future identicard banning should he return.

Coding the Tenth – Do Not Resist Security

The Freedom Station security force is fully empowered by the Elect Council to deal with problems that occur on the station as they see fit to do so, and are therefore expected to be acquiesced to when they ask something of a station-goer. Resisting the requests of a security agent is considered to be going against the will of the High Registry. Breaking this Legal Coding is easy to do for those who cannot at least pay lip service to the law agency of Freedom Station.

The punishment for breaking this Legal Coding is normally left up to the security agent involved, but a hefty fine is commonly used.

Coding the Eleventh – There is No Illegal Substances, Only Illegal Use

Similar to the Coding the Seventh, this Legal Coding is another extension of the idea that having or selling dubious items does not indicate their use. Drugs, rare animals, weapons and so forth are thereby relatively easy to

find on Freedom Station. This Legal Coding in no way implies leniency over the use of illegal goods – merely their ownership, possession or sale.

There is no real way to break this Coding, as it is a guideline to view other Legal Codings upon.

Coding the Twelfth – Self-Exile is Self-Pardon

To help expedite the judiciary process on board Freedom Station, the High Registry placed this Legal Coding into the system. Essentially, anyone arrested for breaking any Coding can – before the final Elect Council judgment – choose to pardon himself from the crime by accepting a permanent self-exile from the station. This exile bans the person's identicard from ever allowing him to re-enter Freedom Station, but is a far better punishment than say, being spaced.

This is another of the High Registry's Codings to which all other Codings refer and therefore has no real punishment of its own.

Coding Prime – The Elect Council Decree

The most important Legal Coding for those in power on Freedom Station, Coding Prime is the thirteenth and last Coding. It essentially allows the Elect Council to fully endorse any rule, law, legislation or situation with a unanimous vote – defined as a ‘decree.’ This does not happen often, but when it does the entire station knows about it almost instantly. The only catch to this is that the Elect Council may not overrule anything that comes down from the Tirrith High Registry, nor any of the Legal Codings.

Plot Hooks: Legal System

Anyone could get wrapped up in a hefty legal matter on Freedom Station. Maybe the Player Characters unintentionally find themselves as witnesses to a breaking of the Second, Fifth or even Tenth Legal Coding and have been called forward to testify against a powerful member of a raider cell. Their testimony could spell his banning or worse, and covering for him could make enemies and friends elsewhere.

The Player Characters are being framed for a crime they did not commit, forcing them to come up with witnesses as to their veracity – even if that means buying a few!

AFT COMMONS

Located unsurprisingly at the aft end of the inhabitable sections of Freedom Station, the Aft Commons is much akin to the infamous Downbelow of Babylon 5. It is a sprawl of dimly lit hallways, flawed rooms and services and a haze of smoke and fumes from a variety of sources. The Aft Commons are where most undesirable visitors to the station go in order to live their shadowy lives.

Security rarely comes down this far to do their jobs; indeed they are often involved in the area's morally dubious activities. Crime is common and the Legal Codings are no more than a source of amusement in most cases.

The area is controlled mainly by the Blackcoat Brigade, a tightly knit cell of raiders and agents that deal in some of the most illegal substances and services to be found in the galaxy. Their enforcers roam the halls at all hours, often with weapons at the ready. Their thugs and informants keep a very tight rein on things. It is a controlled chaos that they promote, so long as it means increased profits.

There are three external airlocks on this level, and only one has a functioning locking computer on it. These are comically spray-painted and scorch-marked as 'emergency exits' and are often used by the locals to get rid of bodies, evidence or other unwanted rubbish. These easily triggered airlocks are under constant supervision by the Blackcoats. A single slip up could vent a massive amount of atmosphere, product or even customers out into space, where they will do no one any good.

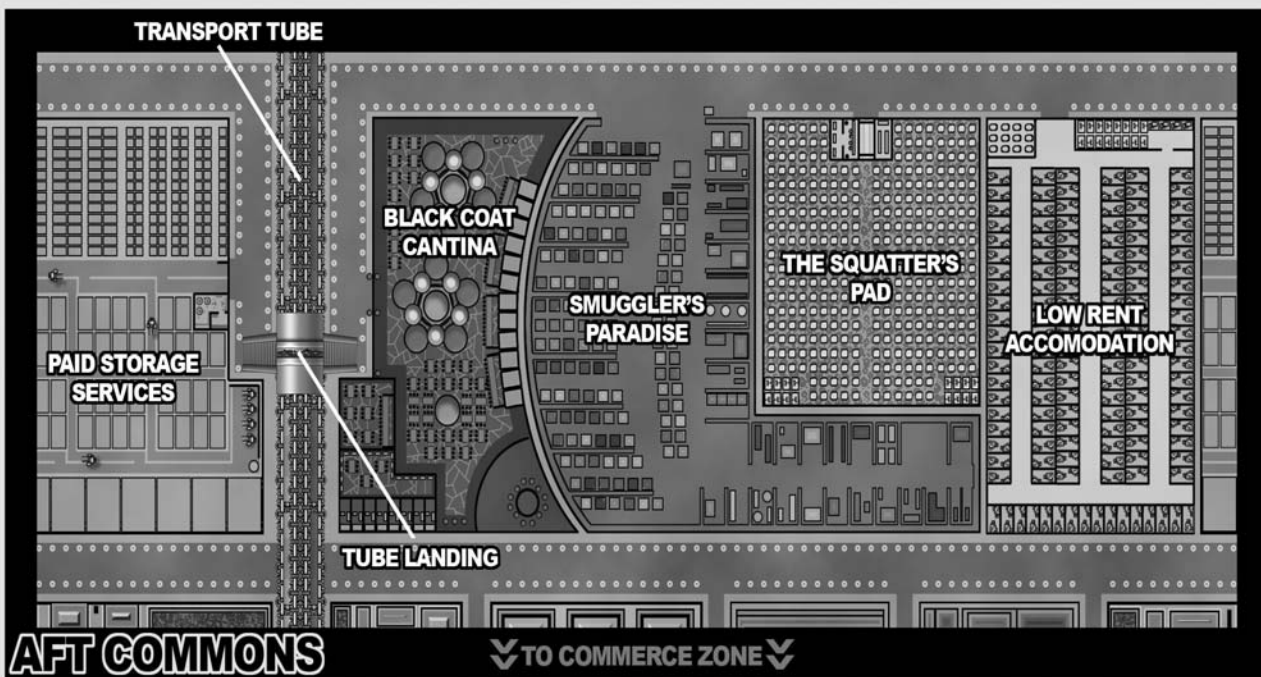
Seventeen FreeCom terminals are scattered throughout the level, many of them sporting exposed wire harnesses, spliced camera feeds and broken screens. Most modifications have been to the identicard readers of these terminals, which are encoded to send broken and mixed information with each scan. They still function as needed, but might need to have a particular harness or part rented from a local hacker in order to do so. Security does not take most calls from Aft Commons seriously, knowing that they could just be another hacker prank.

Aft Commons is the single most dangerous place on Freedom Station if a character does not have the right friends in the wrong places, and a wandering tourist's wallet has a life expectancy of about seven minutes from the time its owner steps off the tube.

Aft Commons Tube Landings

As soon as the heavy duraplate doors slide open to reveal the yellowish glow and grey haze of the Aft Commons, visitors immediately know they are stepping into Freedom Station's ghetto. The area is full of cheap advertisements for drugs, weapons and prostitutes plastered all over the landing. Between the seedy atmosphere and grime, there is no question as to where a tube passenger just got off.

There are always at least two Blackcoat enforcers lurking in the tube landing to make sure no rivals approach without warning. Usually lightly armed in case of an unscheduled Elect visit, they are always a short run away from a weapons



Storage Facilities

Storage Device	Size	Cost to Open	Cost to Rent	Hacking DC	Break DC	Device Hardness/HP
Cash Locker	three square feet	25 cr.	N/A	N/A	25	6/30
Freezer	six square feet	150 cr.	50 cr./day	25	30	10/70
Locker (Small)	five square feet	75 cr.	10 cr./day	22	25	8/35
Locker (Large)	10 square feet	100 cr.	25 cr./day	22	28	8/50
Long-Term Locker	eight square feet	80 cr.	500 cr./month	22	30	8/40
Vault (Small)	four square feet	125 cr.	50 cr./day	28	35	20/60
Vault (Large)	nine square feet	200 cr.	75 cr./day	28	40	20/100
Vault (Walk-in)	20 square feet	500 cr.	100 cr./day	30	40	20/250

cache. Even if the Blackcoats cannot manage to get their 'first impression thugs' to the landing after a big event or meeting, any number of the beggars waiting in the landing for generous visitors can be cheaply paid to serve as their eyes.

There is a single security surveillance system facing each tube, recording the goings on at the entrance to the Aft Commons in case of unexpected emergency. They rarely care much for happens down here, but there are a number of entrances to the Core in the level – so they must at least keep half an eye on it for the safety of the entire station.

Waiting for a tube out of Aft Commons could be a long wait, as the rest of the station has precedence over this stop on the tube track. It takes 3d10 minutes to get a tube to respond to a request without a security clearance code, which only reduces that to 3d6 minutes. Elect clearance codes will get a tube here in 2d4 minutes, however.

Paid Storage Services

Located next to the tube landings is a series of dedicated lockers, vaults and chemical freezers electronically managed and monitored. One of the places over which the Blackcoats do not have full control due to the system's connection to Command and Control, the paid storage department is a good place to drop off important or valuable items that a character does not want to 'walk off' in Aft Commons. This does not stop extortion, muggings and the occasional break-in of a vault or locker, but it reduces personal loss greatly.

Although there are a handful of cash-credit lockers, a swipe of a valid identicard is the most common way to rent storage space. The card triggers an automated payment to the storage system, opening the device and starting the internal clock that monitors the length of time the locker is rented. Another swipe of the same identicard (or any Elect Security card) will charge the account for the amount of time used and re-open the locker.

This system not only monitors who is using a locker and for how long but it

also sends the appropriate portion of the funds to the Tirrith Free State as taxation. Despite exceptions where a criminal defeats the system and sends payment from nonexistent accounts or bypasses the timing system altogether, the system is very profitable.

The table above shows the types of storage systems, how large they are and how much they cost to open and rent. DC numbers for those who want to try and fool the system using advanced electronics, or for those who might just want to use brute force to open them are included.

Low-Rent Accommodation

There is an entire section of the Aft Commons dedicated solely to the low-income visitor to Freedom Station. Comprised of stacks upon stacks of pull out cot-sleepers nicknamed 'morgue slabs' by locals, anyone with a few credits to his name can arrange for eight hours of restful – if cramped – sleep. There are a dozen different reasons to use the low-rent area, from a quick nap to hiding out or getting rid of a body.

The low-rent area is policed and watched by Blackcoats who frequently use the slabs to sleep off a bad night of drinking or drugs. They like to know who else is using the services, and have marked several sleepers for specific members' use. Only the truly uninformed or foolish would dare try to use one of the Blackcoats' slabs without permission, but it has happened from time to time and the 'offender' is rarely ever heard from again.

The slabs are two and a half metres long, nearly a metre wide, and a half metre deep. It costs twenty credits to open the sealing door and start the internal clocking mechanism, all at the swipe of a valid identicard. Once inside and the door pulled shut, a strong sedative is aerated along with an increased flow of oxygen into the tiny compartment. If anyone wanted to fight the sedative for whatever reason, it requires progressively more difficult Fortitude saves taken every fifteen minutes starting at DC 16 and increasing by two with each successful check.

The internal timer will count down a full eight hours of rest before pumping a small dose of stim into the chamber to counteract the sedative and turn on a strip of dimly-lit lights to help wake the person up. After a few moments of the stim, the character will be ready to tap the release catch to the pad and slide out.

For those uninitiated in the cot-sleepers and their use, the first few nights' of sleep invariably give the user a headache not unlike a hangover. A few oxy-pills and a glass of water cure the headache, but it is a bit disorienting at first. Anyone who is claustrophobic will need to make a Will save or two in order to be placed in a cot-sleeper without a panic attack and even then will be barraged with fitful dreams and nightmares.

The slabs lock electronically when rented to keep others from abusing the sedated individuals or looting their possessions (which should be stored in the Storage Services anyway), but have been known to be hacked from the outside by

crafty thieves and criminals. It takes a DC 28 Technical (Electronics) skill test to hack the locking program, with a 30% chance of triggering the waking mechanism as soon as the hacking begins.

Although few would consider the low-rent accommodations as a 'priority' for anyone who can afford better, they are used quite often and are well worth the measly twenty credit rental for those who need to save their credits.

The Squatters' Pad

Squatters Pad is a large flat building that visitors can stay in for two credits per day. It is not hard to acquire these two credits in some fashion, which is why those who come to stay in Squatter's Pad are not considered vagrants – they had to pay in order to get a bed.

Takkika Fallee, Manager of Squatter's Pad

2nd Level Abbai Scientist / 5th Level Telepath (P9)

Hit Points: 16

Initiative: -1 (+1 Dex, -2 Abbai)

Speed: 30ft / 40ft swim

DV: 15/16 (+4 Class, +1 Dex, +1 Abbai when Defensive)

Attacks: +3 close combat, +4 ranged

Special Qualities: Mental Agility, Primary Area of Study: Medical, Peripheral Studies: Linguistics, Discipline Focus: Biokinetics, Scanning, Maintain Concentration

Saves: Fort +4, Ref +2, Will +10

Abilities: Str 11, Dex 12, Con 16, Int 19, Wis 17, Cha 17

Skills: Acrobatics +4, Appraise +8, Athletics +5 (+13 for Swimming), Bluff +3, Computer Use +8, Concentration +6, Diplomacy +8, Intrigue +7, Investigate +7, Knowledge (Medical Field) +10, Knowledge (Law) +8, Linguistics +9, Medical +19, Notice +9, Profession (White Collar – Manager) +6, Sense Motive +9, Stealth +6, Technical (Electronics) +6, Telepathy +10

Feats: Adaptive Mind, Fluency (Abbai, Human, Tirrith), Martial Arts, Mental Fortress, Skill Focus (Medical), Telepath

Influences: Eight Abbai Matriarchate, seven Elect Council, four Blackcoat Brigade, four Tirrith Free State

Takkika was raised to respect all forms of life and manages to do so. Her skills as a telepath have helped make her a superbly skilled medic, with her abilities helping identify the exact nature of injuries. She joined the Matriarchate Navy in order to help put a stop to the atrocities committed by the Dilgar and was shipped to Transfer Point Alpha. When the Dilgar were defeated, Takkika remained on Tirrith IV to help the beleaguered species get back on its feet. When Freedom Station re-opened its doors, she stayed to do good works for the Great Mother there. She has spent well over a decade in the service of the Elects, trying her best to keep the Aft Commons from turning into just another crime-filled sewer of social cast-offs.

Takkika is an older Abbai whose crested fins have paled in colour over the years and her mottled skin has taken on a slightly yellowish tone. She is not unattractive for her species and her age, and she carries a depth in her startling green eyes that betrays her wisdom and personality.

The structure itself is arranged with a small front desk and a cash register, the door behind which empties into a massive hall of floor mats and foam-rubber pillows. There is no real rhyme or reason to how patrons choose their bedding area, as they are rarely ever the same. There are some long-time residents who are given the same space for a few years and who even go so far as to decorate it and personalise their stays.

The Squatters' Pad is managed by an old Abbai woman named Takkika. Despite not being in the best physical shape she is a war veteran, a combat medic and a powerful telepath. In the war she stayed here with the Humans in order to take care of their wounded and help ease the pain of their dying, combining her vast knowledge of chemical medicine and telepathic talents to make the transition as easy as possible.

Although the Blackcoats more or less run Aft Commons, they do not mess with Takkika. She has gone out of her way to save the lives of some of their most vile thugs, and she only asks that they leave Squatters' Pad alone. With a hundred or more destitute aliens on her side anyone who goes against the Pad and Takkika's talents find their mistake short-lived.

Smugglers' Paradise

This twisting maze of kiosks, counters and booths looks like a junk dealer's daydream or some kind of galactic flea market. Fittingly called 'Smugglers' Paradise,' the whole area is a major source of income for the Blackcoat Brigade. Taking their cut from every day's profits to pay for having agents watching over the place, they take in four to five thousand credits a day on average.

Smugglers' Paradise has dozens of individual 'merchants' that are attached to an outside supplier in some way, selling and trading in whatever they can manage to get their hands on. Drugs, weapons and luxury goods are commonly found here. So long as the Tirrith get their tiny percentage in taxation over the majority of the sales that take place, they do not see any reason to ask where these goods came from, many are loot from raided vessels.

There is general rule when doing business in the Smugglers' Paradise: 'Do not ask where it came from.' Not only is it considered rude to want to know the origins of an item, but asking questions makes people think one might be some kind of informant or worse.

The dozens of booths and stalls seem to be in constant flux as to who is manning them on any given day, meaning that trying to find a particular salesman could be problematic when a character returns to do business again – especially if that salesman ripped them

off! However, there are a handful of 'regulars' that seem to always have their booths in the same place day in and day out.

Blaze's Discount Arms: Arkanny Blaze, Hurr industrialist and fence, runs his discount arms kiosk with his two sons – Tok and Yiggle. They have a connection to an outside source of weaponry that has been collected by several League armed forces, skimming many of the weapons from the surplus warehouses. They indeed sell their weaponry at a full 13% discount, but do not guarantee that any of their goods actually work.

133t-man's Electronics: Owned and managed by a scrawny Cascor hacker named Guhra, this kiosk looks like someone ate a computer store, vomited it back up as components and then swept it all back together in a stall-like shape. Several bins of random parts and software crystals dominate the counter, and Guhra claims to know where each piece came from and what it is for.

What-U-Want: This tiny booth is devoid of any goods or flashy advertisements; it is home to Llort triplets- Welli, Ropi and Starg. These three provide a fair trade of some of their vast wealth for anything offered. They are the only business dedicated to buying in Smugglers' Paradise but with the amount of profit they make selling the goods elsewhere, it is very profitable.

The 75%: Run by an eccentric Marsie named Rufus Meriweather, this jumbled stall seems to have no rhyme or reason to its layout at all. In fact, Rufus claims that 'there is a 75% chance of finding anything in the galaxy here for 75% of its normal market price!'

Nuts and Bolters: Michael Ward's stall represents an anonymous third party who deals in the buying and selling of verified Dilgar artefacts, implements and salvaged goods. Michael has acquired a vast array of Dilgar-era devices and components for his mysterious benefactors. He pays a heavy security bonus to the Blackcoats to watch over his business, as he is threatened by League of Non-Aligned Worlds members daily.

Made to Order: The Cabranetti family keeps this kiosk open to take orders for artistic modifications. Applying their ion-adhering airbrush art to any non-porous surface, the Cabranettis paint designs on fighters, armour, weapons and even scales. They are very good at what they do and some clients travel halfway across the galaxy to hire them. Their 'paintjobs' are permanent (barring battle damage) and are to the client's specifications.

Although there are some regular items that can always be found in Smugglers' Paradise, there is always a chance for a rare and unusual item turning up in someone's stall or kiosk. The following table shows the percentage chance that a character could find the listed item after 1d6 hours of shopping:

Finding Unusual Items for in Smugglers Paradise

Type of Item	Chance to Find ¹	Example
Alien Technology, Common	70%	Gaim Methane Suit, Centauri Poisons and so on
Alien Technology, Rare	20%	Hyach Harmonics Generator, Minbari Jamming Suite and so on
Armour, Protective Gear	Automatic	Flak Vest, Underliners, GROPOS vest and so on
Chemicals	60%	Acids, Toxins, Antidotes and so on
Drugs, Pharmaceutical	Automatic	First Aid Kits, Trauma Patches, Morphine and so on
Drugs, Narcotic	90%	Dust, Seventh Heaven, Cocaine and so on
Foodstuffs	Automatic	Rations, Meal Bars and so on
Generic Equipment	85%	Toolkits, Clothing, Breather Masks and so on
Luxury Goods	90%	Jewellery, Designer Clothing, Art and so on
Technological Item, Personal	70%	Communications Link, Identocard, Datapad and so on
Technological Item, Starship	80%	Sensor Arrays, Hidden Cargo Compartments and so on
Weaponry, Personal	Automatic	PPGs, Knives, Rifles and so on
Weaponry, Starship	75%	Spacecraft Weapon Components or Ammunition

¹ This percentage is cut in half for any item the Games Master rules as 'extremely rare,' with 'Automatic' becoming 50%.

The Blackcoat Cantina

The single best reason to come and visit – or avoid – the Aft Commons is the Blackcoat Cantina. Unsurprisingly owned, operated and policed by the Blackcoat Brigade, the Cantina is part brothel, part nightclub and part drug-filled flophouse. It is where people come to talk to the leaders of the Brigade, hire pleasant company for a few hours, have a decent drink and leave with a pocket full of Dust. Depending on whom one speaks with, it is the place to go to on Freedom Station.

The Blackcoat Cantina is constructed like an older styled inn or tavern with a single large dining room with a private balcony that looks down over the dance area and bar. Surrounding the semicircular structure are three dozen separate doors that lead to individual rooms. The Blackcoats' honoured guests and closest friends can look down from the balcony into any of the rooms through one-way mirrored ceilings and enjoy a special show.

The bar is a circle of polished steel with a central island of refrigerators and varied additional substances often in use in the Cantina. There are always a number of bartenders employed by the Blackcoats, as the Cantina only ever closes for Blackcoat all-hands meetings – which are rare. Many of the prostitutes and drug dealers lurk near the bar as well, ready to do business with anyone.

The sort of service visitors ask for determines which room they are shuffled off to. Drug paraphernalia are held in every fourth room, to which the dealers hold the keys. Each prostitute is given a key to a random room for any business they wish to conduct. While all of them are employees of the Blackcoats they are not actually always members of the cell, and are therefore watched very carefully for any

suspicious activity. Few members of either profession have tried to scam the Blackcoats, and those that do are rarely heard from again.



The remaining rooms are reserved for the Blackcoats themselves. Permitted to stay for free as long as they remain profitable or useful, cell members are also given huge (50%) discounts on any services or goods they purchase in the Cantina. They also are allowed to go onto the balcony without hassle, where they can talk to their superiors in relative privacy. Only the station Elects are allowed to breeze by security and come upstairs – at their own peril should they be bringing trouble with them.

For more information on the Blackcoat Brigade, their leaders, their forces and their role on Freedom Station, see Chapter Four: Station Factions, on page 49.

Plot Hooks: Aft Commons

The ‘ghetto’ of Aft Commons is ripe for plots and schemes that could tangle the Player Characters in a web of crime, deceit and treachery.

The Player Characters are asked to retrieve an item from the storage area, only to discover it is a precious and stolen artefact and several acquisition agents are looking for it. When they try to return it to their employer, he has already been arrested by the bounty hunters and taken off station. Now they must figure out what to do with the item without attracting the bounty hunters’ attention.

Takkika has come down with a strange illness and must travel back to Abba to have it looked at professionally. She asks the Player Characters to manage Squatters’ Pad while she is gone. It will be a fruitless job, and a risky one – especially considering the fugitive hiding there at the moment!

There is rumoured to be a new stand in the Smugglers’ Paradise that is selling military-grade Dilgar munitions at extremely discounted prices. The Player Characters are approached by one of the station Elects who wants to make a huge purchase, but cannot be seen doing so. Only an idiot would be blind to the scandal that might arise if an Elect was found with so much Dilgar gear on hand – placing the Player Characters in a very tempting role as the middle men.

Blackcoat Cantina is host to a number of low-life scum, but a known Centauri war criminal from the Narn/Centauri War has been staying there for over a month with an assortment of drugs in his veins and a different woman on his arm each night. The Player Characters are made aware of a growing throng of Narn veterans on Freedom Station – and they are gearing up for a raid on the Cantina that will tear Aft Commons apart. They could warn the Blackcoats and risk having all of the Narn ambushed, try and reason with the Narn and get engulfed in the resulting conflict or somehow get the Centauri off Freedom Station before all hell breaks loose.

COMMERCE ZONE

Nestled perfectly between the ghetto of Aft Commons and the spacious Craft Access Level, Freedom Station’s Commerce Zone is surprisingly simple for the sheer amount of trading that takes place there. It is usually the first place visitors go to spend their money and see what the station has to offer, as they have no care to go see the Housing Level. Commerce Zone is busy day and night and is the primary power base for the largest and most powerful gang on the station – station security.

Even though their offices are three levels higher on the station, most security agents lurk in the Commerce Zone when not assigned to other duties. This keeps them near to Craft Access in case they are suddenly called to their fighters and also allows them to interact with the majority of the station’s visitors. Some enjoy the contact with fresh faces as a break from seeing the same everyday folk; others view it as the best way to make a few credits on the side through extortion, ‘guide fees’ or even pick pocketing. Whatever their reasoning, there tends to be a high number of security agents on this level, both in uniform and not.

This level houses most of the legitimate businesses and shops on Freedom Station and is home to the gigantic food court that supplies the majority of meals and drinks on the station. Nearly everyone has a favourite stand or restaurant, and several large chains have opened successful branches on this level.

A large number of high-credit business offices take up a section of large buildings that rise several dozen feet into the air. It is here that several of the more powerful individuals on the station keep their private offices and is home to the likes of Transpace Conglomerate, InterPlanetary Expeditions, Ab-Hal Purchasing and Delta Aerospace Industries, not to mention many others. For a few thousand credits a month a character could arrange for space of his own, marking him as a successful inhabitant of Freedom Station.

Marketo Prime – the station’s open-air market – is the largest attraction to this level, spanning for hundreds of feet around the tube access. It is where the lion’s share of Freedom Station’s legal monetary transactions takes place. It is highly protected from many of the station’s other residents – it pays for most of the taxation levied against the station by the High Registry.

Due to its close proximity to Craft Access there are only two emergency airlocks on Commerce Zone, these are both guarded and monitored at all times. There has never been an ‘airlock accident’ as sometimes happens in Aft or Fore Commons; it is far easier just to force someone into a tube and take them below to be dealt with.

FreeCom terminals are very frequent in the Commerce Zone, with groups of four or five at a time lining certain walls or Core support pillars. As they are used not only for communication and news, but also to check account balances or pending transfers – they are extremely important to the market traders and shop owners throughout the level. There are rumours that a few of the terminals have been hacked to record financial information for the Elects to use in nefarious ways, but this is simply not true – that information goes to a solitary hacker that lives somewhere on Housing Level.

Commerce Zone Tube Landing

The landing for the transport tubes in the Commerce Zone sits in the centre of the bustling Marketo Prime, and often has quite a line waiting for people heading back to their shuttles or housing. A trio of security agents are constantly stationed at the landing to watch for unwanted elements or unsafe visitors, but they rarely have to do much more than monitor.

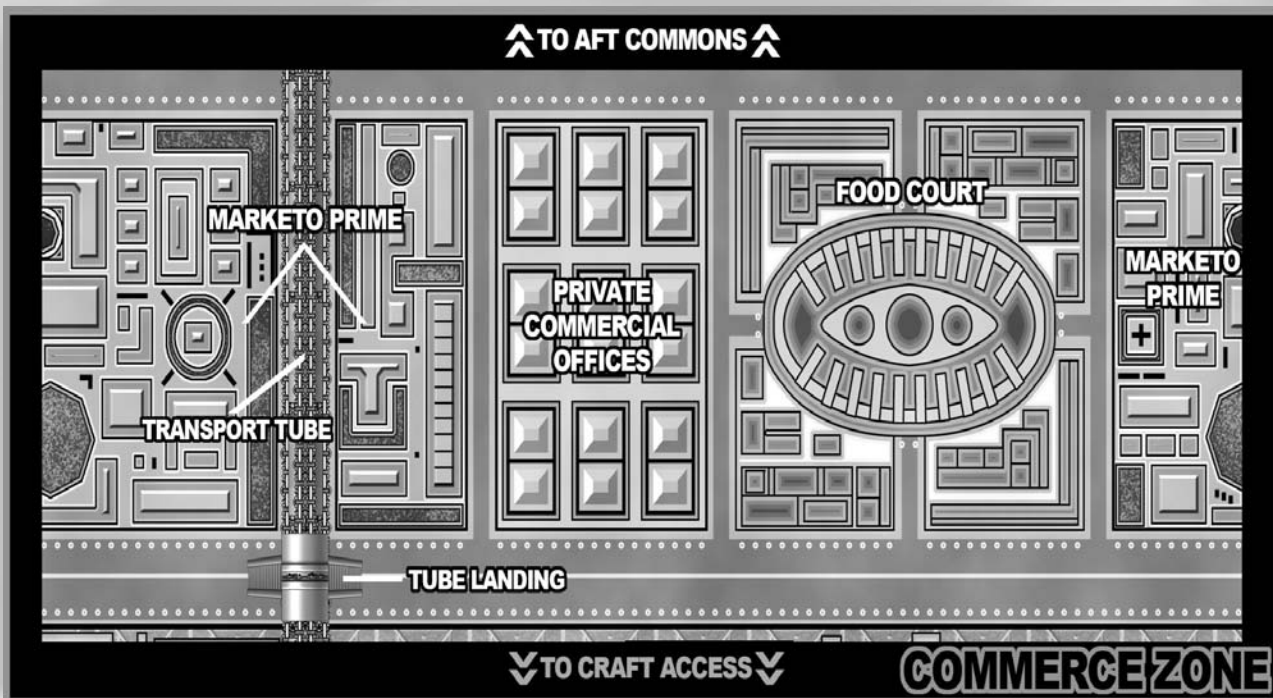
The landing is always in the view of one of several surveillance recorders as well, used to keep track of specific individuals by the security office in Command and Control. A single person can be tracked anywhere he goes on Commerce Zone Level once 'tagged' at the tube landing. This is not well-known, many thieves and muggers who think Marketo Prime is busy enough to offer them cover are quickly dealt with due to the recorded evidence against them.

It may take a while to wait for a tube out of Commerce Zone, as each tube car holds only twelve people comfortably. This means that groups of shoppers or visitors have to wait for a spot to open in order to use the tube. It takes 2d6 minutes of waiting in line to get into a tube car without security or Elect assistance. A character that has security or Elect assistance can cut into the line wherever he chooses and thus eliminate the wait time.

Freedom Station Food Court

This massive stretch of public tables and booths are surrounded on both sides by a multitude of fast food kiosks, walk-up bars, restaurants and grocers. The Freedom Station Food Court is home to every prepared foodstuff on Freedom Station, and many of its pre-packaged food as well. Whether it is for a quick bite of 'protomeat' or to host a massive banquet at one of the rentable private halls, the Food Court is where station-goers go.

Every establishment is required by the station Elects to accept identiscard scans only for payment, which also automatically deducts the proper taxation from the establishment's take. This can be troublesome for some of the smaller kiosks or fast food places, as their normal sale is less than 20 credits - it can sometimes be hard to explain to a station visitor why he must put it on his account. Many places happily take cash when security is not looking, if only to avoid paying any taxes on that income.



One other rule that all Food Court businesses must abide by is the blanket 25% discount that all station personnel receive on *any* purchases in the Food Court. This means that an eight credit MacBari Starwich will only run the buyer six credits, half of which goes to the Tirrith as taxes. Larger meals or banquets that are hosted by Elects can cost the business money after everyone involved is discounted and paid accordingly!

There are dozens of eating and grocery businesses in the Food Court, many of which come and go season to season, with many of the larger chains such as MacBaris, Taco King and Interstellar Base of Pancakes having a permanent presence. Some of the more notable establishments are described below.

Take 'n Bake: One of the establishments on Freedom Station designed for residents or long-term visitors to grab their food and cook it themselves, the Take 'n Bake prepares the food for their patrons. They simple pre-package it ready for the oven or microwave and sell it with heating instructions.

Average Meal Cost: 100 credits

The Ivory Platter: Easily the top restaurant in the Food Court, the Ivory Platter is a coat and tie style eatery that has smoked glass windows and white noise generators to keep patrons from feeling like they are in the Food Court at all. The Ivory Platter offers gourmet menus and serves rare dishes and unique drinks and desserts for guests willing to pay a premium price for them. There are always two professional security agents poised as bouncers just inside the door to keep out ruffians.

Average Meal Cost: 2,000 credits

Freedom Banquet Halls: These are five separate halls that can be joined by retracting internal walls for larger parties, but each can house roughly 100 patrons comfortably. It takes roughly a week to schedule a banquet hall, at an opening cost of 1,000 credits per hour. Additional costs include catering fees, bartender wages and so on.

Average Meal Cost: 200 credits (per person)

Aunt Nivie's Breen Stand: Opened by a wayward Narn trying to escape the blight left behind on her homeworld after the mass driver attacks by the Centauri, Aunt Nivie's Breen Stand is rather self-explanatory. N'vinn came to Freedom Station with only her family's breen recipe to sell and now is very well-to-do. In fact, her breen stand also caters to the alien equivalents of breen: Drazi Ju'razc, Earther Swedish Meatballs, Abbai Fhyra'la, and even a rarely called for delicacy – Pak'ma'ra Ro'kr'ceti.

Average Meal Cost: 30 credits

Big Bang Chilli: Started by a retired GROPOS from Texas named Elroy, Big Bang Chilli is very popular with two types of people – Texans and Drazi. The seven types of chilli offered at the stand range from 'mildly spicy' to 'the Widowmaker.' Considering that the mildly spicy is a tear-jerking experience in pepper and vinegar, one can imagine the paint-stripping concoction that the Widowmaker is. Even though his dishes seem like torture to some, Elroy makes a sizeable profit on his Drazi customers who view the substances as a test of their virility.

Average Meal Cost: 35 credits

Ku'rai Curry: A walk-up curry stand strangely owned and operated by a Brakos native, the Ku'rai Curry has always been popular with several different species on the station. The large volume of repeat business is a mystery, as many have said that is the curry stand merely offers decent food at very high prices...but they just cannot stop coming back for more when that craving strikes them!

Average Meal Cost: 65 credits

Ku'rai Curry and the Secret Ingredient:

The Brakiri behind the Ku'rai Curry stand are high-ranking members of the Im-Rehsa Power Conglomerate. In fact, they are some of the company's leading biochemists. Using their food to test a variety of bio-engineered drugs and compounds, they have made a hefty profit on the constant return business their addictive foods bring.

Anyone eating at the Ku'rai Curry must make a Fortitude save at DC 16 or succumb to the drugs in the food, they will need to make daily Will saves at DC 15 for 1d3 days or return to the Curry for another meal/dose.

Private Commercial Offices

Situated in a row of buildings significantly taller than the those in rest of the Commerce Zone, taking full advantage of the open-air section of the station, are the private offices of roughly two dozen companies, businesses or private employers. These offices are expensive, cushy and luxurious. They are generally reserved for Freedom Station's elite visitors and taxpayers – the folk who do not wrinkle a brow at charging a million credits to their accounts for private hangar time.

The private office buildings are owned and operated by the station, which staff it with maintenance crews and general employees. There is also a security agent in each building at all times. Individual businesses and renters are welcome to hire on additional security. This might seem redundant with the heavily armed man in the lobby, but with how notoriously self-serving and sometimes corrupt station security can be, it seems like a good investment.

Each of the nine buildings has four floors, with two offices to each floor. Each office is several attached rooms with a single entrance from the main hallway. Most office 'complexes' keep the main foyer as a welcoming lobby or waiting room, with the additional rooms serving as the actual private areas or whatever their business requires.

To help ensure these rooms and all the sensitive information contained within remain secure within a station filled with criminals and raiders, video surveillance is a high priority. Each individual office complex has a central security station that pipes information directly to the security headquarters in Command and Control. Within moments of seeing an intruder on the monitors, security can link to the on-hand agent and send another team to arrive shortly thereafter. Knowing how much money these offices bring in to the station daily, only a fool could believe they would not keep it markedly safe and secure.

Of the seventy-two office complexes, roughly half are on constant lease to specific businesses, with the rest open to outside renters through the station's business representation. It costs approximately four thousand credits a month to rent a single office complex, and renters sign an agreement that states that the first 10% of any and all transactions go to the station, 6% of which goes to the Tirrith as taxes. This is why Freedom Station enjoys a massive three billion credit annual profit (after taxes!) from these offices and why they go to such great lengths to keep their industrial clients happy.

In the ranks of the thirty some odd constant renters, there are half a dozen or so that stand out as very influential:

Transpace Conglomerate: This surprisingly small group of Earth Alliance starship designers is eking out a specific niche in the shipbuilding industry. Transpace keeps their Freedom Station offices open and staffed in order to fill a much needed service for the raiders that are always coming and going – designing efficient retrofits. Transpace Conglomerate never asks questions as to where the hulls or components came from, and they consistently come up with ingenious ways to combine them into new and interesting vessels. The raiders of Freedom Station pay handsomely for their services.

InterPlanetary Expeditions: With so many jump lanes leading to so many different worlds, governments and unknown treasures so far away from the main offices of IPX, Freedom Station is a perfect place for InterPlanetary Expeditions to have a very large and powerful hub. Rather than using a single office complex, the manager of 'IPX:

Tirrith Routing Branch' chooses to rent out an entire floor of one of the buildings to create a higher yield office. Vessels and employees of the company frequently come and go from Freedom Station, enjoying the lack of sanctioned alien-technology laws in exchange for a higher taxation rate from the Tirrith.

Doctor Fayall's Plastic Surgery Clinic: Doctor Pendleton Fayall, an alias to be sure, is one of the leading self-educated plastic surgeons to ever leave the crime-infested nightmare of Praxis IX. He came to Freedom Station originally to meet with a pair of former colleagues, but quickly saw potential in opening an expensive 'new face' clinic on the station. In three short years he has moved up from Aft Commons to the Commerce Zone, turning from a back-alley 'slash job doc' to a prestigious surgeon. Specialising in cosmetic restructuring, and fake identicards to match on the side for higher-paying clients, Fayall serves those criminals who have some credits to spend and the law to avoid.

Facial Restructuring

Altering someone's identity is a long, expensive process and many weeks of recuperation. The following steps are required for the procedure:

- ③ Preparation Meeting (5,000 credits)
- ③ Main Surgery (50,000 credits) – requires a Fortitude save at DC 18 or lose one Hit Point permanently from poor healing
- ③ Clean-Up Surgery (25,000 credits) – requires a Fortitude save at DC 14 or lose one Hit Point permanently from infection
- ③ Recuperation (20,000 credits) – 2d6 weeks of check-ups, requiring a Fortitude save at DC 10 each week or loss of one CON permanently from bad healing and chemical leakage (a maximum of 3 CON can be lost over this period)

When the process is done the character looks very different than before, but is still obviously the same species. This adds a +10 bonus to Intrigue skill tests for the purposes of disguising the character's former identity.

Ab-Hal Purchasing: This Brakiri-managed arms trade office specialises in the mass purchasing, trade and sales of starship weapons. They enjoy a fantastic relationship with several raider cells and individuals who gladly bring those 'slightly used' weapon components from their salvage runs. The Ab-Hal specifically do not sell any Brakiri-made weaponry, as they know it would not be long before the Syndicacy's

agents would be headed their way if they did. They deal in the purchase and repair of components, making their business a very popular for many raiders.

Malcomb Strange Incorporated: As complete a mystery as his name implies, Malcomb Strange's proprietorship on Freedom Station is an unknown quantity. He has no employees, keeps no client records, reports massive profits for taxation and is not listed on any exchange in the Galactic Market. The man himself is a well-built middle-aged Human with a shaved head and dozens of interesting and colourful tattoos. He has been interviewed on several occasions as to the source of his success, and he only ever replies 'I help people who think they cannot help themselves.' For more information on Mister Strange, see page 94 of this text.

Delta Aerospace Industries: It should not come as a surprise that the illustrious designers and manufacturers of the (in)famous Zephyr Delta-V 'chip' fighter used by raider cells across the galaxy have a large business office on Freedom Station. A team of ship designers work their shifts in their offices, constantly interviewing raider pilots and cell commanders as 'civilian experts' to help come up with their next new and affordable designs. In fact it was during an interview with Commander Elect Brent Forrest that the initial designs of the improved Delta-V2 (see *Ships of the Galaxy*, page 155) were conceived.

Delta Industries claims to not support the actions of raiders and space pirates, but it is a well-known fact amongst the entire shipbuilding industry where they get the majority of their funding.

Marketo Prime

Taking supreme advantage of the 'open-air' construction of the Commerce Zone, the Tirrith turned the old hydroponics garden into what has become known as Marketo Prime. Still floored with stiff grasses and flowerbeds between sidewalks and stretches of shops and stores, the whole area is reminiscent of old Earth strip malls or outlet centres.

Amidst the numerous shop buildings and beautiful gardens are several FreeCom stands hidden amidst ferns and small trees, allowing identicard scans and account transfers to take place only a few dozen paces from any single business's door. This speeds up transactions considerably for those who do not know if they have enough to cover their purchases. Much like the Food Court, Freedom Station businesses cannot officially accept cash credits, and must use only identicard transactions for taxation and rental purposes.

Their contracts are quite specific and getting caught being duplicitous with the Elects can result in heavy fines.

Among the myriad of shops, security is kept rather tight and officers are generally out of uniform. The Elects believe that signs claiming that 'security is never far, just ask an employee to signal them for you' are effective deterrents for criminals targeting station shoppers. Although this is not untrue, as security agents are always around, it implies a much higher number of plain clothes agents working the area than are actually there.

Nearly any common or luxury good can be found somewhere in Marketo Prime if the shopper knows where to look. Items like weapons, armour or other 'hard' industries are not to be found here, although several advertisements located in the area have FreeCom routing numbers to lead purchasers to dealers outside the market.

Although there are countless tiny shops and stores that sell all manner of interesting items and goods, there are a few that are 'must see' locations for first-time Freedom Station visitors.

You Belong Now: An ingenious little shop that caters to true tourists, You Belong Now is a clothing and accessory store that has all the latest in 'middle-class spacer wear.' For a few hundred credits, anyone can look like he just crawled out of the cockpit of his transport or fighter. Some even come complete with crash-couch 'wear marks' pre-worn on them! Trying to cut the number of tourist muggings down by helping them blend in, this store has significantly stemmed reported incidents of this type. Of course, cases of mistaken identity and press-gang recruitment have risen, but the owners of the store are sure it is only coincidence.

The Ultimothei: One of the only places known on Freedom Station to be able to buy sports equipment from all over the galaxy, the spanning store claims to support any sporting activity. From Earther baseball mitts and Hurr wrestling gauntlets to the Yolu's Muta-Do garments – it can be found somewhere in the Ultimothei. The store is run by a portly man named Boggs, who says he is the galaxy's biggest sports fan. Occasionally he will arrange for a low-end professional sports star to come out to the store to do signings and speeches, but many wonder if this is just for his own edification rather than for his customers.

Pieces of Starstuff: Possibly the most well-known jewellery store in the entire Marketo Prime, Pieces of Starstuff import goods from all over the galaxy – including the Minbari Federation. They have access to gas-giant pressed diamonds, carbinium bands and settings and rare gemstones from the deepest caves of Ch'Lon. They charge a massive amount for their unique pieces, but having 'Starstuff' on one's finger or wrist is an effective advertisement as to the wealth and power of the wearer. Sure it makes targets out of them for thieves, but at least they are targets that look fantastic.

The Rebo and Zootwear Outlet: Especially popular during the tele-vid comedians' galactic tour, the outlet carries a full line of the remarkably expensive Rebo and Zootwear. From Rebo's trademarked hat to Zooty's pinstriped jackets and even mock-ups of the wondrous Machine, this store has it all. Battery operated joke machines, laugh track generators and libraries of their vids of misadventures and comedy are also for sale in large collections. During their 2262 tour, they were supposed to stop at Freedom Station to sign autographs and have a small show, but the arrival of the Redhelms and the resulting battle had them re-routed elsewhere.

Plot Hooks: Commerce Zone

The financial kingdom of the Commerce Zone is perfect for Games Masters to involve their Player Characters with matters of business and industry. It is especially good for trader or merchant-based campaigns, as the sheer amount of wealth in the area could keep a group busy for many sessions.

The Player Characters learn that the Food Court has somehow been infected with a powerful virus, which is passed through the ingestion of one particular restaurant's food. They have been hired by the station Elects to discover which establishment it is without causing a panic, or worse – a loss of profit. Or perhaps they are trying to run a business in the Food Court, but keep running into problems due to 'fast food sabotage.'

Any number of things could happen from within the Private Offices. Perhaps the Player Characters are hired as private security, which puts them slightly at odds with the station's security agents. Or maybe they are just finishing up with a business meeting when terrorists take the building hostage with a large explosive device. With the amount of money that flows through those offices, the Player Characters will not likely need much prodding to try and broker a plan or get their cut of some new deal.

Marketo Prime might be best served as a place to have the Player Characters jumped while they are shopping and at ease, suddenly attacked by mysterious agents that are not native to the station. The damage they cause is significant and the Elects give the Player Characters seventy-two hours to find the culprits or they will be held responsible for their attackers' actions!

CRAFT ACCESS LEVEL

Dominating the majority of Freedom Station's girth is the Craft Access Level. What looks like a chaotic honeycomb of various-sized ports and berths from the outside is a network of individually run and operated hangars that can hold

many craft all at once. With the number of pilots, crewmen and mechanics that live on Freedom Station, it is no wonder that this is where nearly half of the station's residents report to work every day.

Originally designed to house dozens of damaged or spent fightercraft while technicians got them ready for re-supply during the Dilgar War, the Craft Access Level has been slightly refitted to accept larger cargo ships and ferrying shuttles. It is the only public way off and on the station and almost always sees a steady stream of traffic coming in and out of its layered ports. It takes a crew of nineteen controllers just to time all of the arrivals and departures without creating a major disaster.

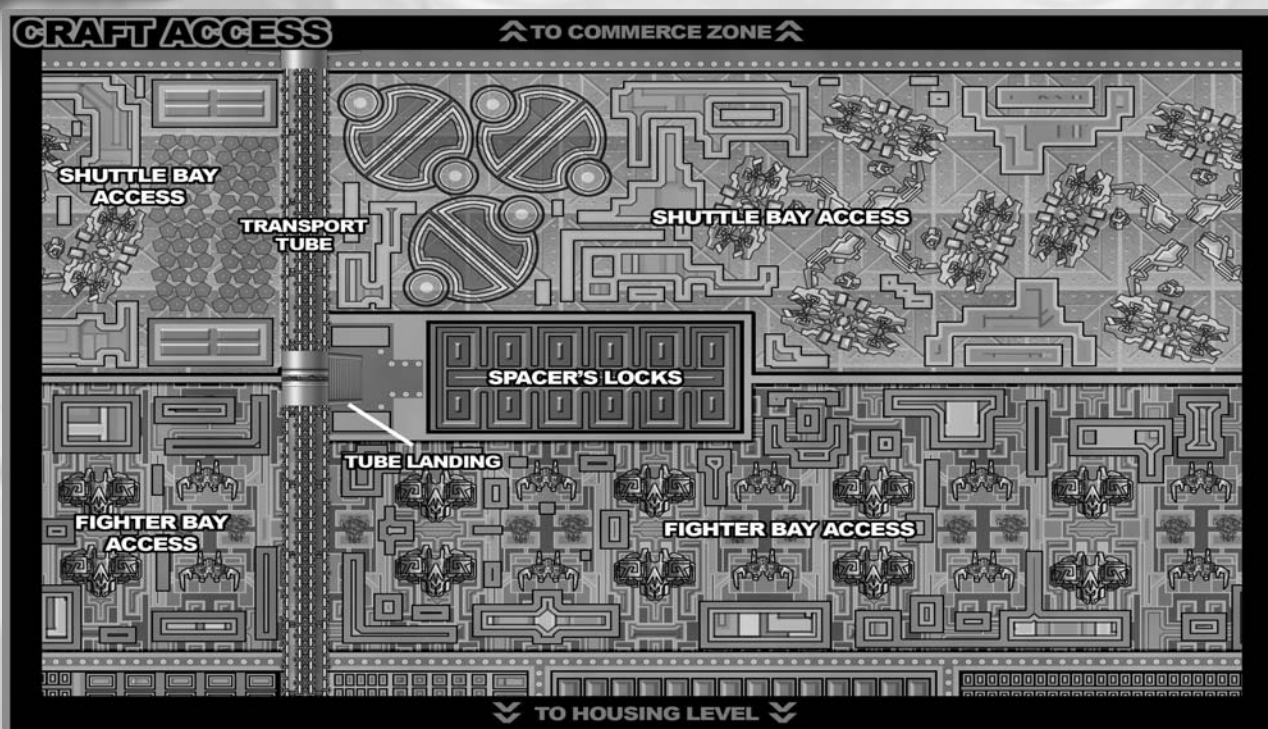
This level is like the doorway in and out of Freedom Station, with a massively dedicated reception area that helps newcomers find their way without being instantly swept into the lawlessness of some levels or the confusion of others. Designated as the 'Spacer's Locks' in a tongue-in-cheek reference to an airlock against the coming and going of spacers, many visitors can have their questions answered here – hopefully truthfully.

Roughly half of the entire level is built and dedicated to the arming, storage, repair and launching of fightercraft. Freedom Station is home to several active raider cells, many of which own entire banks of fighter bays. Outsiders sometimes find it difficult to rent space in the bays, especially if they are unknown to the cells they will be neighbours of. Like anything else in Freedom Station, money can lubricate the process to acquire storage bays.

Where fighters are not, shuttles and loaders are. Much of the rest of the hangar areas are built for much larger craft. Always ready to take on a loot-laden cargo hauler, unloading it in minutes for a small cut of the profits, the shuttle bays are efficient when dealing with goods. When dealing with passenger craft, however, they seem to be too busy to work beyond the minimum effort. It is easy to see what motivates the workers in the shuttle bays.

As the Craft Access Level is the primary entrance and exit for ships, EVA suits and maintenance bots there is little need for private airlocks. Secondary bulkheads and airlocking internal halls keep the whole area from depressurising, and a sophisticated computerised gravitics system purchased from the Abbai helps keep all sections of the level individually responsible for their own pressure and atmospheric levels. It would take a great deal of hacking and sabotage (DC 35 Computer Use) to make even one bay vent its contents without the proper codes – which are not easily come by unless one is on the station's payroll.

There are only a few FreeCom terminals in the Spacer's Locks to be used by visitors looking to arrange for others to come and pick them up in reception and there is often



a line of six or seven people in front of each one. There are a number of uniformed and heavily armed and armoured security agents watching the area and scanning identicards at all times.

Craft Access Tube Landing

The largest of any of the tube landings, the tubes of Craft Access Level are placed deep in the reception area of the Spacer's Locks. They are situated in a section that allows those trying to leave to exit toward the hangars while not impeding the movements of those incoming arrivals. Once booked in through security and 'customs,' arrivals can access the tube landing, easy as that.

The landing itself has several FreeCom monitors lining one wall for visitor use, with a dozen or more vid-screens on pillars and supports showing flashy advertisements for the many businesses, services and events taking place on the station. Of course there is also one dedicated screen that shows ISN broadcasts around the clock for those waiting around for their shuttle.

There are close to fifty individual benches, chairs and tables for people who are just waiting and who do not want to deal with exit security yet, or who might have some kind of delayed flight. Every hour or so a porter from the Commerce Zone Food Court comes

around to all the tables with water crackers, faux-fruit and soy-drinks for a small fee of ten credits, making even long waits at least partially tolerable.

Surveillance inside the tube landing is paramount, as it is the last place that security could possibly keep a problem from becoming lost in the chaos of the rest of the station. Video cameras, audio recorders, thermal scanners and additional personnel are all dedicated to this area – making it one of the most secure locations anywhere on Freedom Station.

Spacer's Locks (Reception and Customs)

Where all public traffic in and out of Freedom Station gets funnelled as if through the filter of an atmospheric scrubber, the Spacer's Locks are possibly the most important public area anywhere on board. It is here that passengers, pilots, crewmen and even cargo from arriving vessels are thoroughly checked out; not for contraband mind you, just for registry and verification. It is also here that people leaving the station scan their identicard out, so no one can try to use their accounts while they are gone (in theory). Essentially, the Spacer's Locks are like the eyes and ears to the Elect's 'brain' of Freedom Station.

Always monitored closely by a handful of dedicated security agents, this area is always busy. If it is not new visitors or traders filling the halls it is the coming and going of station

residents. As this is the main and least-dangerous way in and out of Craft Access, even the regular raiders use the Locks to move on and off the station.

The reception area is fully automated, with identicard scanners and datalink terminals to set up or check in accounts, arrange for copies of the Universe Today to be printed or access the station maps that are sponsored by various businesses. With a simple DC 8 Computer Use skill test a character can get fully prepared to venture further into Freedom Station without so much as talking to a single member of station personnel.

Part of the process of passing through the Station Locks is stopping by customs to report whatever goods one is bring on the station. There should be a note that the customs officer – always a position reserved for a Tirrith representative – does not tax, tariff or deny the ferrying of any object or substance that does not directly threaten Freedom Station. For instance, a dealer could bring in massive amounts of drugs and guns without problem, but a medical researcher with samples of a mild virus might be asked to leave the samples on board his own vessel. It is well known that the customs office is thoroughly bribe-able, and some extremely deadly and dangerous items have passed by unmolested for a few hundred credits.

It is also through customs that all station goers are supposed to register any and all weaponry they are introducing to the station. Just like most laws on Freedom Station, many ignore this one, but with the harsh penalties for getting caught – most visitors comply. Customs keeps a detailed and confusing file on every person's weaponry on the station, if only to better enforce the laws against their use later.

Once registered, checked-in and passed through customs, station-goers can then go and wait in line on the tube landing or pay 100 credits to any of the numerous conmen and vagabonds that lurk nearby to show them a 'faster' way to other areas on the station. This is, of course, dangerous – as a character employing one of these station guides might be paying to be brought to a pre-arranged mugging or worse.



Fighter Bay Access

Laid out in a pattern of walkways, access tubes, patchlocks and ladders, the part of Craft Access dedicated to the coming and going of up to over six dozen fightercraft is a maze for the uninitiated.

There are several signs and wall-maps that help those within to get around, but over the years many have been moved, altered or removed by prankster pilots or ill-mannered raiders. For fifty credits a spacer's union member on a break will happily show a tourist around, but finding one that will not simply take a character for his money and leave him somewhere as soon as he can makes such a hiring rather risky.

For pilots, however, the Fighter Access is laid out perfectly. Unlike many internal hangar routing systems that put a ship in a queue before choosing which area of a hangar to put it in, like the ones found on Babylon 5 or the Brakos Ring, Freedom Station has several multi-bay ports that open independently from one another in order to keep ships coming and going like clockwork. This does mean that pilots need to be more careful not to cross flight paths with other ships, but this is not a difficult feat for the skilled aces that hog the fighter bays.

Fighter Bay Rental Fees

Number of Bays	Daily Rate/Bay	Weekly Rate/Bay	Monthly Rate/Bay	Annual Rate/Bay	Special Event Rate/Bay ¹
1	1,000 cr.	5,000 cr.	42,000 cr.	200,000 cr.	3,000 cr.
2-3	800 cr.	4,500 cr.	40,000 cr.	190,000 cr.	2,750 cr.
4-5	700 cr.	4,000 cr.	38,000 cr.	180,000 cr.	2,500 cr.
6-10	600 cr.	3,800 cr.	35,000 cr.	170,000 cr.	2,250 cr.
11-16	500 cr.	3,500 cr.	31,000 cr.	160,000 cr.	2,000 cr.
17-20	400 cr.	3,000 cr.	28,000 cr.	150,000 cr.	1,750 cr.
21-25 (maximum)	250 cr.	2,000 cr.	25,000 cr.	125,000 cr.	1,500 cr.

¹ This rate applies per day during Elect Voting, Tirrith Holidays or other local special circumstances.

There are several cargo housing pods throughout each individual bay area for pilots to toss their flight gear and change clothes before heading into the rest of the station, but many have begun to use this as a place to catch an hour or so worth of sleep (rent free – it is built into the cost of a fighter bay!) or to hide particularly sensitive materials. While the cargo pods are all subject to searching, they rarely are in any official capacity.

Although a flat 200 credits will buy a pilot three hours' worth of fighter bay access to stretch his legs or do a little trading, bays can also be rented for longer periods of time. Renting a fighter bay or bank of fighter bays can get quite expensive, even with the discount given for larger renting. It should be noted that roughly 40% of this amount is instantly sent as taxes to the Tirrith, and that roughly only a third of the fighter bays are ever rent-able. The rest are always rented and spoken for by the many resident raiders. The following table shows how much the rental of these spaces costs.

Shuttle Bay Access

Of the forty access bays in the shuttle area, not all are dedicated to cargo usage. The bays are colour-coded and computer-tracked to keep passenger liners from landing in foodstuff cryogenics or to keep a livestock barge from dumping its bleating and greasy load into a private bay. The bays are divided and marked in the following manner of usage:

- 16 General Cargo Bays
- Two Livestock Cargo Bays
- Two Cryogenic Foodstuff Bays
- Five Passenger Bays
- Two Military Bays
- Two Emergency Services/Maintenance Bays
- Three Military Bays
- Eight Private Bays

Unlike the fighter bay area, the shuttle bay access grounds are mathematically spaced to allow the maximum number of workers to load or unload goods or passengers at any given time. It has clearly marked bays designed for specific types of cargo, halls wide enough to clear a cargo-loader and full access to the Core lift system for authorised and large loads. When compared to the hustle-bustle of the fighter bays, the shuttle access is a well-oiled machine of efficiency.

Each bay is carefully monitored by internal security and watched for illegal use (no weapon components in cryogenic bays, no textiles in a passenger bay and so on), and to make sure that the hired spacer's union workers are doing

their appointed jobs. This is a good way for the station Elects to know they are getting the labour they are paying for, or that their renters are not bringing in their own help and avoiding paying union fees.

Everything that a specific type of shuttle could need to load or unload its cargo is available in the bay, from cargo hauling loaders to pry-bars and heat cutters in general bays, to medical supplies and fire extinguishers in the emergency bays. Freedom Station does its best to make sure that common passengers get intermingled with cargo or other product movements – but there are sometimes stragglers.

Five hundred credits will buy three hours' worth of shuttle bay access to load or unload goods and passengers. Renting a shuttle bay for longer periods of time is a rare event, as most would simply send their shuttles back to the ship that brought them instead of keeping them on board Freedom Station. Even so, there are specific circumstances where someone may wish to board his shuttle, and the Tirrith are happy to collect their taxes on anyone who does. The following table shows how much the rental of these spaces costs.

Plot Hooks: Craft Access

There may not be a more viable place for characters to get involved with plotlines than the Craft Access level. It is the first place that most characters ever see, and therefore the first place they could get swept into larger schemes and goals without even knowing it.

The Player Characters are held for questioning by station security upon stepping off their ship, being mistaken for a completely different arrival in another bay. They either have to clear their names or catch the real criminals themselves to avoid the harsh sentencing they have been told awaits them in just three days.

They Player Characters are couriers of unknown substances that Tirrith Customs require to be opened, which will invalidate their contract and possible leave them open to costly and perhaps dangerous repercussions. Do they bribe the customs official, or do they try to smuggle the substances past undetected?

A spacecraft collision outside the bay port involving the vessel booked to take the Player Characters away delays their departure for a full 20 hours, allowing their enemies to try and track them down before they can leave. If they are in a hurry to get away – they now have a countdown to survive!

Shuttle Bay Rental Fees

Number of Bays	Daily Rate/Bay	Weekly Rate/Bay	Monthly Rate/Bay	Annual Rate/Bay	Special Event Rate/Bay ¹
1	3,000 cr.	15,000 cr.	126,000 cr.	600,000 cr.	10,000 cr.
2	2,400 cr.	13,500 cr.	120,000 cr.	570,000 cr.	8,000 cr.
3	2,100 cr.	12,000 cr.	114,000 cr.	540,000 cr.	6,500 cr.
4	1,800 cr.	11,400 cr.	105,000 cr.	510,000 cr.	5,000 cr.
5	1,500 cr.	10,500 cr.	93,000 cr.	480,000 cr.	4,000 cr.
6	1,200 cr.	9,000 cr.	84,000 cr.	450,000 cr.	3,000 cr.
7-10 (maximum)	750 cr.	6,000 cr.	75,000 cr.	375,000 cr.	2,000 cr.

¹ This rate applies per day during Elect Voting, Tirrith Holidays or other local special circumstances.

HOUSING LEVEL

Located directly fore of the Craft Access level is the most densely populated level anywhere on Freedom Station. The Housing Level is where several thousand residents and many times that number of visitors find lodgings amidst the rows and halls of small apartments and condos. It is where anyone with a decent income can arrange for a comfortable place to stay, and where station personnel live.

Among the hundreds of rooms of the dozens of hallways is room for some ten thousand actual inhabitants – if packed well enough. It is for this reason that Housing is one of two routed destinations for newcomers to the station, and where the majority of the constant flow of funds seeps into the station's reserves. There are always several thousand people staying in the Housing Level at any given time and many of them are paying renters. This level is where any visitor with a little bit of money can arrange for decent quarters with access to sonic showers and a small kitchenette.

Most of the station's personnel have their own section of the level, with modest accommodation covering most of their needs as part of their employment agreement with Freedom Station. It is the only section of Housing that is not run by the dangerous and powerful Five-Kay raiders. Named for the minimum 5000 credit haul a rookie member must capture alone before being allowed to call himself a member, the Five-Kays know better than to screw around with station security and union members.

The Five-Kay run the rest of the level as if they were twentieth-century mobsters. Extortion, 'protection tax' for renters looking to pick out their living quarters and the occasional 'hit' make them very powerful – but not stupid enough to cross the heavy-handed laws of the Tirrith or the wishes of the Elects. It is for this reason that they keep their activities limited to general quarters and the commercial suites. There is much money to be had there, which can be used to bribe security to 'look the other way' when necessary.

There are four types of quarters on Housing Level: personnel, civilian, commercial and alternate atmospheric. Each has its own place in the greater workings of the station's residential populace, and all rarely see anything but constant a constant flow of visitors, workers and Five-Kay raiders.

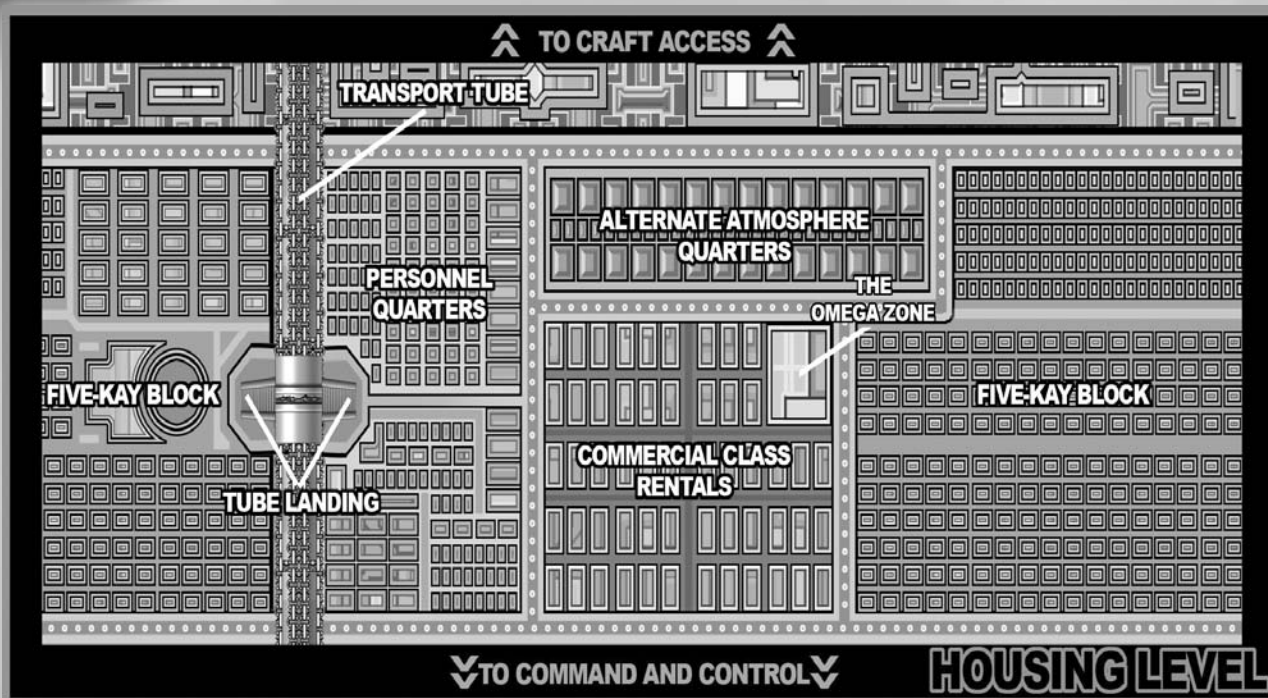
As the Housing Level is the primary place to go to for a place to stay, it must be kept safe from external harm. With security agents living on part of the level and the rest crawling with members of the Five-Kay cell, this is rarely a problem. Only an ignorant or brash fool would come to the Housing level looking to start trouble. There are not many surveillance systems, nor are there an abundance of checkpoints, but it remains a safer place to be than much of the rest of the station.

There is a pair of FreeCom terminals at the ends of every other hallway, with some of the higher-priced quarters containing a miniscule terminal for private use. This gives anyone locked outside their quarters a way to communicate directly with Command and Control to find out why or to quickly arrange for new accommodations. Each door leading to quarters uses the registered identicard of the renter as a room key, which can become a problem if identicards are stolen or forged. Hacking these locks without a registered identicard is very difficult (DC 35), and is viewed upon very poorly by the Five-Kays.

Housing Level Tube Landing

The transport tube empties onto Housing Level directly between the spanning private personnel halls and the grid of common station quarters, placing them close to the two most common destinations on this level. There is no actual 'landing' like there is on several other levels, just a flat foyer that has a few routing signs on it to steer people wherever they are looking to go on the level.

Also in the foyer is always a single Five-Kay enforcer sitting in a folding chair with a pistol in one hand and a communications link in the other. He is the lookout in a



war against the Scrap Irons, rivals that once controlled the area and whom the Five-Kays evicted in 2256. The Five-Kays are always on the lookout for their return.

Personnel Quarters

The size and complexity of the quarters for an employee of Freedom Station is in direct relation to their salary. They are included in any Freedom Station employment contract and although modest are a welcome sight after a long day of work.

There is very little need for external security in this area, with station security coming and going constantly to and from their own rooms. Even so, a single security agent is allotted to walk the area nonetheless, but is most commonly occupied with steering lost tourists to the correct housing area. Very little violence or illegal acts happen in the open here, if only because it is far easier to simply rent some quarters down the hall and perform the crime behind closed doors.

The following describe the available accommodation in this sector which is provided to personnel.

Very Small (8' x 10'): Granted to janitors, porters and Interlac transcribers, these quarters have room for little more than a dresser and a folding bed. They are for sleeping and changing into one's uniform – and not much else at all.

Small (12' x 12'): Most Food Court employees and non-union dockworkers have a Small quarters worked into their employment contracts. These studio-style apartments contain a foldaway bed, a countertop food processor/microwave, a slide-away closet, and a sitting chair next to a reading lamp. These quarters are not much, but they can house single persons well enough.

Adequate (20' x 15'): The first of the quarters to come standard with a tiny, no-screen FreeCom terminal, these quarters are generally used by station security agents. Complete with bed, sitting couch, kitchenette and two-person table, these quarters are normally comfortable for those employees who do not spend much time in them – but might have need to house a second person in a pinch.

Average (25' x 25'): Held for station-employed pilots, these rooms are primarily used for the employees of the Freedom Station Shuttle Service. They include a full vid-screen attached to the ISN feed and the FreeCom terminal, kitchenette, laundry service, bed and couch set. They are quite comfortable to live in, helping keep morale high for those employees who constantly have to brave the void time and time again.

Above Average (two rooms: 10' x 12', 20' x 18', and shower): Almost exclusively held for union workers, these apartments have a kitchenette/sitting room separated from the slightly smaller bedroom by a sliding smoked-glass panel. They contain all of the benefits of smaller quarters but with additional room to move about – and a functioning sonic shower!

Sizeable (two rooms: 14' x 16', 22' x 20', and shower):

Used by Command and Control officers only, these quarters are bigger and more posh than even those used by union workers. They are used by communications, weapons and sensor and security officers. The Elects want the men and women who keep their station running to be as comfortable as they can be in order to keep top efficiency. It is no surprise that these rooms are the biggest reason staff members are so eager to get promoted to C&C roles when they become available.

Moderately Large (two rooms: 14' x 16', 22' x 22', and refresher/shower):

Although not exactly employees of Freedom Station, the leaders of the local raider cells are granted these large and impressive quarters. The Elects do this not only to placate the raider cells, but to reward the massive amounts of taxed loot that they bring in to keep the station running smoothly. These quarters have fantastic furniture, full food preparation stations, Food Court-ordering consoles and a personal refresher/shower closet. It is truly prestigious to be granted one of these twelve 'suites.'

Five-Kay Block (Civilian Quarters)

Arranged like the room-filled hallways of a busy hotel, the civilian quarters are numerous, small and affordable to most station-goers. A simple 20' x 20' room (see Average room above for details) lies behind each and every sliding door along these long hallways, with public refreshers scattered every few dozen feet. Renting quarters using a registered identicard and one of the numerous FreeCom terminals at the entrance to the area seems like an easy affair at first glance.

That could not be more wrong. Freedom Station should rarely be taken at face value, and the civilian quarters are no different.

The whole area is controlled by the Five-Kays, who tend to police the civilian quarters as if they had a special arrangement with station security – which is partially true. They stalk the halls like predators, constantly seeking protection money and additional 'door tax' from newcomers. Only if the mark looks as if he might be a problem (like a visiting soldier, bounty hunter or telepath) will the Five-Kays avoid confrontation. Those they do extort money from can expect to pay roughly 100 credits every time they come back to the area, unless they negotiate a different deal with the cell. Strangely enough, it is their racketeering and hassling of tourists that keeps the whole level more or less crime free... except for the crimes they are directly involved with.

There are three types of quarters in the civilian block: overnight, economy stay and classic. The amount a person wants to pay on his identicard account (and to the Five-Kays) will determine the kind of quarters he gets. Placement of said quarters is dependant on what is available and a premium fee may get a renter closer to the tube landing.

An overnight-level room is only 10' x 10', contains a bed and a table and only runs a one-time fee of 95 credits for a twenty hour (the Tirrith day/night cycle) stay. So long as the timer still has time left on it, which is displayed on a small screen on the door, the user's identicard will allow entry. Once that timer has run out, the room must be re-rented to open the door again.

Economy stay rooms are slightly larger, 18' x 18', and are arranged via the FreeCom terminals at the end of the halls. Renters can choose a number of days (maximum forty-eight) on the terminal, which will automatically pre-pay the room's rent. For a meagre 120 credits a night the renter gets a large bed and small couch, a closet-style refresher and a tiny kitchenette. There is a 'length of stay' discount of 10% for anyone renting for longer than thirty days.

Classic quarters are for longer-term residents or frequent visitors and are rented in terms of monthly fees over annual leases. The 26' x 22' room with attached shower and refresher, kitchenette, sleeper couch and full FreeCom access terminal with ISN feed only costs 1,200 credits a month on a yearly lease. These fees are automatically paid at the end of each monthly cycle.

The FreeCom debit system will apply negative amounts and hefty penalties to identicard accounts that cannot pay their rent. The identicard be banned from Freedom Station use until the account is brought back into the green, after the debt is paid. This can be very inconvenient for someone trying to run out on a gambling debt or loan shark payment, as he will not be able to pass through Craft Access with his banned identicard.

For more detailed information on the Five-Kays, their rackets and tactics see Chapter Four: Station Factions, page 49.

Commercial Class Rentals

With dozens of rooms similar to the moderately large suites (see Personnel Quarters), the Commercial Class section of Housing Level is where businesses, trade conglomerates and other executive services can arrange for their employees or clients to have a place to stay. Slightly more expensive than their civilian counterparts, the commercial quarters commonly spend most of their time vacant. It is when a businessman or trader comes to Freedom Station that these come in so handy.

Arranged via personal meeting or StellarCom interview, these quarters are rented on yearly contracts to specific companies. The company sends Freedom Station a list of scanned identicards of the employees who may use these rooms, and they are free to come and go as they please while aboard. Depending on termination and employment rates of a given companies, this list will sometimes be updated

weekly. Some immensely large renters will occasionally forget to update this list, and ex-employees will get a free place to stay time and time again until they are finally caught.

The actual renting of a commercial class suite costs the company a minimum of 25,000 credits a year, with additional services like laundry and room service allowances sometimes bringing that total to 50,000. This amount rents a pair of adjoining 18' x 24' rooms. One serves as a designer bedroom with ISN feed and Stellar/FreeCom terminal; the other is a full kitchen and dining room that makes for a decent makeshift office if need be. There is a sonic shower and refresher walk-in between the two rooms – perfect for the executive on the go.

There are over two dozen companies that keep commercial quarters here, including such massive conglomerates as: Edgars Industries, InterPlanetary Expeditions, the Centauri Mercantile Fleet and even the rarely seen Hyach Restoration Incorporated. These and similar companies keep quarters for their employees.

One would think that the commercial class area would be a prime location for the Five-Kays to reap in massive amounts of ill-gotten funds from wealthy executives. This is quite true in most cases, except at the end of one specific corridor. At the end of the Omega corridor there is a single room door, Omega-3, that is known as one of the most terrifying places for criminals and thugs to go anywhere near. Behind that door is the *Omega Zone*, a special room-turned-pub owned and operated by a network of seasoned bounty hunters.

With permission (after a hefty donation) from the station Elects, the rooms were renovated into a nice, sit-down bar-and-booth style establishment. Requiring a valid membership to the notorious Huntsman's Listing Network (see *Babylon 5: Bounty Hunter* for details on the HLN) to get inside, the *Omega Zone* is private, elite and filled with some of the deadliest 'private law enforcers' within several jumps of the station. There is no reason to question why the Five-Kays watch themselves around those hanging around Omega corridor, because if they are headed to the Zone – they might be too tough to tangle with.

Alternate Atmosphere Quarters

Any station, especially one that is located right in the middle of the territories owned by the League of Non-Aligned Worlds, that expects to have visitors from a multitude of alien species must have a sector catering to those species that breathe alternate atmospheres.

A relatively small area of the Housing level is dedicated to smallish (16' x 14') rooms with specific atmospheres. Galactic standard reservoir tanks are used to keep costs down and to accommodate any odd visitors that might bring their own atmosphere with them. These tanks are sold and supported by IPX, so they have become a galactic standard.

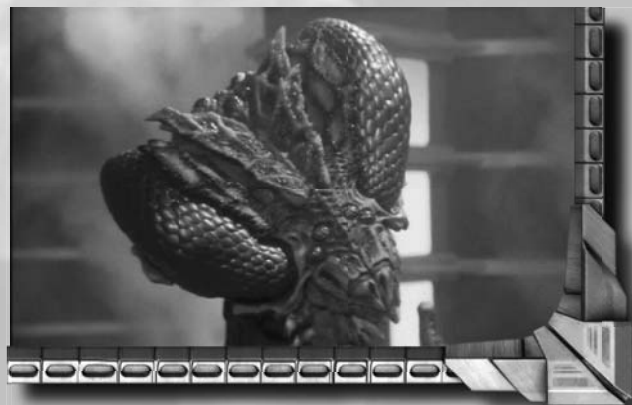
Each 'AltGas' room comes with a preparation table and wardrobe/closet, along with a bed and a small kitchenette. They are modest and cleaned frequently between renters, especially when Gaim and Pak'ma'ra stay in a room for a long period of time. Because of the additional services and station power that it takes to keep one of these rooms functional, it costs a sizeable 200 credits a day unless the renter signs a year-long lease for the discounted price of 50,000 credits!

The Five-Kays have two Thrakallan insect-men, T'grath and K'grath, which control the cell's activities in the area. As hatch-brothers of the notorious N'grath of Babylon 5, they keep a constant contraband supply route to the diplomatic station and are the source of many of his weapon stocks. With the strength of the Five-Kays behind them, the Grath Brothers have their wicked pincers in nearly every source of funds throughout the Alternate Atmosphere block – even if they cannot leave their own quarters without a specialised breather.

Plot Hooks: Housing Level

Housing Level is a great place to become involved in the happenings of Freedom Station, especially for the characters who choose to live there.

The Player Characters might get low-end jobs with the station just to have their quarters paid for, but soon find that living next to a few corrupt members of station security



T'grath, Five-Kay Smuggling Expert

3rd Level Thrakallan Agent / 2nd Level Smuggler

Hit Points: 16

Initiative: +1 (+1 Dex)

Speed: 30ft

DV: 14 (+3 Class, +1 Dex)

Attacks: +5 close combat, +4 ranged

Special Qualities: Sneak Attack +1d6, Fast-Talk, Hideaway, Alternate Atmosphere, Chitin Skin (DR 2), Pincer Claws 1d4/x2

Saves: Fort +3, Ref +5, Will +2

Abilities: Str 15, Dex 12, Con 14, Int 14, Wis 11, Cha 12

Skills: Acrobatics +3, Appraise +8, Athletics +4, Bluff +7, Computer Use +5, Intimidate +8, Intrigue +8, Investigate +6, Knowledge (Weapon Market) +6, Knowledge (Commerce) +6, Notice +9, Sense Motive +7, Stealth +3, Subterfuge +12

Feats: Dodge, Fluency (Thrakallan, Human, Hurr), Skill Focus (Intimidate), Skill Focus (Subterfuge)

Influences: 10 Five-Kay, six Smuggler's Network, four Babylon 5 Criminal, six Spacer's Union

K'grath, Five-Kay Fence

5th Level Thrakallan Agent / 2nd Level Fence

Hit Points: 20

Initiative: +2 (+2 Dex)

Speed: 30ft

DV: 16 (+4 Class, +2 Dex)

Attacks: +5 close combat, +6 ranged

Special Qualities: Crippling Attack, Skill Mastery (Appraise), Income (Average), Web of Contacts, Finger on the Pulse, Alternate Atmosphere, Chitin Skin (DR 2), Pincer Claws 1d4/x2

Saves: Fort +6, Ref +7, Will +1

Abilities: Str 13, Dex 14, Con 14, Int 16, Wis 10, Cha 10

Skills: Acrobatics +4, Appraise +13, Athletics +4, Bluff +11, Computer Use +7, Intimidate +5, Intrigue +8, Investigate +4, Knowledge (Trade Routes) +8, Knowledge (Commerce) +8, Notice +10, Sense Motive +12, Stealth +6, Subterfuge +12

Feats: Dodge, Fluency (Thrakallan, Human, Drazi), Skill Focus (Bluff), Skill Focus (Subterfuge), Skill Focus (Subterfuge), Weapon Focus (PPG)

Influences: 12 Five-Kay, 10 Freedom Station Security, four Babylon 5 Criminal, three Tirrith Free State

'The Twins' came to Freedom Station to expand the Grath Hatching's criminal network, in league with their brother N'grath on Babylon 5. Without the legal forces and customs services holding them back they quickly surpassed their brother in power. When they were approached by the Five-Kays to become members in exchange for a deal on the weaponry they were going to use against the Scrap Irons, they cemented their position as a criminal force on the station.

When their brother N'grath escaped Babylon 5, a rumour reached the twins that he was heading toward Freedom Station to join them. Not wanting to share their power base any more than they had to, they arranged for his ship to have a run in with Drazi raiders. No body was recovered so the Grath brothers remain wary in case their brother survived...

is not all its cracked up to be. After witnessing a pair of security agents drag a young woman into their quarters under obvious duress, will the Player Characters try to help, or turn a blind ear to the muffled cries? What if they discover later that the girl was the stepdaughter of one of the Elects?

Working for a trade company that only recently got back on its feet after a long run of tragic losses, the Player Characters are sent to Freedom Station to make a trade and are told that they already have quarters in commercial class. When they get to the room they find that it has been used for months as a body disposal by the Five-Kays, and are left with a huge investigation and an even larger mess to deal with!

Perhaps the Player Characters have learned that one row of Gaim-only AltGas rooms have been tampered with in order make a statement against the High Queens and their recent trade choices. If the Player Characters cannot convince the truly alien and dedicated Gaim to abandon their rooms by nightfall, a mass-genocide against the Gaim will occur on Freedom Station.

COMMAND AND CONTROL (C&C)

Only accessible under escort or with permission codes, the Command and Control level is where all the higher functions of Freedom Station are monitored and controlled. Without the services that the C&C officers have at their disposal daily, the entire station would descend into chaos and quite literally tear itself apart.

Arranged like the command sections of an EarthForce battleship, the level is divided into separate systems and functions. Each area is fully dedicated to the seamless running of its responsibility, and a single command walkway links them all together physically. It is far faster to simply FreeCom any location on the level than to walk over to their cubicle.

There are areas dedicated to all of the following systems of Freedom Station: Weapons and Defensive Grid, Communications and FreeCom, Navigational Controls, Health Services, Station Security HQ, Commercial Accounting, Maintenance and Repairs Hub and Station Control Routing Services. These sections keep the station running as smoothly as possible. It is not an easy job, but they are well compensated and enjoy specialised access for their part in it.

Command and Control is a truly integral part of Freedom Station, and is understandably blocked off to anyone without proper access to keep accidents and other situations at a bare minimum. When things

go badly on or around Freedom Station, it is here that the source must first be dealt with – sometimes long before anyone on the station is any the wiser.

Command and Control Secured Tube Landing

The landing leading to Command and Control is less a public landing than an airlock. Only reachable by private tube that must be triggered by security or Elect code access, the landing is small – only 30' x 30' – and contains five separate surveillance cameras and two station security agents on hand to 'welcome' guests and verify identicards.

Once guests are off the tube and cleared by staff, the heavy duraplate doors are triggered by not one but both the security agents' identicards. It takes a full minute for the security doors to fully open, giving the security staff in C&C a chance to override any suspicious activity and deny access. If they see that things are far worse than simply locking the doors will deal with, they can fill the room with concentrated Morph gas (DC 18 Fortitude save or fall unconscious for 1d6 hours) with the press of a button. The locking and delivery system is nearly foolproof, and only the most skilled of hackers could even hope to try and circumvent it (DC 40).

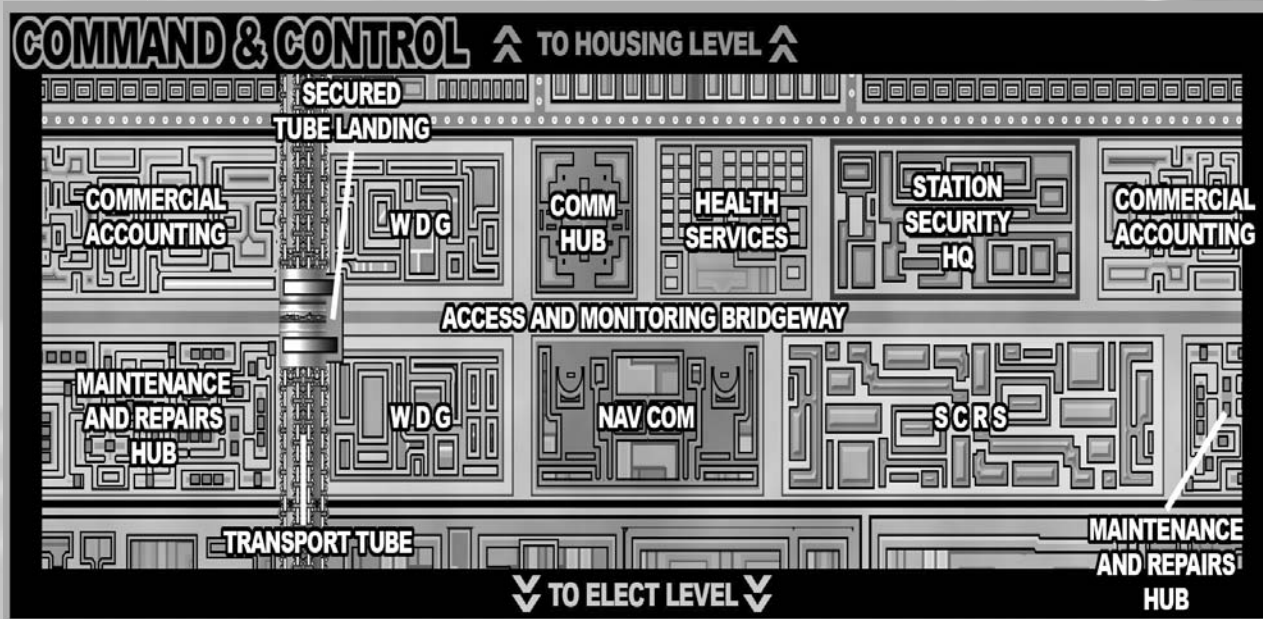
Access and Monitoring Bridgeway

Past the heavy security landing from the transport tubes, the doors empty onto the slightly elevated bridge walkway. Only 10 feet wide, the walkway goes forward unbroken and seamlessly around the level. It would take an hour to walk the circle completely, but none of the staff here would have the time to do this.

The walkway has a thick railing that has several breaks in it to allow for staff and officers to walk down the five feet on sloping ramps into the various system cubicle stations. As everyone uses the walkway to get from the tubes to their stations, there is talk of using personal transport devices like the Vree AG-sled or IPX's one-wheeled Unitram, but the Elects do not allow them.

Weapons and Defensive Grid Station (WDG)

Placed first and foremost after leaving the tube landing, the WDG station is where emergency operators are called in case of crisis. Putting such an important location deeper along the walkway would be foolish and inefficient.



There are fifteen trained WDG officers on the payroll at Freedom Station, five working at any given time, and all ready to be called to duty if need be. Each arc of weapon systems and defensive measures is operated by one chief officer, with several minor functions like monitoring reload times of the flak cannons and pressurising coolant for blast cannon fire performed by junior officers.

If everything is working as it is supposed to, the WDG can protect the station from hostile attack while choosing no fewer than six separate targets to come under fire from its own offensive batteries. This is rarely ever exercised, as the Tirrith's ban on stellar violence generally means that wayward asteroids or derelict craft are the only things that the WDG crew ever get to target.

Communications and FreeCom Hub (CommHub)

The voice of Freedom Station, this cubicle section is one of the smaller areas of C&C. Run almost exclusively by six media officers, one of which is an ex-ISBN marketing executive, all communications routing in, on and off the station comes through here in part or whole. Positions with the CommHub are prestigious and well-watched. With the sheer amount of information that streams past the three consol desks and data-filtering station, employment here could be a source of powerful leverage.

Having the responsibility of making sure that all FreeCom channels are open and free of eavesdroppers (except for them) while also making sure that StellarCom messages are not a threat to the station is hectic and stressful to say the least. Even though it is such a position of power, it comes with a massive amount of worry. This is why the section has a high turnover rate of new employees.

It takes a basic Computer Use skill roll at DC 10 for the CommHub officers to segregate and patch in to a specific Stellar/FreeCom conversation or transaction, and for only about thirty seconds. They do this constantly during their five-hour shifts, paying close attention to large sums of money being transferred or turned into cash.

Hack the Hackers

It is theoretically possible for a competent enough computer hacker to use the encrypted software found in the CommHub to worm his way into other peoples' feeds and information threads. This would require a high-end slicing kit (25,000 credits minimum), access to a FreeCom terminal's insides and an active identicard with which to start a transaction to piggy-back on. Once fully patched in with the proper equipment, which takes 2d4 minutes, the would-be hacker must get through three individual security measures before getting to any sort of privileged information.

First the transaction must be initiated without actually sending a signal anywhere, requiring a DC 18 Computer Use skill check. If successful, the character is in the FreeCom network without leaving a trace. If failed, the transaction is easily traced and alerts the CommHub officers of the hack.

Secondly, creating and implanting the piggy-back code-worm requires a DC 22 Computer Use. If successful the character can follow the transaction to the Hub and begin looking around for the accounts he wishes to look at/modify. If failed, the character's piggy-back is a 'flare' of sorts – signalling all monitoring officials to investigate a specific terminal for misuse.

Lastly, the actual modification or information theft from a FreeCom data-thread requires a DC 25 Computer Use. If failed, not only is the attached identicard erased from the system but the terminal location is flagged for emergency security action. If successful the character can do 1d4 of the following things before being noticed and the transaction terminated:

- ⑤ **Funds Transfer** – move up to 1d3 x 10,000 credits from one FreeCom account to another
- ⑤ **Data Theft** – remove up to 2d20 days worth of transactions and conversations, placing it on data crystal
- ⑤ **Blackout** – corrupt all FreeCom use to an account for 2d6 days
- ⑤ **Implant Virus** – implant previously created data-virus to account (Games Master's discretion)
- ⑤ **Ban Identicard** – initiate identicard banning protocol on account for 2d6 days
- ⑤ **Send Coded Message** – send a FreeCom or StellarCom message without the system knowing anything about it

Navigational Controls (NavCom)

This important station is what truly keeps Freedom Station in orbit over Tirrith IV. A pair of NavCom officers surrounded by a semicircle of monitors, instruments, and data-entry keys keeps track of the slightly elliptical orbit of the station in relation to the planetary moon and any unexpected debris. It is also their responsibility to make sure that the gravity generating revolutions of the station stay constant and equal, maintaining the internal status quo of the station as well as its external position.

It is important to note that Freedom Station does have manoeuvring and mobility thrusters that could propel it at a very slow pace if necessary, in theory. This has never been tested other than a few times in moving the station a few feet to keep orbit.

Health Services

Considering that Freedom Station does not keep an actual Med Bay or other hospital service, having a Health Services station on C&C might seem a bit odd. It is the role of this office to keep a long station-wide list of surgeons, physicians and combat medics to be called upon when a medical situation occurs. While they do not keep a medical station, they do in fact have a constant agreement with well over three dozen medical professionals to be 'on call' at the station's behest.

After receiving a call from a valid identicard or station security that medical attention is needed somewhere, Health Services then pages the closest medical official on the list and sends him to the point of the call's origin. This process is not perfect, but it is better than simply letting station-goers suffer and die.

It takes a variable amount of time to have a medical official report after the initial call is made to Health Services depending on where they are to report to. The following table demonstrates this:

Location to Report To	Arrival Time
Transport Tube Car	2d6 minutes
The Core	3d4 minutes
External (Shuttle, Ship and so on)	2d10 x 10 minutes
Aft Commons	2d10 x 5 minutes
Commerce Zone	2d6 x 2 minutes
Craft Access	3d6 minutes
Housing Level	2d6 minutes
Command & Control	1d6 minutes
Elect Level	1d4 minutes
Fore Commons	2d8 minutes

Station Security HQ

Arguably the most powerful place on Freedom Station next to the Commander Elect's quarters and briefing hall, this is where station security is organised, controlled and directed. It is where Security Chief Blayke Fulton sits for long hours with his monitoring officers, staring at streams of information and two dozen tiny vid-screens in search of the next opportunity to flex his team's muscles. It is unlike any other C&C station, and Fulton would not have it any other way.

Surrounded by smoked glass and a sliding door in order to fully encapsulate the HQ, it requires a special clearance or permission from the Chief to allow even the C&C commanders inside. The glass is the same polymer used

in Abbai spacecraft hulls, and is thoroughly resistant to personal-level arms (DR 30). Inside the obfuscating shell is a series of computerised desks and counters that accept, read and display all sorts of useful information. Camera feeds, monetary taxation levels, radiation spikes, FreeCom usage, terminal outages and transport tube patterns – these are just minor examples of what station security has at their disposal.

The HQ information-gathering abilities are so efficient and specific that a monitoring agent or officer can narrow in on problems (or spy on enemies) from the HQ office in relatively short order. The following table shows how long it would take to narrow down on a specific target for an Intrigue (Gather Information) skill check to be used upon it:

Location of Target to Investigate	Time to Narrow Search
External (In Orbit, Near Ship and so on)	1d6 minutes
Aft Commons	1d2 hours
Commerce Zone	3d6 x2 minutes
Craft Access	2d4 x5 minutes
Housing Level	1d4 x5 minutes
Command & Control	1d2 minutes
Elect Level	N/A ¹
Fore Commons	2d6 x5 minutes
Transport Tube Car	1d4 minutes
The Core	3d6 minutes
Other (Storage Compartment, Sleeper Slab and so on)	3d10 x3 minutes

¹ This is monitored only by the elite Elect Security Force

Security HQ is accessible to a very select few, with the Chief having the ability to veto security access of anyone with less station access than an Elect or Elect Security Agent. This has always been a bone of contention between Fulton and the Commander Elect, as neither thinks very highly of the other from past experiences growing up in the same raider cells.

It is important to note that while all of the monitoring and information gathering is performed here, and that all security calls are routed through this office, they are not in charge of storage or upkeep of security-related materials. Maintenance crews keep the surveillance gear in working order, and each security agent is expected to keep his own uniforms and gear. This puts far less responsibility in the hands of the HQ, giving them much more time and energy to keep watch over the station.

For more details on Station Security and their tactics, see Chapter Four: Station Factions, page 49.

Commercial Accounting

The banking centre of Freedom Station, Commercial Accounting is where the true power of the space station lies – not with a raider's Delta or a mugger's PPG. Millions of credits pass through this smallish computer-laden office constantly, with several automated processes taking their bits and bites out of each transaction until the final amount goes into the resource funding for the station as a whole. It is an essential office to the performance of the whole establishment, and it is never far from the watchful eyes of the Tirrith High Registry.

The station contains only a few computer terminals, a handful of monitors and data-feeds and a half dozen chairs sitting in front of communications consoles. From this area a handful of contracted financial analysts make sure that Freedom Station stays 'in the green.' From arranging corporate package deals for cargo hauling and pilot quarters to getting the best deals on hydroponic plants and sending taxation reports to the Tirrith, these analysts are of the highest calibre. Even though the computing software does the vast majority of the actual work, each analyst is more than capable of taking over in case of computer failure.

There are several layers of secure encryption on any software access to the Commercial Accounting database, tried and tested by some of the galaxy's most skilled hackers. With such safety measures as data-dumping and virus-response-release-countermeasures, only the brash or foolish would ever dare try to hack their way in. It requires four separate DC 35 Computer Use skill checks to bypass Accounting's security – with even a single roll failing by more than five resulting in a devastating virus being implanted in the hacker's system!

Maintenance and Repairs Hub

One of the most important offices in C&C, the Maintenance and Repairs Hub is a simple area dedicated to the upkeep, constant cleaning and servicing of Freedom Station. Co-ordinating the actions of some ninety independent contractors, hired servicemen and janitorial staff, the Hub makes sure that damages, spills or otherwise necessary processes are quickly undertaken.

The area is laid out as a semicircle of planning boards and individual holographic maps of station sections, with the Hub officers being able to mark where priority jobs are to take place and plan several days in advance as to what will get done and where. A few brushes of a light pen and a link message can send teams of clean-up crews to a chemical spill or to do routine maintenance. The area is very well organised and could show some galactic militaries how better to plan their activities.

The biggest and most important facet of maintenance's role is the development, servicing and constant attention given to the Core. They are responsible for keeping all of the stabilising pillar supports from weakening, the revolutions from getting out of synch due to mechanical malfunction and the fusion reactors firing. Considering that a slip up could mean complete disaster for the entire station, the Hub gives special priority to Core services and any Core-based jobs that arise suddenly. It is rare, but the Hub even has the ability to hire outside specialists without Elect permission if a job requires one.

Like station security, maintenance crews patrol areas in which they perform minor servicing here and there for long shifts, but can be called away to perform a newly re-prioritised duty in a moment's notice. Depending on the circumstance they are being called for, the Hub may put other projects in front of a maintenance call – meaning that there is almost no pattern to when a call to maintenance goes in and when they will arrive. It is utterly random depending on what else might be happening in that crew's territory, and should be left up to the Games Master.

Station Control Routing Services (SCRS)

For spacers this is the most important and most frequently talked-to station in C&C. The men and women that operate in the SCRS are responsible for making sure that the immediate space around Freedom Station does not turn into a fiery pile-up of fighters, transports and cargo. They keep hangar activity moving day and night, and arrange for departures and arrivals to come and go without mishap. Essentially they are the directors of a massive amount of space traffic.

A large and powerful area of the level, SCRS is also the most heavily employed. A dozen officers and half that number in data-monitoring assistants scramble at all hours amidst the glow of tracking screens, hangar monitors and flight pattern holographs. A routing officer can see in seconds where a vessel is coming from, where it is going, its registration code and its speed and density, and hold a conversation with its primary pilot to make sure all the proper paperwork is in order. The job is a stressful one, but those who do it well are well-paid and well-respected by a huge majority of Freedom Station's residents – spacers.

Those who have looked upon the SCRS in action compare it to the chaotic progress of a galactic stock exchange or a Centauri slave auction. It is a frenzied blur of pointing, shouting, signals and profanity that is humorous at one moment, nerve-wracking the next and completely necessary for Freedom Station to operate as it

does. If the SCRS ceased its activities for even a single hour, the area around the station would fill up with squabbles, firefighting, collisions and complete anarchy.

SCRS officials are very popular station employees. Pilots, smugglers, union workers and raiders are always on the lookout for a friendly ear in the system. Bribery to get better hangar positions or departure priority is common, and gallons of drinks are raised nightly in honour of the SCRS routing specialists in taverns all over the station. When their slightest error or mistake could mean a collision with a much larger craft spacers tend to want to be on these officers' good sides.

Plot Hooks: Command and Control

What better place to get the Player Characters involved in the greater plots of Freedom Station than its central command centre. Without even trying, they could affect thousands of people for good or ill just by being there.

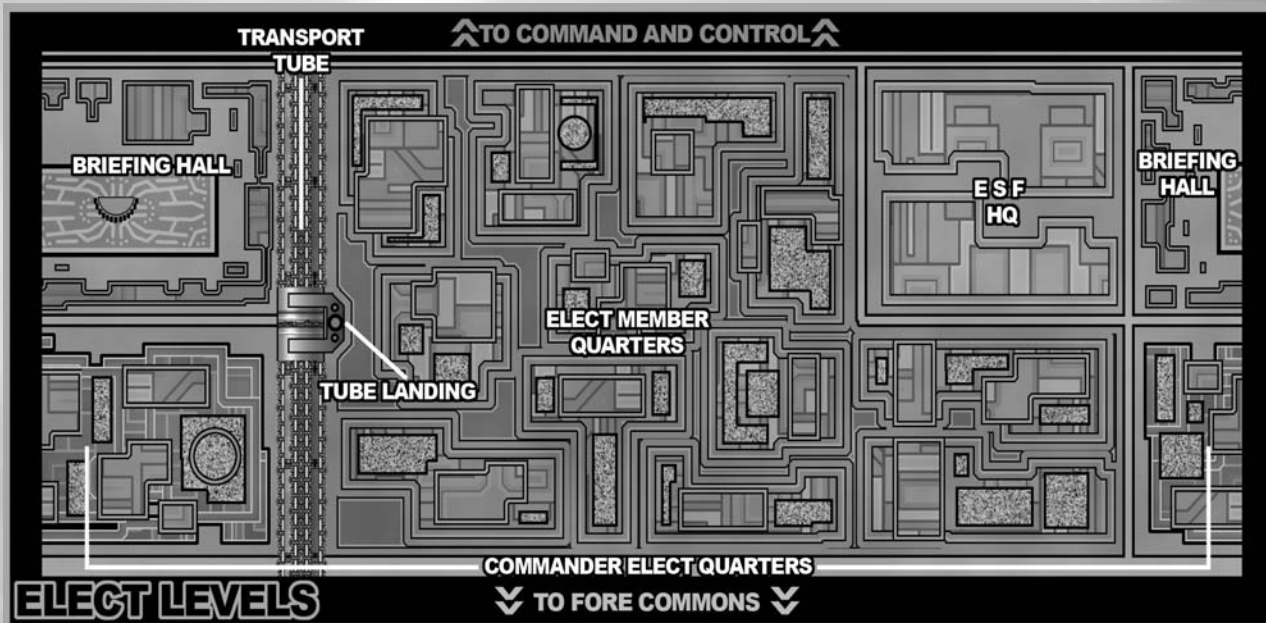
The Player Characters are somehow allowed by an Elect to take a tour of C&C, and are therefore witness to a massive amount of information about how things are going as they are walked through the long bridgeway. It could be that they are given special treatment because of an employment contract to service one specific area's equipment and discover internal sabotage. Or maybe one of them gets a job as a C&C officer and now is far more important a resource than he ever expected to be.

The Player Characters get hijacked as part of a transport tube group that is hacked/forced to land at C&C. The hijackers obviously know about station security measures, as they have thermite drills, gas masks and identicard duplicators to get past the landing airlock. When the hijackers get through, they plan to use the Player Characters as meat shields against the waiting security agents – how will they survive such a predicament?

ELECT LEVEL

The level of Freedom Station dedicated solely to its council of governing bodies, the station Elects. Elect Level is second only to Command and Control in its level of security. The level is home to the thirteen most important people on the station, the twenty-six bodyguards trained to protect them and a huge briefing hall used to explain their decisions. It is where the brains of the station reside and work, even if they are often at each others' throats.

A full half of the level is given to massive compounds, with the Elects living well and comfortably as a perk of their position. Their affluent living quarters and elite access to



every part of the station are just a few reasons a great many want to win one of the infrequent Council Elections. No one questions their ability, and those that do are not long for this world to be sure. Commander Elect is a position designed to be a sort of foreman, tiebreaker and voice-amongst-voices for the Elect Council; thus his quarters are that much more impressive.

With the Elect Council being as important as they are to the station it only makes sense that they receive the best of the best in personal and level security. Above using the constantly corrupted and almost gang-like station security, the Elects have their own security force that answers to no one - save the Elect Council. They live and work on the Elect Level, never straying too far from their charges.

One thing that the Elects have to do constantly is gather to discuss their duties as a Council. Besides making rulings on Legal Coding breaks, looking at profit margins as reported by the bean counters in C&C and arranging larger events to take place in Fore Commons, they also have to deal with whatever ambassadorial guests that might come to Freedom Station. To suit all of these duties the Elect Level also has the Briefing Hall, which has the space and facilities needed for such meetings.

With their on-staff local Elect Security Force (ESF), station security has no say in the happenings here. They do not even have a direct data or surveillance link to the level except when the briefing hall transmits proceedings. There are numerous hall cameras and tracking scanners, but they are all piped into the ESF office rather than station security and the ESF have better access to everything the station agents do as well. With ESF soldiers trained to be lethally efficient when dealing with threats to the Elects, this level is a fortress, being very well protected.

There is no need for open FreeCom terminals anywhere on this level, as everyone allowed to come to this floor is going to have his own personal terminal or terminals in his housing. The door locking mechanisms are not any more secure than any others on the station; again, it would be redundant. Getting onto the level at all is a feat in itself unless one is an Elect, an ESF member or in the custody of either - internal locking security is hardly an issue.

Elect Level Tube Landing

The tube landing onto the Elect Level is not as advanced or protective as the one leading to Command and Control, but it is just as difficult to get by - if not more so. Only one transport tube will ever allow a car to stop on the Elect Level and even then only with the proper command codes punched in ahead of time. This is to be the easiest obstacle to overcome with the right bribe or stolen identicard account.

Once at the landing, which is only an 8' x 8' square with a secondary bulkhead door (hardness 30, 200 hit points), it requires both verbal and visual acceptance by an ESF agent to even open the palm-scanning locking mechanism. Not only would this require a massive amount of disguise gear and vocalising (opposed Intrigue versus Investigation skill check) on the part of anyone trying to fool the ESF agent, but some form of palm-print forgery that can be worn over the skin.

Should an unwanted individual end up in the landing and find himself unable to convince the ESF to allow him to leave unmolested, the security force has the ability to vent gas into the room to incapacitate him. Alternately, they can

Common ESF Agent

The following is a good example of what a normal Human ESF agent's statistics are. For those agents that might be of other species (which is common), merely adjust their Ability Scores and Special Qualities according to that species.

3rd Level Human Soldier / 3rd Level Agent

Hit Points: 22

Initiative: +7 (+3 Dex, +4 Improved Initiative)

Speed: 30ft (20 feet armoured)

DV: 16 (+3 Class, +3 Dex)

Attacks: +7 close combat, +8 ranged

Special Qualities: Sneak Attack +1d6, Co-ordinated Unit +1

Saves: Fort +6, Ref +7, Will +2

Abilities: Str 15, Dex 17, Con 16, Int 12, Wis 10, Cha 10

Skills: Acrobatics +6, Athletics +8, Bluff +3, Computer Use +4, Concentration +4, Diplomacy +3, Intrigue +4, Investigate +10, Knowledge (Law) +8, Medical +3, Notice +9, Profession (Blue Collar – Security Officer) +5, Sense Motive +6, Stealth +6, Technical (Electronics) +4

Feats: Brawler, Dodge, Improved Initiative, Point Blank Shot, Skill Focus (Investigate), Toughness, Weapon Focus (PPG)

Equipment: Fighting Knife, Shock Stick, Auricon EF-7 PPG w/two caps, Auricon EF-PR PPG Rifle w/two caps, Flak Jacket and Blast Helmet (DR 4), Armoured Undercover Clothing (DR 2)

also trigger the removal of all atmosphere from the chamber. This will invariably kill anyone not in full EVA gear in a few short minutes. Then again, anyone coming to the Elect Level wearing an EVA suit will not get far before being apprehended or shot by the ESF agents.

Elect Security Force HQ (ESF HQ)

Home to the thirty-six well-trained and loyal soldiers of the ESF, this area of the Elect Level is where they live, train and work for the most part. It is a fully equipped barracks complete with arms lockers, repair stations, resource caches and medical stations. Everything that a trained military unit would ever need can be found in their spacious compound. It is truly a soldier's dream job...and the pay is not bad either.

Each ESF member is given a full 12' x 12' room with a bed, closet, desk and reading chair. There is a StellarCom terminal equipped with data-feeds from ISN and FreeCom access on one of their walls that is completely voice-operated to save space. All of these rooms are linked to a single large commons room with games, refreshments, sporting mats and a large-screen vid-player supplied with over ten thousand vids from all over the galaxy. What the ESF wants, the Elects make sure the ESF gets.

There is a large firing range and holographic combat simulator, flight computer simulator pods, virtual learning centre and electronic library. Two fully-equipped medical stations give any combat medics a place to work their trade if need be, or if Health Services cannot deliver a skilled professional in time. Combined with a large café stocked by the larger partners of the Food Court, there is very little that these men and women from various species could ever ask for.

In exchange, they must be loyal and ready to do whatever the Elect Council requires of them. As has been tested time and time again...that does, in fact, mean anything.

Elect Member Quarters

Consuming roughly half of the rather spacious level, the living quarter compounds of the Elect Council are like large farmsteads in the middle of a space station. Built to be separate from one another, each 'building' is easily as large as many small mansions on Earth. They are designed to be superior to nearly any other kind of quarters found on any other space station in the galaxy.

Using the power of the Coding Prime, the Elects were able to direct huge portions of early funds to create these special manors within the Elect Level. Even the Tirrith – who

enjoy comfortable living styles in their higher-class -looked upon this as excessive, but could not say anything about it. It was within the rights of the Elects to arrange for this type of luxury, especially when it was their raiders that were bringing in the loot to do so.

The whole area is layered with hydroponic flowers and other plants used to give an 'outside' feel, with the twelve actual estates being arranged as separate buildings – almost like a space station subdivision. Each building has only a dozen or so feet of 'yard' between it and the next, but when compared to the artificial feel of the rest of the station it is a welcoming change.

The houses themselves have everything an Elect might need to live. Multiple bedrooms, full kitchens, real water refresher/shower combination rooms, sitting and dining rooms and even custom-made, personal game rooms. They are fully wired with StellarCom and FreeCom access, ISN feeds and a room-by-room linguistic translator. They are under constant watch by the ESF through surveillance and foot patrols, and each estate has a small hidden room that can house a pair of fully armed and armoured soldiers in case of emergency.

Each estate is arranged to the specifics of the Elect living within it and whenever a new Elect is chosen by the Tirrith Free State's cyclical voting it takes a few weeks for the new Elect to make all the adjustments to the estate to which he is assigned. Since most Elect votes occur due to the untimely death or disappearance of an Elect, huge auctions for an Elect's old goods are common.

There are twelve Station Elects (and a Commander Elect) at any given time, and the following are quick descriptions of the Elect Council as of the year 2261.

Commander Elect Brent Forrest: Voted in as the Commander Elect by a landslide of electronic voices every three-year cycle, Brent Forrest is a powerhouse amidst the raider cells of Freedom Station. He has secrets, allies and enemies in nearly every corner of the station and he is one of the wealthiest men in the galaxy from a lifetime of leading his raider group.

For more information on Brent Forrest, see Chapter Seven: Who's Who on Freedom Station, page 87.

Hollis Tegman, Elect the First: A Mars native, Hollis was once a member of the Mars Resistance but left after her penchant for poisoning her enemies attracted too much attention to their activities. Very attractive for a woman in her forties who has seen so much hardship, 'Holly' uses her sexual wiles to get close to her male and female enemies in order to get just a single scratch from her bio-grafted injection-fingernail into play. She used a logbook of toxins and antidotes to worm her way into the Elect Council and uses her position to funnel illegal funds from blackmail and extortion to the Resistance.

Sha'ui Porz, Elect the Second: One of the non-raider politicians on the Elect Council, Sha'ui is a Brakiri diplomat whose best answer for anything is 'pay them off, and then sue for it back when all is safe.' She is a wealthy merchant with a chain of resource laundering kiosks all over the League of Non-Aligned Worlds and has over a dozen different commercial establishments covered under her financial umbrella on Freedom Station. Her financial resources allowed her to sway a vote her way after her predecessor met with an unfortunate airlock mishap in Aft Commons.

Ryan O'Connolly, Elect the Third: Hailing from a long line of pilots from the days of the United States on Earth, Ryan was seemingly born to pilot fightercraft. He joined EarthForce long enough to enjoy their training programs and considerable pay but immediately resigned once his time was up. Falling in with 'the wrong crowd' due to his thrill-seeking Ryan joined the Star Aces, a mercenary raider cell that frequently works for Forrest's Four Horsemen. Needing to have more leverage on the Council, Forrest arranged for O'Connolly to win an Elect position and now pays him to keep him amiable to anything the Commander puts forward.

Marianne Lawrenz, Elect the Fourth: A stranger to most social circles on Freedom Station, Marianne joined the Elect Council in a landslide vote that seemed to shock and surprise everyone. Having almost no history on the station, only moderate influence amongst the gambling circles and a rather timid demeanour, it was odd that she won against those that she did. In her early fifties, plain and unassuming, she always seems to have the right information at the right time and unbelievable luck in the Gambler's Hold. If it ever came out that she was a powerful P11 telepath and a Psi Corps spy trouble would surely ensue.

Archer Benner, Elect the Fifth: One of the most infamous smugglers in raider circles, Archer owns over a dozen heavily modified old Belt Alliance fast cruisers that he uses to run contraband all across Brakiri and Narn space. He is a short, fat and balding Proxima-born Human that flaunts his money with prostitutes and hedonistic ways that make some Centauri blush. Employing some of the best pilots Freedom Station has to offer and paying well above standard rates earned him his votes during the last election process, and now he uses his newfound position of power and influence to arrange for some of his most lucrative contracts ever.

Drozkhul, Elect the Sixth: The only Drazi on the Elect Council, Drozkhul is one of the largest, toughest enforcers of the Blackcoat Brigade and is considered the voice of the raider cell on all official Elect meetings. He is not necessarily the brightest star in the sky, but he can bend deckplate with his bare hands. The leaders of the Blackcoats give him express orders and a script to read during meetings and it is well known that he is nothing more than a puppet of the cell. No one mentions this though, as he is a puppet covered in thick scales and steely muscle.

Orion Steadwarren, Elect the Seventh: Another Earther on the Council, Orion is an influential and skilled conman working with the Five-Kays. He has a knack for making people change their minds three times over before they even know what they are really talking about, and when all is said and done everyone seems to be happy – even if he has come away with the much sweeter deal. Supposedly a former EarthGov speech writer and negotiator, Orion literally talked his way onto the Elect Council. He uses it now to help cement the Five-Kays' control of Housing Level and to keep external funds streaming from their varied hireling raider flight groups. It is known that he has a serious drinking problem when allowed to binge, but this is rare and normally monitored by several ESF agents.

Xi'x, Elect the Eighth: Appointed into the Elect voting process by the Vree Spacer's Guild, Xi'x (pronounced *zai-icks*) is a typical example of his species. He is quiet and rarely tables any motion at all, merely there to vote on matters that affect the Spacer's Guild in some way – on the surface, anyway. He is a master manipulator, using his seemingly fruitless votes to and against Freedom Station motions in order to arrange for the greater Vree schemes he is constantly privy to. What exactly the Vree want with Freedom Station and its teeming raider populace is unknown...even to Xi'x.

Ubb'ree'waanta, Elect the Ninth: The only Tirrith voted in as an Elect for seven consecutive cycles, 'Ubbie' is a war-scarred veteran of the Free State's occupation of the Dilgar. He is a master technician of old Dilgar weaponry and is never seen without his boltrifle slung to his back. Bitter does not begin to describe his normal mood, but he is terribly pragmatic and seems to always have Freedom Station's population in mind when casting his motions and votes.

Alaren Kodiuro, Elect the Tenth: A former freelance employee of InterPlanetary Expeditions based off the nearby (galactically speaking) Devado Station, Prefect Kodiuro is a prime example of the nobility of the Centauri. He lives and loves to excess and enjoys stiff drinks and warm women whenever he can be found in nightclubs, gambling dens and watching the latest event in Fore Commons. It is whispered that his position on the Council was essentially bought by IPX, but he has proven time and time again to be cunning, wise and merciless against the enemies of his allies – which to his mind now include his fellow Elects.

Darren McKay, Elect the Eleventh: The youngest member of the Elect Council, Darren only recently turned twenty years old. His father, Pauly 'The Vanisher' McKay, is the infamous hitman that runs the local Thieves' Guild chapter from his expensive home in the Housing Level. When the Earth-born boy showed some promise as a politician and a lawyer, his father arranged for an Elect chair to be emptied – and then filled it with the child. Surprisingly, Darren has been a heavy hand in

making sure that station security receives as much power and jurisdiction as the Elects can make happen. He seems opposed to his father in a large part...which makes sense considering the 250,000,000 credit inheritance that he will claim when that man is eventually brought to justice!

Thorr Grapna, Elect the Twelfth: An old Hurr spacer that lost his hand and one eye trying to protect the Tirrith from Dilgar decades ago, Thorr rarely speaks anymore; he usually just votes with his raised hand or pressed button. He is quite obviously ill, and will not live out the year. His only wish anymore is to be present at the end of the raging Shadow War. He wants to die riding fire and levelling his old Ch'urr Ballistic Arrays at those 'black devils,' not of the radiation-based cancer that ravages his nervous system. He is in great pain most of the time, and hopes that his gods will accept him no matter if he dies in combat or not – but is willing to pick a fight he cannot win to hedge his bets!

Commander Elect Quarters

Commander Elect Brent Forrest lives in true luxury. Like any other Elect estate his home is massive and spacious, but is fully segregated from the rest by a series of bulkhead airlocks and ESF security checkpoints. Like a walled fortress in the middle of the otherwise open-air Elect Level, this building is highly impossible to breach without being invited.

Containing all of the amenities of a common Elect's home except in a larger and more grand version, Forrest had one additional option added to his quarters shortly after he realised how busy he would be with station business. A private, two-fighter hangar.

A short walk from his enormous bedroom is a pair of airlock doors that lead to a small pilot ready room, which is attached to the hidden housing of his hangar. Inside the hangar he keeps the *Longrunner*, his oldest Delta-V fighter, and the *Fond Memory* – his new advanced Delta-V2. From these hidden hangars he can take short strolls outside in his fighters to 'clear his head' or just to avoid responsibility from time to time. His ESF agents are constantly upset with him for doing so as they cannot protect him when he is being so reckless, but Forrest is confident of his abilities to come home alive.

The Commander Elect and his family live well and comfortably in his enormous mansion, having everything he could ever want at his fingertips. The position is sacrosanct and protected by the Tirrith Accords and the Free State's Legal Codings, making sure that Freedom Station is always headed by someone who has his position and the success of the station in his best interests.

Elect Briefing Hall

The Briefing Hall is where the Elect Council meets in order to discuss matters of legal judgment, motions to be passed or the extremely rare decree that must be considered. This large oval-shaped room is well protected, insulated for spying equipment and monitored at all times by several ESF agents. It is frequently home to the most important decision-makers on the entirety of Freedom Station, and would be an assured attack point to anyone looking to cause significant harm to the station's hierarchy.

The hall itself is really just an empty room filled with a semi-circular table with hundreds of thousands of credits' worth of media equipment arranged around it. The Elects gather every thirteen days with a full docket of motions, Coding infractions and other policies to mull over and eventually vote upon. The Elects gather no matter who cannot make it, with some crafty motions between devious trios of Elects passing without certain others present to vote against it. The table has places for six Elects to either side of the central Commander Elect seat, and is equipped with personal datapad recording devices to make copies of what takes place for their own records. Also, muted data-feeds bring messages from the outside world in text format to their seats as well. For voting purposes, which almost always end up

in arguments and shouting matches anyway, there are small 'vote cast' buttons on the consoles in front of each Elect. When an Elect is tired of arguing he can simply his vote as for or against and ignore the rest of the 'debate.'

Surrounding the room that contains the table is a PPG-proof (DR 30) one-way mirrored polymer hallway that houses all of the ESF during Elect meetings. The tube landing controls are routed to a smaller version of the console in the hallway and all agents are fully suited for combat in case there is a problem. However, they are not allowed to break up any fighting that might take place inside the briefing hall – another throwback to ancient Tirrith honour duels – and several Elects have had their tenure ended here at the hands of a fellow Elect.

Plot Hooks: Elect Level

Normally, very little direct contact with the Elect Level is possible for Player Characters unless they are part of the ESF, or are Elects. This means that just getting in to look around the level could be a plot hook just by itself, but most plots that come from the level will come from the many decisions made by the Elects.

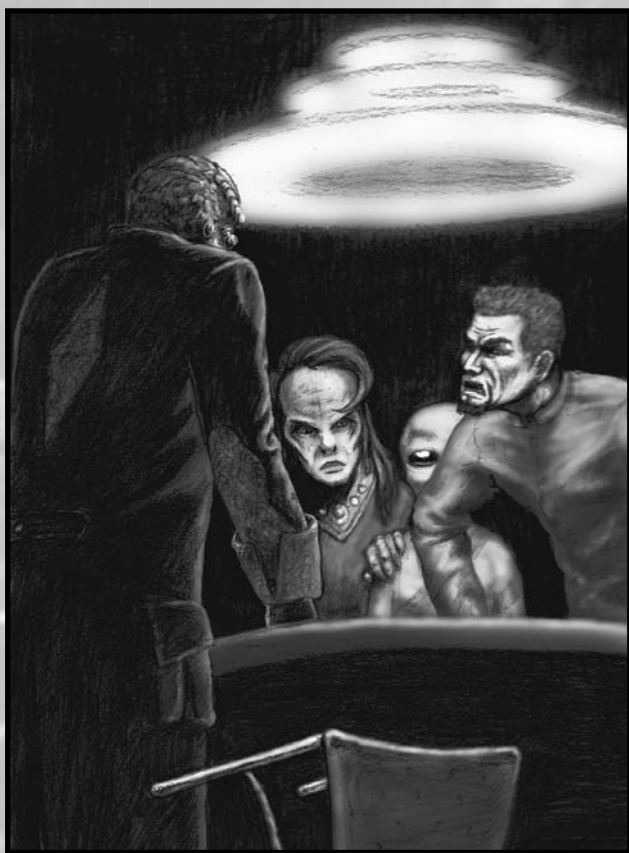
FORE COMMONS

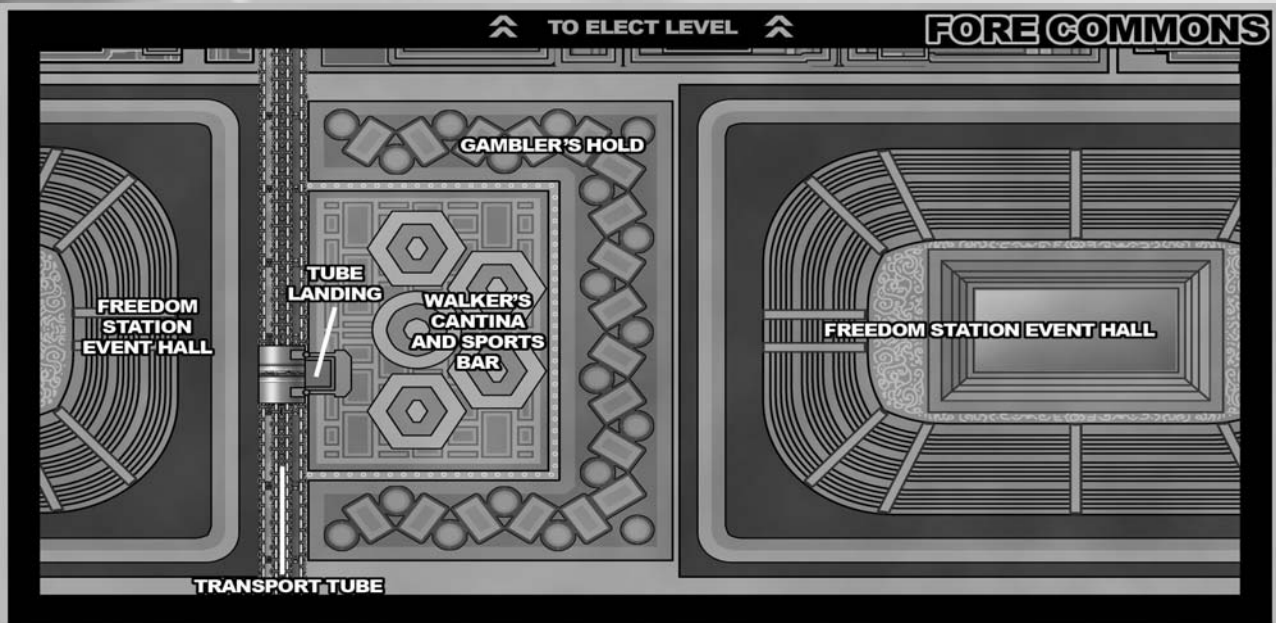
Named for its location furthest to the fore of Freedom Station, Fore Commons is another busy location station-goers frequently visit to spend their credits by the fistful. It is not too unlike Aft Commons in so far as it is an all public area, smoky and filled with criminals. The biggest difference however, is that the criminals do not run Fore Commons like a ghetto – it is run like any other normal business by Forrest and his most loyal crewmen.

The largest section of the level is home to the ever-popular Freedom Station Event Hall. Within its bleacher-layered walls a countless series of sporting events, theatre, comedy shows and other grand events take place. Arranged by the Commercial Accounting department of the station (but heavily influenced by the Elects), the Event Hall is a source of massive income.

With so many spacers roaming the halls of Freedom Station laden with loot and likewise ill-gotten funds, the Elects have always made sure that they have a huge and grandiose casino active in Fore Commons. With roughly only a fifty percent payout of money taken in at the various games daily, it is a powerful reminder that not all theft is violent or unwarranted. In rare cases, the station has stopped some patrons from gambling away too much!

Central to all things on Fore Commons is the famous sports bar – Walker's. The loud and boisterous bar was opened by Stephen Smith in honour of his galaxy-renowned Mutari





Champion brother, Walker. It was his brother's victorious foray into the formerly all-alien martial arts competition on Babylon 5 that renovated the entire sport, and Stephen wanted nothing else but to immortalise his older brother's success. Walker's is where sports lovers from all over the galaxy can come and watch their favourite events – or place side bets on whatever is going on down the way at the Event Hall.

There are open FreeCom terminals and identicard account managers all over this level, especially with the amount of money that flows in and out of the Gambler's Hold. It is one of the only places where cash credits, ducats or frey'll are still allowed, as the Tirrith tax the gambling separately – therefore making it one of the resident raiders' money laundering locations. Security is very high here, and seeing armed security agents walking around becomes commonplace after a few hours of exposure. Pick pocketing and con games are common, especially in the cash-heavy gambling area. Depending on what is going on at the Event Hall, like when the Centauri Opera of Trantaro came to be played for the High Registry of Tirrith during the height of the Narn/Centauri War, additional security may be called upon.

Fore Commons is where those less likely to keep looking over their shoulders should go to spend their money, see a show, have a few good drinks and maybe win a few free nights' stay on someone else's credits. It is a good common ground of action and excitement for Freedom Station, and is halfway safe for most station-goers, most of the time.

Fore Commons Tube Landing

The transport tube ends at Fore Commons. More specifically, it opens up onto a raised platform that sits directly above Walker's tavern. Rimmed with five separate FreeCom money-cashing machines and two identicard account scanners, the landing is almost always crowded with newcomers to the level looking to get their money before heading down into the action below.

There is also always a security agent stationed at the landing to help direct foot traffic to or away from certain events, casinos and the like. What normally happens is that someone who has something to profit from it will bribe the agent to make sure as many people as possible go to his table or attraction, or avoid a competitor's. On Freedom Station, where money is concerned, all is fair – no matter who gets caught in the middle.

The landing can hold twenty or so tube passengers, and frequently does. It is a pickpocket's dream and many identicards go 'missing' due to Fore Commons thefts. The landing has surveillance fitted to it to try and catch these culprits in the act, but so many of them make their moves as they are re-entering the tube car that catching their faces is all but impossible for the stationary-mounted cameras.

In game terms, anyone who fails a DC 15 Notice check as they are getting off the transport tubes onto the Fore Commons' landing can be targeted for a wily pickpocket's trade. A common pickpocket has a +8 modifier to their Subterfuge (used for pick-pocketing) and Stealth (used to disappear once the deed is done) skills, and will try to get away into the tube even if noticed.

Walker's Cantina and Sports Bar

In 2258, when Walker Smith became the first Human being to compete – let alone win – the dreaded and infamous Mutai martial arts tournament being held in secret on Babylon 5, his younger brother Stephen Smith celebrated by buying a beat-up old restaurant on an out-of-the-way neutral space station called Freedom. He never knew that it would become so big, so fast.

Using his brother's success and growing fame to turn the restaurant into a sports bar, Walker's was born. First adorning the walls with family photos of Walker's early boxing years, then of his later Mutai vid stills, then of anything sports-related he could get his hands on that might attract customers, Stephen transformed an alloy-walled diner into a bustling bar designed for sports lovers from across the galaxy.

Stephen has had to since hire on several shift managers, waitresses, bouncers and even an accountant to keep track of his sizeable profits. His brother stops in from time to time to visit, which always brings a huge spike in business for both the bar and the Event Hall. Occasionally an old-

minded traditionalist alien will come forward and try to make threats at either Smith, but with so many happy customers that might also be raiders, smugglers, bounty hunters or plain and simple thugs, such outbursts are often short lived.

With a variety of novelty drinks on the menu like the 'Uppercut,' 'Pop Slam' and the 'First Place' accompanying equally tongue-in-cheek bar food, Walker's is an enjoyable place to spend a few hours. Patrons burn away the long nights watching any number of sporting events piped in via StellarCom on any of the 27 big-screen vid monitors. For an average meal cost of 60 credits and drinks starting roughly at 10 credits a piece, there is no question why so many spacers go out of their way to stop by in the Fore Commons on their way through Freedom Station.

Gambler's Hold

There is no better way to encourage spending than to offer the tiny glimmer of fortune in return. This huge section of the level is covered in an assortment of casinos and other gambling halls arranged in a twisting strip, like the ones found in New Vegas. There are games for every species, every occasion and every denomination of bet.

Like any other gambling-rich environment there are stories of the patron that struck it rich and won millions on a lucky bet or bluffed hand, but for every one of those happy endings there are a thousand penniless ones. Gambling is a source of massive income for the Tirrith's tax collection and the station. Roughly, for every hundred credits Freedom Station takes in from the Gambler's Hold, twenty of them go to the Tirrith, fifty of them go back into circulation as payout for wins, and the other thirty are added to station funds. Considering that the average take for a common 'weekday' is roughly a million credits in bets, it is no wonder this area is so well-loved and protected.

The overall pit boss of the Gambler's Hold is a Cascor expilot named For'buqq. Nicknamed 'Bucky,' he owes his life to Brent Forrest's Four Horsemen battle group, and does everything he can to run an honest and profitable business to pay the Commander Elect back for his kindness. Bucky is cold-hearted and quick to draw his gravitic impeller pistol, but he prefers to throw money at a problem during business hours.

Besides the cascade of slot machines and games of chance, there is a large betting area for sporting events across the galaxy, and an assortment of alien games that are sometimes as interesting to watch as they are to play.



Freedom Station Event Hall

Easily the largest structure on the Fore Commons, possibly even anywhere on the station (except for the hangars), the Event Hall is a coliseum-style theatre where a myriad of spectator events draw in thousands of viewers every week. No matter the style of event, Freedom Station spends rather large amounts of advertising money on ISN and StellarCom to attract people to the station.

From sporting events like the Riddell Powerlifting Records, the 2264 Mutai Championships and the Intergalactic Bocce Series Finals to culturally significant operas, plays and non-televised political debates, all are welcome to fill a slot at the Event Hall. The Elects do their best to try and sway certain things Freedom Station's way as often as possible, but the public loudly voice what they want from time to time.

The Hall can support roughly 8,000 occupants comfortably, with sold-out capacity topping out at around 11,000. It has public refreshers for six different races, refreshment stands every few hundred feet that are constantly stocked by the Food Court and a trio of FreeCom-linked gambling stations that feed directly into the Gambler's Hold booking agencies. It is big business, and the biggest reason non-raider travellers come specifically to Freedom Station.

Plot Hook: Fore Commons

The Fore Commons level is a good place for Player Characters to spend a lot of their time (and money). This will put them in contact with a multitude of different people from all over the station – perhaps the galaxy. This can lead them down a variety of different paths.

It could be that the Player Characters were on Babylon 5 when Walker Smith won the Mutai, and became enamoured of Stephen due to their closeness with his brother's success. When his bar is set upon by anti-Human activists who hate what his brother did 'to the purity of sport,' the Player Characters will need to take a stand or go and get security – assuming they do not share the activists' opinions, of course.

The Gambling Hold is host to a lot of crime and criminals, even if they wear suits and ties instead of flak jackets. The Player Characters might lose a lot of money at the tables to this one particularly smug Centauri, who they later discover is a telepath! He *must* have been cheating them,

and now they must decide whether their credits are worth getting security involved, or they should that money back in their own way.

The Player Characters could discover a plot to assassinate a very popular political comedian that is visiting Freedom Station for a week of nightly shows. They know the hitman is a Nightwatch member or Centauri agent (or from another powerful faction) depending on which toes the comedian steps upon. What will they do to stop this tragic loss of a brilliant comedic mind?

NOOKS AND CRANNIES...

Thus concludes the initial tour of Freedom Station from top to bottom, but it does not mean that there is not more to discover and find in its dark corners and shadowy places. Whilst as much as is needed has been detailed in order to fully understand the workings of the station as a whole, Games Masters are encouraged to add their own casino games, food establishments and ghetto kiosks.

That is the beauty of Freedom Station; it is in constant motion and evolution. Whether that is from murderous thugs killing a shopkeeper for a few spare credits, or a Protomeat manager striking it rich in the Hold and moves on to bigger things – there is always room for fresh blood.



STATION FACTIONS

No, no...don't wear that. We are going down to Blackcoat turf; they might think you're making fun of their dreadful fashion sense and shoot us both.

- Prefect Alaren Kodigo, Elect the Tenth

Freedom Station is much more than spinning metal and polymers. It is a living, breathing ecosystem of various forces constantly locked in a tug-of-war for money, influence and power. These factions are sometimes allies, sometimes enemies, and always looking out for themselves.

In this chapter the seven major factions on Freedom Station are examined, with their histories, how they are run and how to best use them in the *Babylon 5* roleplaying game. As Freedom Station is a big place, with a multitude of smaller factions roaming its halls, Games Masters should feel free to create their own minor factions using these as a guideline for who really runs the station.

THE FOUR HORSEMEN RAIDER CELL

The amalgamation of nearly a dozen smaller raider cells that were assimilated by Brent Forrest in his early, power hungry years, the Four Horsemen are not only Commander Elect's personal raider force, but also his battlegroup. In unison with an assorted selection of fighters, transports, escorts and converted freighters, the Four Horsemen are led by a quartet of radically altered raider vessels designed and funded by Forrest himself.

The cell itself is made up of roughly six hundred and fifty various pilots, crewmen, smugglers and downright thugs that are scattered across the galaxy. In spaceships, on flotillas, in planetside starports; they are a network of power and influence that all ties back to Forrest, sitting in his offices on Freedom Station like the spider at the centre of the web.

Four Horsemen General Information

Leader(s): Commander Elect Brent Forrest

Number of Members: 750 average

Allies: Tirrith Free State, Blackcoat Brigade, Five-Kays

Enemies: Choshaka, Freedom Station Security, League of Non-Aligned Worlds Trade Marshals

Primary Influence to Affect Faction: Elect Council (Political)/Four Horsemen (Criminal)

Four Horsemen History

Made up of a pair of dying raider cells that came together under a young Brent Forrest in 2242, the Four Horsemen were born from the four ships remaining in the two cells' fleets. Between Forrest's powerfully tactical mind and the devotion of his crewmen, other small cells joined with him over the next decade – especially in the wake of the Earth-Minbari War. EarthForce deserters added to his pilot rosters, and soon Forrest needed to look for a base of operations. The bridge of the *War*, the modified Belt Alliance Vindicator Gunboat-turned raider flagship, had gotten too small for Forrest's needs.

Hearing rumours in 2253 of a nearly abandoned station filled with goodies in neutral space, Forrest and the Four Horsemen moved in to Tirrith space expecting to have to fight over the turf. Instead, they found several small raider cells trying to hide out amidst the station and the planet. When Forrest positioned his fleet in a threatening position around the smaller fleets, they had no problem becoming part of the Horsemen. When they were given duties on board the newly dubbed Freedom Station, Forrest's reputation skyrocketed.

Soon after Brent was voted in as Commander Elect by his loyal cell members and the Four Horsemen became a much larger cog in the machine. They ran their illicit raids outside of the system while enjoying the protection of the Tirrith Free State, and Freedom Station called out to the galaxy to become a raider haven and neutral site where loot could be counted, fenced, exchanged and sold. The Four Horsemen and Brent Forrest transformed into a sort of raider conglomerate.

Ever since, he and his four main flagships – named for the mythical horsemen of the apocalypse – have made Freedom Station into a profitable home for crooks, criminals, conmen and spacers.

Four Horsemen Headquarters

The Four Horsemen are based out of the Commander Elect's office and quarters, as he still keeps a close eye on them. Each one of the four Horsemen flagships can serve as a mobile HQ if Forrest chooses to leave the station on a mission. This is a rare occurrence with his elevated position on the station, but has happened on occasion.

Four Horsemen Activities

The Four Horsemen were once simply terrors of the space lanes, attacking and looting traders and escorts without pause. After they became attached to Freedom Station they were forced to become more of a 'raider police force.' Forrest makes deals with smaller cells that want to receive Four Horsemen aid all the time, or uses the massive resources of his cell to protect the station and its inhabitants from attack.

The Four Horsemen still run raids on trade lanes or on the enemies of their allied raider cells whenever possible. Frequently are Horsemen squadrons found patrolling the jump paths around the Tirrith System in search of the heavy-handed Choshaka (Drazi raiders) or law enforcement looking to make a quick grab on an ally.

The Four Horsemen are responsible for about 20% of the raided goods coming into the station, but they also perform other duties to ensure Freedom Station remains as it is. Many League governments would rather see the station destroyed than to not have some kind of law around – even if it is, in effect, a fleet of criminals.

Four Horsemen Personalities

The following are a handful of important members of the Four Horsemen:

Commander Elect Brent Forrest: The founder and commander of the cell, Brent is covered in greater detail in *Who's Who on Freedom Station*, page 87.

Rebecca Tulane (Forrest): A ship command staffer on the *Death*, Rebecca is a skilled pilot with a cold precision in her command. She joined the crew of the *Death* by accident, trying to earn a few extra credits to work off an old debt, but rose in the ranks quickly. She is an attractive redhead with pale skin from spending too much time in a cockpit, but her fierce green eyes make up for her pallor. Later in life she will eventually become Brent Forrest's wife and mother to his only child.



High Registrant Ter'queee'wio: Having one of the most vocal and influential members of the Tirrith Free State's High Registry on the payroll as a fully vested member of the raider cell has given Forrest a huge amount of leverage with that government. 'Turk' is friendly and has several wives with family attached to the defensive orbital cannons on the moon, making Brent fairly sure that the Tirrith will enforce their 'no violence in our space' rule.

Common Four Horsemen Member

The following is a generic Human member of the Four Horsemen. For a non-Human version, simply adjust the statistics using the additions for that species.

3rd Level Human Raider; hp 12; Init +6; Spd: 30ft; DV 15; Atk: +1 close combat or +2 ranged; SQ Infamy (+2), Hard Target (+2), Glancing Shot; Fort +2, Ref +4, Will +1; Str 12, Dex 15, Con 13, Int 12, Wis 10, Cha 10

Notable Skills: Acrobatics +3, Athletics +2, Bluff +3, Computer Use +3, Concentration +2, Notice +4, Operations (Gunnery) +5, Operations (Piloting) or Pilot +8, Sense Motive +4, Stealth +6, Technical (Electronics) +4

Feats: Dodge, Dogfighter, Improved Initiative, Spacecraft Proficiency, Weapon Proficiency (Spacecraft Weapons)

Equipment: Fighting Knife, Auricon EF-7 PPG w/ two caps, Raider Flight Suit (DR 2)

Four Horsemen Secrets

The following are bits of information that very few know about the Four Horsemen.

- 5 During the Earth Civil War, Brent Forrest's brother was killed, sending Brent into a blind rage that costs him literally billions of credits before the war is out.
- 5 A huge amount of resources are devoted to the upkeep and refitting of the fleet, but none of that money is ever recorded for the Tirrith taxation officers.
- 5 The *Pestilence* once aided the escape of a Shadow scout vessel during the Shadow War, which later re-appeared to kill a large group of refugee transports headed out of Brakiri space.
- 5 One of Brent's lieutenants, a Human named Thomas, is a secret supporter of Nightwatch and President Clark's anti-alien agenda. Thomas has, on occasion, found ways to help the pro-Human movement through his raiding.

Four Horsemen Player Characters

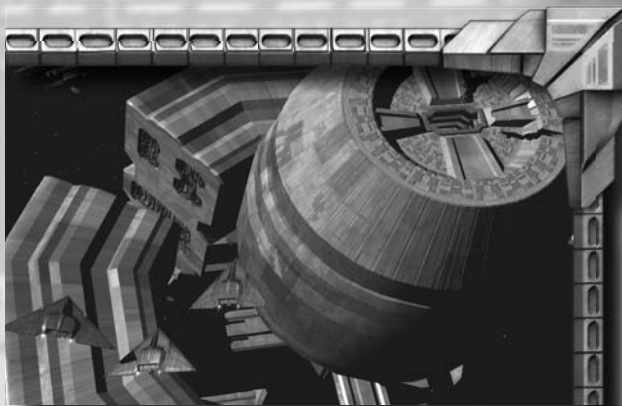
Making a Player Character a part of the Four Horsemen should point the Player into choosing Raider (from *Merchants, Traders & Raiders*, adjusted to B52E in Chapter Five of this text) or Agent as his first few levels, moving eventually into Soldier, Smuggler (see page 74) or Raider Ace (from *Merchants, Traders & Raiders*, adjusted to B52E in Chapter Five of this text).

Any galactic species will work in the Four Horsemen, with possibly the Abbai and Minbari being the most difficult to work in as common raider cell pilots. The vast majority of the cell is Human, Hurr and Cascor, but most of the cell's members do not care who they have flying next to them so long as they can fly well!

Pilot, Operations (Piloting), Stealth and Subterfuge are all good skills to have for place advancements, as are the Four Horsemen (Criminal) or Elect Council (Political) Influences. Four Horsemen cell members need to be useful on and off the station – or wherever they are called to work.

THE BLACKCOAT BRIGADE RAIDER CELL

Possibly the most reviled and feared faction on Freedom Station (besides station security), the Blackcoats came to Freedom Station in the guise of simple smugglers and descended into the bowels of the station to take root like PPG-toting tapeworms. Although they have since made several arrangements with various other factions on the station, they remain the sole power of Aft Commons.



The cell is known for its namesake: long, armoured black coats that often hide members' hands, and whatever they might be carrying in them. There are roughly two hundred active members scattered around the station and on several transport shuttle routes, constantly bringing in fresh supplies of weapons, drugs and rare goods that might be considered contraband elsewhere.

Blackcoat Brigade General Information

Leader(s): Nigel Harrowing, Bronwet

Number of Members: 200 average

Allies: Four Horsemen, Freedom Station Security, Smugglers' Network

Enemies: Five-Kays, Thieves' Guild

Primary Influence to Affect Faction: Blackcoat Brigade (Criminal)

Blackcoat Brigade History

Using a fortune of an inheritance that his bodyguard Bronwet received from a dead 'grandbrethren,' Nigel bought several small trade vessels in 2255. Filling them with stolen arms and drugs from one of the mafia families of Praxis IX, he set his sights for a place he had been told would be perfect for his gun-running. Some kind of deal had been made that not even the trade marshals and bounty hunters could come after someone in space there, and Nigel knew that nobody could get him on board the station with Bronwet around. Freedom Station it was.

Once on board Nigel was happy to find that his wares and trade would make him rich very quickly. As his influence grew and he slowly acquired new recruits that fought his battles and brought him funds, he began to invest in a single section of the station as his own. Bribes, pay offs, legal and illegal purchases all slowly created Aft Commons into the ghetto that he and his thugs were used to back on Praxis.

When Aft Commons was suitably theirs, Nigel sent word to the other factions on the station that he was now an immovable object and would eventually be taking over. After two weeks of the brutally foolish Five-Kays throwing themselves at the Blackcoats, and security agents deciding that Aft Commons were not worth dying over, Brent and his Horsemen stepped forward.

By turning off the air scrubbers for twenty-four hours and restricting tube access from Aft Commons, Brent made his point and even Nigel had to agree that the station was Brent's. In return, Forrest gladly supports the Blackcoats' securing of their level. It allows him to spread his influence elsewhere without too much hassle or worry, even if he knows that station security is making similar deals with the Blackcoats as well.

Blackcoat Brigade Headquarters

The Blackcoats have their own cantina deep in the Aft Commons. It is in their nightclub/brothel that they generally conduct business, and neither Nigel nor Bronwet leave the establishment other than to meet with agents of other factions on 'neutral ground' or to take transport off-station.

Blackcoat Brigade Activities

The Blackcoats are responsible for supplying the darker pleasures of life on Freedom Station. Drugs, liquor, prostitution and other interests are all taken care of by a sect within the cell. Most are arranged for at their nightclub, but for the right amount of credits, a favour and some blackmail information – whatever – they can often arrange bringing these wonderful pleasures to the buyer.

When not peddling in as many sins from as many faiths as they can arrange, the Blackcoats are also heavily involved with the Smugglers' Network. Stealing, looting or simply pillaging unfortunate marks that get caught at the wrong airlock at the worse time in order to make a few hundred credits, the Blackcoats are not above bloody-handed work to make a profit with the Smugglers'.

One duty they seem to revel in is headed up by the mentally-deficient Bronwet. As homage to the independence of the Tirrith people, who so graciously allow Freedom Station to work as it does, the ham fisted Praxisian rounds up any freelance slavers he can find each year and turns them over to the Tirrith freedom-fanatics – who treat slavers very badly, as rumour has it. Bronwet hates slavers, and he sees this as a good way to get along with Freedom Station's galactic neighbours better.

Blackcoat Brigade Personalities

The following are a handful of important members of the Blackcoat Brigade:

Nigel Harrowing: The founder and primary commander of the cell, Nigel is covered in greater detail in Who's Who on Freedom Station, page 87.

Bronwet: A thick-skulled, stone-muscled and dim-witted Praxisian, Bronwet was hired on as the gaunt and cruel Nigel's bodyguard and enforcer. Five years of breaking limbs and getting stabbed on Nigel's behalf made him quite enjoy the little man's company. When Brawi, his great-grandbrethren on his sire's side, died unexpectedly and he was left with several million credits of inheritance, he gave it all willingly to his employer to 'help him invest.' Now he wears suits and gets to be with pretty ladies from all sorts of different places as a leader of the Blackcoat Brigade, which was Nigel's idea. What is even better – he still gets to occasionally break limbs and get stabbed. He is a happy Praxisian.

Slade Rigouri: The former trade marshal Slade Rigouri is a Mars native who left the foolishness of politics and law enforcement behind when everything pointed at Mars getting the short end of the stick when President Clark took office. Running into some debts with a Five-Kay loan shark, Slade turned to the Blackcoats for aid. Hearing that he had thousands of trade marshal secrets on datapad to sell to the Four Horsemen – they recruited him right away as their newest blockade runner. His debt with the Five-Kays still stands, except now they will exact it strictly from his hide if they ever catch the swarthy-looking git!

Common Blackcoat Brigade Member

The following is a generic Human member of the Blackcoat Brigade. In order to make a non-Human version, simply adjust the statistics using the additions for that species.

2nd Level Human Raider/2nd Level Agent; hp 14; Init +2; Spd: 30ft.; DV 14; Atk +4 close combat or +4 ranged; SQ Infamy (+1), Hard Target (+2), Glancing Shot; Fort +1, Ref +6, Will +1; Str 14, Dex 14, Con 13, Int 10, Wis 10, Cha 12

Skills: Acrobatics +3, Athletics +6, Bluff +4, Intrigue +5, Intimidate +6, Notice +4, Operations (Piloting) or Pilot +4, Sense Motive +3, Stealth +8, Subterfuge +6, Technical (Electronics) +4

Feats: Brawler, Combat Expertise, Point Blank Shot, Skill Focus (Stealth). Spacecraft Proficiency, Weapon Proficiency (Spacecraft Weapons)

Equipment: Fighting Knife or Baton, Auricon EF-7 PPG w/ one cap, Armoured Longcoat (DR 3)

Blackcoat Brigade Secrets

The following are bits of information that very few know about the Blackcoat Brigade.

- 5 Nigel Harrowing is secretly a Dust addict, and must get a dose weekly or he tends to send his low-level enforcers into suicidal situations for his amusement.
- 5 There are a dozen Blackcoats currently in the Five-Kays' ranks and these are in several different positions of power. When they strike, it will be decisive and widespread.
- 5 The Blackcoats' prostitutes occasionally sedate their clients with seda-tranq patches and then either take the rich ones for everything they have or implant special audio transmitters on the blackmail-able ones.

Blackcoat Brigade Player Characters

Making a Player Character a part of the Blackcoat Brigade should point the Player into choosing Raider (from *Merchants, Traders & Raiders*, adjusted to B52E in Chapter Five of this text), Agent or Lurker as his first few levels, moving eventually into Smuggler (see page 74) or Fence. Many members of the cell are station-bound, but enjoy a powerful command of the more illicit aspects of criminal life. Blackcoats are raiders of the walkways as much as they are the spacelanes.

Most galactic species will work as Blackcoat Brigade members, with the exception of any species that either abhors violence or will not commit 'morally questionable' activities. The majority of the cell is Human and Drazi, with many members being physical brutes in case Nigel needs them to collect loans.

Bluff, Intimidate, Stealth and Subterfuge are all good skills to have for place advancements, as are the Blackcoat Brigade (Criminal) or Freedom Station Security (Social) Influences. Blackcoat Brigade cell members need to have access to an assortment of reprehensible goods and services while have some say in making sure they are not prosecuted or even arrested for using them.

THE FIVE-KAY RAIDER CELL

One of the first small cells to move in on the wonders of Freedom Station under the protection offered by the Four Horsemen, the Five-Kays are a good example of how crime does, in fact, pay. They are a wealthy force to be reckoned with on a few of the station's levels, and anyone forced to live in the Housing Level knows them all too well.

They enjoy a stranglehold on extortion with the Housing Level, bringing in thousands of credits weekly to use in arms deals, smuggling dangerous substances and other illegal material. Their attachment to the station's most notorious smugglers, the Grath brothers, has given them a hefty advantage in the arms race on the station and they have a massive supply of powerful weaponry.

The Five-Kays are named as they are from a decade-old tradition of forcing petitioning members to somehow con, mug, steal or burgle a full five-thousand credit load of loot all by themselves. If someone can not do this, he is not Five-Kay material yet, and must keep trying until he gets it right. Although this lax view on the membership ritual could be seen as a risk, anyone unable to perform this task may be killed or arrested in the process, so there are few second chances. It is a suitable task though. Not only does this prove they are worthy of membership, but it supplies the cell with a large funding of liquid credits for them to invest in the cell's now sizeable resource cache.

The Five-Kays are in a constant power struggle with the Blackcoats for second place to the Four Horsemen, and both sides have a significant share of wealth and power in their respective sections of the station. Eventually this could turn the levels between them into a war zone, but they primarily keep their violent interactions to side corridors and dark corners of Freedom Station.

Five-Kay General Information

Leader(s): Pallix Vo-Nehs

Number of Members: 175 average

Allies: Four Horsemen, Spacers' Union, Smugglers' Network

Enemies: Blackcoat Brigade, Scrap Irons (presumed destroyed)

Primary Influence to Affect Faction: Five-Kay (Criminal)

Five-Kay History

The Five-Kays were founded in 2249 by a down-on-his-luck Brakiri named Tottle Vo-Nehs. Tottle began to gather powerful smugglers together under his former mercantile banner before he was asked to leave his trade union. He and his new allies formed the new cell of like-minded individuals in order to make the best money they could.

Simply focussing their efforts on the illicit goods' trade was not enough for Tottle's eldest son, Pallix, who wanted to steer the cell into full-on raiding. This was not the direction that Tottle saw the cell moving in, and when he finally ordered his son to stop prattling on about it – the boy poisoned him in his sleep. He took over financial responsibility with his inheritance, and the Five-Kays took a quick turn into a violent raiding cell.

Forced to move their new activities to neutral space, the Five-Kays made a deal with the Four Horsemen to make some room on Freedom Station. It seemed that one of the more belligerent cells in residence on the station was making things difficult for the Four Horsemen, so when the Five-Kays asked what they could do to get their piece of the pie – the answer was simple.

Six weeks later, the Scrap Irons were all dead, missing or retreating and the Five-Kays had a powerful hold on their former stomping grounds on Housing Level. What the Four Horsemen never expected to happen was that the Five-Kays would become so entwined in the workings of the station, and now must accept them as a necessary evil on board. The Five-Kays are a powerful cell now, and with the amount of firepower Pallix can muster quickly, it is likely to stay that way for a long while to come.

The Five-Kays have run into many problems with the Blackcoat Brigade due to both cells wanting to control the routing of smuggled goods, and they frequently have small battles with one another that force security to step forward and remind both sides who is the biggest faction on the Station.

Five-Kay Headquarters

The Five-Kays keep a number of large quarters on their part of the Housing Level as their communal gathering point and a depository for cell activities. Fully-automatic slugthrowers, PPG rifles and other high-yield weaponry are stockpiled for use within a few paces of any door or hatch. Twenty to thirty members are in and out of the area at all hours, making their headquarters a dangerous place for their enemies.

Five-Kay Activities

Five-Kay enforcers make their daily wage almost exclusively from the extortion of tube passengers, gamblers and those staying in civilian quarters. They still have a good number of active raider flights and muggers working outside the Housing Level and gather a great deal of loot and assets to be filtered out through the Grath brothers.

There are many Five-Kay pickpockets, muggers and gambling cheats on the payroll to keep up a steady stream of income, but their biggest windfalls come from their external deals with many of the arms dealers that frequent Freedom Station. Buying stolen arms and selling them to the Smugglers' Network or forwarding them on to N'Grath on Babylon 5 in order to get an even better price is where much of their wealth comes from.

Five-Kay Personalities

The following are a handful of important members of the Five-Kays:

Pallix Vo-Nehs: The leader and primary manager of the cell, Pallix is covered in greater detail in *Who's Who on Freedom Station*, page 87.

Andre Diamond: Known at every gambling table, casino and bookie's desk on Freedom Station, Andre is a very wealthy con artist. He grew up taking tourists for all they were worth on Disney Planet, but eventually graduated to card sharking and sports betting. Whatever the reason, Andre is almost infallible at games of chance and betting blindly on the underdog. He joined the Five-Kays to avoid having to see his fellow gamblers (at least those he took money from) in Aft Commons and donates 10% of his take – which is very sizeable on most days – to the cell. The dealers and cashiers at the Gambler's Hold always regret when his salesman's smile and flaming orange hair comes strolling up to their tables.

Wimbl Cessuri: Middle-aged with a dusky complexion, Wimbl was once a member of a powerful Centauri noble house but was cut loose because of his inability to take orders. Living outside the protection and the resources of his family, Wimbl turned to the appropriation of stolen merchandise from old Mercantile Fleet stockpiles he knew about and sold them to prominent members of the Smugglers' Network. Eventually his activities brought him to the Grath brothers, who introduced him to Pallix, who asked him to join the cell. Now he is wealthier than he ever had been before, and does not ever need to worry about social niceties.

Common Five-Kay Member

The following is a generic Human member of the Five-Kays. In order to make a non-Human version, simply adjust the statistics using the additions for that species.

1st Level Human Raider/3rd Level Agent; hp 14; Init +3; Spd 30ft; DV 15; Atk: +3 close combat or +6 ranged; SQ Infamy (+1), Sneak Attack +1d6; Fort +3, Ref +7, Will +1; Str 11, Dex 16, Con 14, Int 12, Wis 9, Cha 10
Skills: Acrobatics +4, Athletics +3, Bluff +6, Intrigue +6, Intimidate +6, Notice +7, Operations (Piloting) or Pilot +5, Stealth +6, Subterfuge +8, Technical (Electronics) +3
Feats: Brawler, Dodge, Point Blank Shot, Skill Focus (Subterfuge). Spacecraft Proficiency, Weapon Proficiency (Spacecraft Weapons)
Equipment: Fighting Knife, Auricon EF-7 PPG w/ two caps, Silenced Slugthrower w/ 12 flechettes, Armoured Underliner (DR 2)

Five-Kay Secrets

The following are bits of information that very few know about the Five-Kays:

- 5 The Grath Brothers are taking a much higher percentage of their deals than they are supposed to, but since the deals are written in Thrakallan, no one is any the wiser.
- 5 Several members of the Five-Kays are Nightwatch members and pro-Clark supporters.
- 5 The Five-Kays have been secretly responsible for no fewer than three failed attempts on the Commander Elect's life, hoping to be able to buy their way into the position if successful.

Five-Kay Player Characters

Making a Player Character as part of the Five-Kays should point the Player into choosing Agent or Lurker as his first few levels, moving eventually into Smuggler (see page 74), Fence or Raider Ace (from *Merchants, Traders & Raiders*, adjusted to B52E in Chapter Five of this text). Many members of the cell are common criminals who only eventually grow into bigger and better roles.

Any galactic species willing to perform brutal tasks will work as Five-Kay members. Even the pickpockets and conmen are told to exact punishment on cell enemies from time to time, if only to 'trim out the weak-hearted' from the cell. The vast majority of the cell is Human, Brakiri and Narn, with an unsurprisingly high number of those Narn working with stolen Centauri goods.

Appraise, Intimidate, Notice and Subterfuge are all good skills to have for place advancements, as are the Five-Kay (Criminal) or Smugglers' Network (Criminal) Influences. Also, a good way to describe the initiation 'score' is by choosing the Independently Wealthy feat at early levels, paying that money to the cell for membership. Five-Kay cell members need to be financially stable, and will likely want to have friends that can help them spend their sizeable assets on new, interesting goods that they will then use – or sell for some kind of profit!

FREEDOM STATION SECURITY (FSS)

The face of law and order on Freedom Station is not exactly the most diligent at upholding the Legal Codings, except when being watched themselves or when serving their own interests. They are corrupt thugs with nickel-plated badges

slapped on and the power to police others for a meagre paycheck. It is their simply inadequate rate of pay and their constant access to contraband, criminal activities and partners that tends to shift Freedom Station security officers toward an unlawful set of extra-curricular activities.

FSS agents wear dark violet uniforms with their silver badge over the left breast, and a symbol of Freedom Station on the right shoulder. Their high-calved boots and black-coloured accent garments imply to outsiders that they are very cold and hard- which is only confirmed when they get to know them!

FSS General Information

Leader(s): Security Chief Blayke Fulton

Number of Members: 150 average

Allies: Tirrith Free State, Elect Council, Spacers' Union

Enemies: Four Horsemen, Elect Security Force, Some Criminal Factions

Primary Influence to Affect Faction: Freedom Station Security (Social)

FSS History

Founded shortly after the Tirrith Free State gave the Elects control over the station, station security started with the recruitment of Fulton from one of the smaller raider cells that were squatting on the station. He gathered up many of his own men that had not already gone to work for Forrest and the Four Horsemen, and gave them all badges to become the station's finest weapon against unwanted crime.

Fulton has turned the security force into a kind of self-serving mercenary force that pays lip-service to the law and the Free State, doing their jobs as well as they need to in order to avoid being prosecuted themselves. Over the years Fulton has had to hire several honest agents that he uses to enforce the law, keeping them at low-level patrols and posting all of his most trusted (and profitable) comrades into leadership positions.

Unless Forrest can get the entire Elect council to vote against Fulton in order to replace him, the chief will remain in his position. The Tirrith formed the position as a lifelong career, and only his death or an Elect Decree could change that. It is extremely unlikely that either of these things will happen any time soon, especially with the number of favours owed to him and the blackmail material his men have collected. There is very little that goes on between the walls of Freedom Station that he has not heard or will not hear about.

FSS Headquarters

Well protected and hidden from common view on the Command and Control level, Security HQ is where Security Chief Fulton and his closest lieutenants plan out their activities and monitor others'. It is the most secure room in C&C, and the list of those allowed to enter is very short. It is kept very professional-looking, and all questionable activities are commonly monitored through personal wires and bugs rather than station security systems – in case there might be an eavesdropper nearby.

FSS Activities

Station security agents are responsible for maintaining the peace on Freedom Station where they can, knowing that on parts of Housing Level and all of Aft Commons they are unneeded (and unwanted). Their chief reason for getting their paycheques is to help station-goers whenever they can, however they can, and to be ready to answer any hostile situation with the required amount of force as dictated by Security Chief Fulton. Or so it is supposed to be.

In reality, most station security agents are as criminally minded as many of the gangs on the station. They steal, lie, take bribes, enjoy gifts of all sorts and make non-aggression pacts with raider cells in order to avoid conflict. They make their money however they can, and have no issue whatsoever against looting the dead. The body and its possessions are spaced anyway, so what is the problem with making sure that someone gets the spoils?

FSS Personalities

The following are a handful of important members of Station Security:

Security Chief Blayke Fulton: The commander of all functions of the security on Freedom Station, Blayke is covered in greater detail in Who's Who on Freedom Station, page 87.

Rol'yurr, Lieutenant the First: The only Grome on Freedom Station Security, Rol'yurr was one of Brent Forrest's wingmen in the early days of the Four Horsemen. He left the cell when he began to feel as if Forrest was getting too controlling in his new position, and came and sought out an 'honest wage stealing from the less fortunate' with FSS. Fulton was happy to have him on board, and promoted him quickly to his current position. If only to poke fun at Forrest's loss, Rol'yurr was placed as the delegate who relays all information back and forth from the Elect Council – something he sees as an honour, even if the satirical nature of the position is lost on him.

'The White Rabbit': An alias used by this electronic informant, the White Rabbit was made a paid employee on the payroll of station security without so much as ever meeting a security agent face-to-face. It is a Ghost in the Machine, a hacker so good that he is little more than a FreeCom entity. It is unknown as to why Fulton pays this individual such a large salary, or how they became partners, but there seems to be no electronic information on Freedom Station that the White Rabbit cannot locate and gather for him.

Common FSS Member

The following is a generic Human agent of Station Security. In order to make a non-Human version, simply adjust the statistics using the additions for that species.

3rd Level Human Soldier/1st level Agent; hp 16; Init +6; Spd 30ft; DV 15; Atk: +4 close combat or +5 ranged; SQ Coordinated Unit +1; Fort +5, Ref +3, Will +1; Str 12, Dex 15, Con 14, Int 10, Wis 10, Cha 12

Skills: Appraise +2, Athletics +4, Bluff +4, Intimidate +5, Intrigue +4, Investigate +5, Notice +9, Profession (Blue Collar – Security Agent) +5, Sense Motive +5, Stealth +3, Technical (Electronics) +4

Feats: Brawler, Improved Initiative, Point Blank Shot, Skill Focus (Notice), Weapon Focus (PPG)

Equipment: Snap Baton, Auricon EF-7 PPG w/ two caps, Armoured Uniform Liner (DR 2), Identiscanner, Advanced Poly-Cuffs (DC 35 to break), FreeCom HandiLink

FSS Secrets

The following are bits of information that very few know about Station Security.

- 5 Security Chief Fulton has been hiring violent, bloody-handed mercenaries to replace any lost security agents, gearing up for a massive illegal assault on the ESF.
- 5 The deals made with the Blackcoats and the Five-Kays were brokered through a shifty Brakiri lawyer, written specifically to allow security to legally exterminate members from either faction with impunity, as protected under the legal Coding the Fifth.
- 5 Freedom Station Security has a small cache of deadly Dilgar era Pulsar rifles, which have been outlawed by 90% of the sentient people in the galaxy due to their design to maim instead of kill their targets. What Fulton plans to do with these horrible weapons is a mystery.
- 5 The 'White Rabbit' is a male Abbai hacker that lives in Aft Commons next to a spliced FreeCom terminal. He uses his connection to FSS in order to try and 'save lives' – even if his information often leads to bloody arrests and criminal shoot-outs.



FSS Player Characters

Making a Player Character as part of Freedom Station Security should point the Player into choosing Soldier or Agent as his first few levels, moving eventually into Officer (if he stays on the career track), or Smuggler (see page 74) if he plans on working a bit more behind the scenes. Most FSS agents are combat-trained or extremely skilled at dealing with numerous situations, with only the best of their ranks surviving to move on to higher-paid positions.

Any galactic species will work in Freedom Station Security, especially those who hire on to fill the rare role of enforcing the law around the station. The vast majority of FSS is Human, Brakiri and Tirrith, but many of the newer members have been Drazi recruited from the enemies of the Four Horsemen. Bluff, Intimidate, Notice and Sense Motive are all good skills to earn place advancements, as are the Freedom Station Security (Social) or Tirrith Free State (Political) Influences. Station security agents should have a good degree of sway within their own brotherhood of agents, but cannot overlook the legal owners of the station in case they ever decide to take sides in the faction conflicts.

THE SPACERS' UNION

A separate entity from the Vree-controlled Spacers' Guild, the union is a local Tirrith invention to keep taxation and employment under their jurisdiction. They did not want to pay the hefty fees and wage adjustments to the Guild's contracted workers, so the Free State created their own union.

The Spacers' Union supplies on-hand dockworkers throughout the Craft Access level, cargo hauler operators, and even shuttle pilots occasionally to the spacefaring station-goers. Through an advance message via StellarCom, the Spacers' Union arranges for teams of on-site workers for others' use – at a reasonable rate, of course.

Spacers' Union General Information

Leader(s): Speaker the First, Too'reen'paass

Number of Members: 400 average

Allies: Tirrith Free State, Elect Council, Freedom Station Security

Enemies: Smugglers' Network, Some Criminal Factions

Primary Influence to Affect Faction: Spacers' Union (Economic)

Spacers' Union History

The Tirrith Free State was approached very early on by the Vree Spacers' Guild to use Freedom Station (then called by its original different name) as a hub of activities for their dockside workers. Interested at first, the High Registry then discovered an assortment of fees and fine print that disallowed the Tirrith from intervening in Guild vessels and so forth. With the fierce drive for utter independence, the Tirrith passed on the offer – and did not so much as counteroffer.

Instead, they looked to their squatters for a solution. Offering a fancy new job opportunity to the hundreds of raider shipwrights the various cells brought with them, the Spacers' Union was created. For a few extra hundred credits a month these 'employees' would merely have to do exactly what they were doing, but for an expanded clientele as directed by the Union Speakers.

Ever since the forming of the union the Craft Access level has run smoothly, especially with the clear and precise directions that come down from the SCRS in Command and Control. Even though the union is controlled by the Tirrith, it is still filled with raiders and their allies, making it fertile ground for corruption and 'side profits.'

Spacers' Union Headquarters

Although some might think that the SCRS centre in C&C would be where the union would keep its leaders, its main office is down on Tirrith IV. The union includes an expansion delegation of Speakers that live and work as foremen of sorts on the station, and their offices exist in the small section of non-bay areas of Craft Access.

The Speakers have little more than a handful of file monitors, a FreeCom terminal and a trio of desks at which the Speakers sit and sift through an endless supply of paperwork. With dozens of vessels coming and going at all times, and each transaction requiring a secondary copy be sent to the taxation offices planetside, the Speakers rarely get a chance to get their hands dirty other than with stamping ink and notarising smears.

Spacers' Union Activities

The Spacers' Union, as the name implies, is responsible for supplying Freedom Station with skilled spacecraft technicians and cargo hands. They arrange for employment, taxation of said hiring and an insurance program that covers up 90% of goods against theft, breakage and vacuum exposure while being handled by Spacers' Union personnel. This, of course, is only reportable if the union worker involved cannot manage to intimidate the owner not to pursue the matter.

As so many of the Union's members also belong to a raider cell or other faction, there is a great deal of underhanded business that takes place amidst the union workers too. Much to the chagrin of the Smugglers' Network, who seem to always get left out of union deals, the unlicensed and unregistered transfer of nearly 25% of smuggled goods are carried out by members of the Spacers' Union.

Spacers' Union Personalities

The following are several important members of the Spacers' Union;

Too'reen'paass, Speaker the First: The director of all functions of the Spacers' Union on Freedom Station, Too'reen'paass is covered in greater detail in Who's Who on Freedom Station, page 87.

Walton Smithers: This broad-shouldered Earther is a part-time dock manager, part-time smuggler and part-time rackball player. He is a fair man with a solid view

on how a spacedock should be run, and has no qualms about letting others know exactly how that is. He is loud, boisterous and jovial with those he views as fellow spacers. Tourists and passengers that are forced to buy their way from system to system, though, get nothing but his contempt. He will make sure that their ships get cleaned and re-fuelled but he will not tell them about that crate of Pak'ma'ra foodstuffs that he 'accidentally' cracked open near their air scrubbers.

Tyson Brooks: Demoted from his former position of Speaker the Third down to a basic dock manager for 'losing' a shipment of priceless antiques, Tyson is a bitter and sardonic man with a deep bank account that matches his large gambling debts that come and go. He is a pawn of the Five-Kays and the Blackcoats, being used by one or the other all the time to pay off a debt here or there. One day his horrible luck will catch up with him and he will be in serious trouble.

Common Spacers' Union Member

The following is a generic Human worker of the Spacers' Union. In order to make a non-Human version, simply adjust the statistics using the additions for that species.

2nd Level Human Worker (Blue Collar)/1st level Raider, hp 8; Init +1; Spd 30ft; DV 12; Atk +3 close combat or +3 ranged; SQ Vocation Bonus (Operations: Systems), Infamy (+1); Fort +7, Ref +2, Will +0; Str 12, Dex 12, Con 14, Int 10, Wis 8, Cha 12

Skills: Appraise +3, Athletics +4, Bluff +2, Intrigue +4, Investigate +4, Notice +3, Operations (Systems) +6, Pilot +5, Profession (Blue Collar – Spacer) +6, Sense Motive +3, Subterfuge +4, Technical (Mechanical) +7

Feats: Brawler, Great Fortitude, Skill Focus (Technical (Mechanical)), Spacecraft Proficiency, Weapon Proficiency (Spacecraft Weapons)

Equipment: Spacers' Toolkit, Folding Knife, FreeCom HandiLink

Spacers' Union Secrets

The following are bits of information that very few know about the Spacers' Union.

- ⑤ The Spacers' Union occasionally allows vessels to come and go without checking in or out with the SCRS. This is dangerous, but it allows the union to take all the fees from the craft instead of giving any to the station.

- ⑤ There is at least one union worker that is a trained pro-Clark demolitionist and terrorist, just waiting for the right moment to announce his demands and political agenda.
- ⑤ Several Emergency Fireships have been emptied of their chemical contents in favour of using them as contraband storage by union workers.
- ⑤ Too'reen'paass does not wish anyone any harm in her dealings, but frequently cuts corners on safety regulations in order to pocket a little extra money now and again.

Spacers' Union Player Characters

Making a Player Character as part of the Spacers' Union should point the Player into choosing Worker (Blue Collar) or Raider (from *Merchants, Traders & Raiders*, adjusted to B52E in Chapter Five of this text) as his first few levels, perhaps moving eventually into Smuggler (see page 74) if he plans on making extra money on the side from the torrent of goods that pass through Craft Access. Although there are many workers in the union that are happy to simply work their trade, a high proportion of them end up getting involved in the criminal activity that fills the station after years of working with them.

Any galactic species will work in the Spacers' Union except for the Vree – who have boycotted the organisation due to its high cost. There is no real contempt or bad tidings in their decision against the union, merely a logical view of avoiding extra costs when they have their own people to use instead. The vast majority of the Spacers' Union is Human and Tirrith, but members of nearly any race that can turn a wrench or lift a crate would find a position quickly. Athletics, Notice, Pilot (for maintenance bots and suits) and Technical (Mechanical) are all good skills to have to place advancements, as are the Spacers' Union (Economic), Elect Council (Political) or Tirrith Free State (Political) Influences. Knowing who to talk to in the union can be a big boon for employees, but also having ties to the powers that are in command over the station never hurts.

SMUGGLERS' NETWORK

The most mysterious of the major factions that work within Freedom Station, the Smuggler's Network is a loosely connected group of pilots, spacers, thieves and raiders that specialise in the ferrying and trade of illegal or illicit goods. If someone wants something to go from one place to the next without being scanned, searched or caught then the network provides good service for the right price.

Like a raider cell, the Smugglers' Network is spread very thin over a large area of space. It gathers in places like Freedom Station in order to share and barter supplies, resources and information. Freedom Station is one of the more powerful and populated of these gathering points, as the law is lax and network members cannot be blasted out of the sky for trying to bring contraband on board.

Smugglers' Network General Information

Leader(s): Aicee Ponada (on Freedom Station)

Number of Members: ??? (roughly 100 on Freedom Station)

Allies: Blackcoat Brigade, Five-Kays, Elect Council

Enemies: Spacers' Union, Some Minor Raider Factions

Primary Influence to Affect Faction: Smugglers' Network (Criminal)

Smugglers' Network History

No one really knows exactly when the first Smuggler's Network area began to spiral outward and become something bigger, but it came to Freedom Station in 2256. A young woman named Aicee Ponada, barely in her twenties, came to the station to avoid Brakiri authorities due to a 'misunderstanding' over some false credit chips. Expecting to be forced to hide like a common stowaway, she was elated to find out that the Tirrith protected her ship from her would-be captors. She has not set foot off the station since.

She contacted her smuggler allies, other members of the Network, and began to use Freedom Station – forming the relationship with the Blackcoats that created the Smugglers' Paradise. Enforcing the Network's code of neutrality, she also made deals with the Five-Kays (working through the Grath Brothers) and always let the Elect Council know what was going on in her ranks. With the exception of a few security agents and a handful of amateur smugglers in the Spacers' Union, the Network has kept good relations with nearly anyone on Freedom Station that might be able to give them some kind of leg up on a trade or resource ever since.

Smugglers' Network Headquarters

For obvious reasons the most powerful members of the Smugglers' Network on Freedom Station stay in nice quarters on the Five-Kay Block, and travel to work down in



the Smugglers' Paradise every day. Some might try to work in loading and unloading on Craft Access, but with the overabundance of Spacers' Union workers there, this can be a dangerous situation for a smuggler caught unawares.

Safety's sake demands that the network does not keep a specific headquarters of operations, preferring to work through electronic and anonymous means unless meetings must be prepared. When this occurs, they tend to try and meet in the Food Court or Marketo Prime – where they know that security is always watching and foul play is unlikely.

Smugglers' Network Activities

The Smugglers' Network's members arrange for the transportation, collection, sale and shipment of any sort of goods that might need to avoid official inspection. Weapons, chemicals, drugs, slaves...nothing is too dangerous or illegal for the network if the pay is right. A few extra credits will eliminate any sort of moral complications for most smugglers.

Smugglers also have to keep up good relations with all the sources of their goods. In the case of the network representatives on Freedom Station, this means making sure that the raider cells are happy with them. Throwing parties where one cell or another is invited, providing discounts on needed trades or even throwing in the occasional 'freebie' where the smuggler takes or brings something without additional cost; these are the prices that must be paid to keep the network's suppliers pleased. A week does not go by on the station where a network member is not doing something for someone out of interest for their business, sometimes a big something.

Smugglers' Network Personalities

The following are a handful of important members of the Smugglers' Network:

Aicee Ponada: The chief organisational member of the Smugglers' Network on Freedom Station, Aicee Ponada is covered in greater detail in *Who's Who on Freedom Station*, page 87.

Urok'na'therm: One of the most successful drug smugglers on Freedom Station, this Pak'ma'ra is one of the rare breed that somehow thinks for himself. Having been kicked off the Abattoir for his nefarious trade, he somehow ended up on Freedom Station after a year of wandering the spacelanes in the holds of whatever ships he could find. Learning the best ways to hide his wares amidst the foul-smelling and slightly toxic foodstuffs imported from his homeworld, while shipping it out with his own dirty laundry – he has managed to avoid the most diligent of customs officials. With wealth comes decadence, and Urok has been known to wear layers of fanciful jewellery, making him even a larger pariah from his people's ways.

'Anywhere Alex': Alex Wrighton was literally born a spacer, with his mother giving birth to him in hyperspace during a long colony trip to the old Belt Alliance. It just seemed as if he had space travel in his veins, and when he ran away to join an interstellar raider gang at the young age of fifteen, few were surprised. He grew into quite a skilled escort pilot, and enjoyed nothing more than the feel of a few hundred thousand tons of loot towed behind him. Never quite giving up the raider life, he moved to Freedom Station and accepted illegal smuggling escort contracts hand-over-fist. Now his ship, *Badge Dodger*, works exclusively for Aicee and her most prized shipments to and from contested areas of space.

Common Smugglers' Network Member

The following is a generic Human worker of the Smugglers' Network. In order to make a non-Human version, simply adjust the statistics using the additions for that species.

3rd Level Human Agent / 2nd Level Smuggler; hp 16; Init +2; Spd 30ft; DV 15; Atk +4 close combat or +5 ranged; SQ Stunning Attack, Fast-Talk, Hideaway; Fort +2, Ref +8, Will +5; Str 13, Dex 14, Con 12, Int 14, Wis 12, Cha 14
Skills: Appraise +12, Athletics +3, Bluff +8, Computer Use +5, Intimidate +4, Intrigue +7, Investigate +7, Knowledge (Commerce) +8, Knowledge (Astrophysics) +4, Notice +9, Sense Motive +6, Stealth +7, Subterfuge +10
Feats: Dodge, Iron Will, Lightning Reflexes, Skill Focus (Appraise), Skill Focus (Subterfuge)
Equipment: Fighting Knife, Auricon EF-7 PPG w/ one cap, Armoured Underliner (DR 2), FreeCom HandiLink, Audio Recorder, Faked Identocard

Smugglers' Network Secrets

The following are bits of information that very few know about the Smugglers' Network.

- ⑤ There is a plan to arrange for an explosive device to be hidden in a juicy cargo shipment for the meddling Spacers' Union members to find – with deadly results.
- ⑤ There are several kiosk-owners in the Smugglers' Paradise that keep their shops very well armed, and are waiting to hear a decisive (and expensive) agreement between the Five-Kays and Aicee before opening up on Blackcoats all over Aft Commons.
- ⑤ Aicee is well aware of the survived Dilgar called the Ghosts of Omelos (see *Merchants, Traders & Raiders* sourcebook for details), and trades supplies with their Human raider allies frequently. She has no care about the wars of the past, and the ghosts pay very well for what is very little.
- ⑤ Their Five-Kay representatives, the Grath Brothers, have little to no real loyalty for the cell at all and are merely paying them lip service in order to save grief for themselves on Housing Level.

Smugglers' Network Player Characters

Making a Player Character as part of the Smugglers' Network should point the Player into choosing Agent, Trader or Raider (from *Merchants, Traders & Raiders*, adjusted to B52E in Chapter Five of this text) as his first few levels, probably moving quickly into Smuggler (see page 74) when he has the prerequisites for that prestige class. Smuggling can be as simple as not telling customs about some cargo one has slipped in with one's regular goods, or as dangerous as bringing hulls laden with loot through security checkpoints unscathed. There are smugglers from a variety of backgrounds to perform these duties.

Any galactic species will work in the Smugglers' Network, but some are better at it than others. While there is no actual lie involved in smuggling, allowing a Minbari to fill the role if necessary, it makes things quite difficult to explain during an unexpected search. The vast majority of the Smugglers' Network is Human, Drazi and Brakiri, with a growing number of Narn taking up the trade after their planet was demolished in 2259. Appraise, Intrigue, Notice, and Subterfuge are all good skills to have to place advancements, as are the Smugglers' Union (Criminal), Freedom Station Security (Social) or Elect Council (Political) Influences. Having allies within such a thinly spread faction is good when a character needs to unload or come up with something quickly, and being able to bypass customs and security with modified access on account of friends in high places is a real boon as well.

MINOR FACTIONS

There are what seems like countless minor factions between the levels of Freedom Station, but a few specific ones tend to come up most often. The following are a few short descriptions of the more common minor factions.

Byronites (post 2262)

With the rise of the Byronite movement that spiralled rapidly outward from Babylon 5 in search of liberty, it was only a matter of time before they came to the place named 'Freedom.' Human telepaths from all over the area flocked to Freedom Station and by 2264, the place was crawling with them. With some official nudging from Marianne Lawrenz to the Psi Corps, Freedom Station would become one of the more bloody battles in the Telepath Crisis.

Nightwatch

During Clark's reign of terror and afterwards, when the Nightwatch turned into a terrorist/raider cell, Freedom Station has had its share of members shadowing its halls. Their view is that 'Freedom Station' was once EarthForce property and would still be so if it were not for alien influence. Through terrorism, sabotage and other morally reprehensible tactics they make things hard for aliens, and anyone they view as 'anti-Earth.'

Scrap Irons

The former controllers of the Housing Level, members of the Scrap Iron raider cell were scattered to the four corners of the station and are now little more than a handful of dedicated and vengeful cutthroats willing to do anything to climb back into the factions' race for power. They were all but annihilated in their open conflict with the Five-Kays at Brent Forrest's behest, and they have become zealous fanatics about their revenge. It is this fanaticism that allows the Shadows a foothold on the station, using the Scrap Irons' hatred to hide resources and agents until the Ancients are called away in 2261 – leaving the augmented and now leaderless faction to fend for itself once more until later called upon by the Drakh.

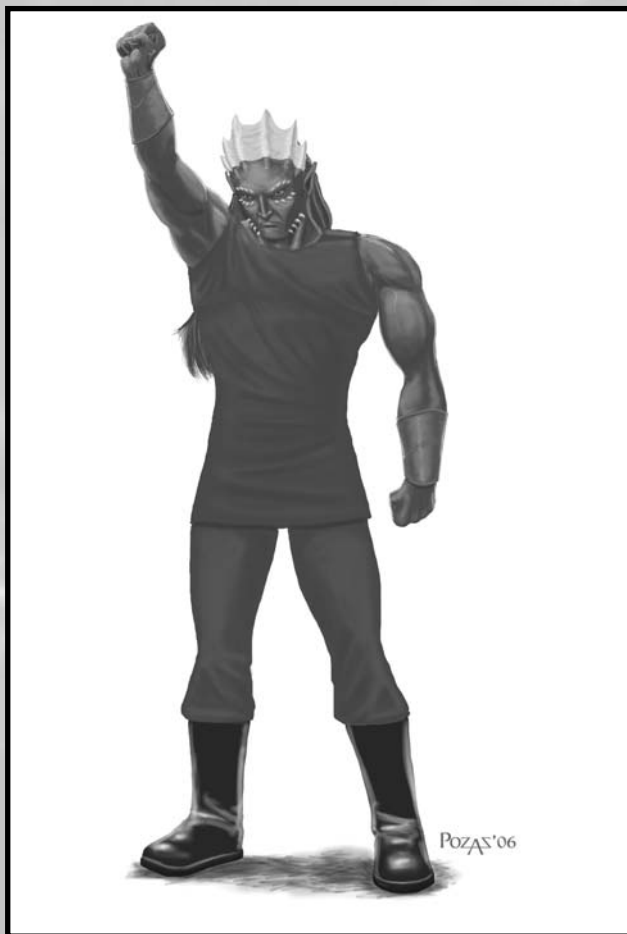
Thieves' Guild

In a station full of criminals and crooks, one might think the Thieves' Guild would be a mighty force to be

reckoned with. It is very hard for the galaxy-wide guild to compete with the concentrated efforts of the Blackcoats or Five-Kays, and they simply try to make their money and stay left alone. There is a schism between members who happily kill for their take and those who try to stay as pickpockets and conmen, and it is causing more and more errors to take place in the guilds' ranks. Eventually it will need to turn to one raider cell or another in order to survive, which will be a sad day for the independent thieves.

Tirrih Reclaimers

The Tirrih Reclaimers are a secret cult of sorts of old-minded Tirrih that believe that Freedom Station should be fully reclaimed for the Free State, removing the idea of an Elect Council and kicking off all of the 'social parasites' they view as holding back the station's progress. As of yet they have kept their tactics to minor skirmishes and sabotage to Elect property, but at least one of their members is saving funds for something a little more direct to wield against the Council.



STATION RESOURCES

**Send word to the Tirrith
- I want as many of their
Interceptors next to our
guys as they can spare!
We pay their damned
taxes, don't we?**

**- Commander Elect Brent
Forrest**

Even though Freedom Station is a fractious and splintered collection of various factions, it has a collective pool of resources that station-goers could tap into. With the right bribe, rumour or blackmail message anyone can use of the station's assets. Whether it is borrowing one of the station's fighters or learning the raider trade from a seasoned veteran, Freedom Station offers its many resources in a variety of ways.

This chapter covers a variety of useful game information that Games Masters and Players could incorporate into their own games and characters. For some it might take a few class levels' worth of character growth to get into a place to make use of everything that the station offers; this chapter outlines exactly what Freedom Station has to offer and how to tap into it.

In the following pages cover the types of spacecraft fleets available to Freedom Station depending on the need and priority, and what sort of instances would warrant gathering them. Also included are a list of Freedom Station-centric Influences, what they are capable of, and how to make use of them. Influence is possibly the most powerful weapon on the station – and this chapter lays out how to utilise it.

Finally, this chapter gives Babylon 5 characters new career paths and adapts older ones for second edition use. By introducing the new Smuggler prestige class and making the necessary changes to the first edition Raider base and Raider Ace prestige classes, this chapter helps readers turn their own characters into new Freedom Station resources.

FLEET ASSETS OF FREEDOM STATION

Depending on what sort of situation calls the pilots and crewmen to arms, there are six spacecraft fleets that can be raised. Each fleet is specific for particular roles and it would need a major use of influence to have access to a more powerful fleet than that normally available in any given situation.

Station Patrol Fleet

Influence: Elect Council (DC 5), Spacers' Union (DC 7), Tirrith Free State (DC 7), Freedom Station Security (DC 12), any local Criminal (DC 15)

This fleet is rarely more than a few flight formations of fighters circling the route between Freedom Station and the jump gate. These fighters are used to monitor any incoming traffic and escort important vessels back and forth to the station. There are almost always two Station Patrol Fleets in flight or on standby.

- ⑤ (0-1) Strike Carrier or Tirrith Paa'aas Carrier with (0-24) Delta-Vs, Delta-V2s, Starfoxes (*full compliment*)
- ⑤ (12-18) Delta-Vs, Delta-V2s, Starfoxes, Ta'ko Interceptors

Station Defence Fleet

Influence: Elect Council (DC 6), Spacers' Union (DC 9), Tirrith Free State (DC 9), Freedom Station Security (DC 14)

This fleet is deployed in response to a direct attack against Freedom Station. In addition to the powerful moon-based cannonade (see below), the station can rally a surprising force to keep what is essentially a raider headquarters from being directly assaulted. While still likely to be overcome by a proper military force, the Station Defence Fleet is more than enough to dissuade enemy raiders or minor League races from trying to square off with the station.

- ⑤ (0-1) Command and Control Ship with (0-12) Delta-Vs, Delta-V2s (*full compliment*)
- ⑤ (0-4) *Four Horsemen* Flagships (with accompanying fighters)
- ⑤ (1-2) Battlewagons or Tirrith Nee'kaa'soor Attack Frigates with (24-48) Delta-Vs, Delta-V2s (*full compliment*, Battlewagons only)
- ⑤ (1-2) Strike Carriers or Tirrith Paa'aas Carriers with (24-48) Delta-Vs, Delta-V2s, Starfoxes, Ta'ko Interceptors (*full compliment*)
- ⑤ (0-1) Allied League of Non-Aligned Worlds frigate/escort (Abbai, Hyach, Brakiri, Hurr, Cascor, Drazi)
- ⑤ (24-48) Delta-Vs, Delta-V2s, Double-Vs, Starfoxes, Ta'ko Interceptors

Tirrith IV Moon Base Cannonade Guns

Built from the original Dilgar orbital cannons, the moon base over Tirrith IV is the primary deterrent for any sort of prolonged conflict in nearby space. Taking a few minutes to train and track a target, the rapid-firing cannonade is truly devastating to any ship that it manages to hit with its fusillade of overcharged and oversized bolter ammunition.

Only able to fire 1d6 turns into a space conflict occurring in the 180-degree line of sight of the moon base (which always includes Freedom Station due to orbit-timing), the cannonade fires 1d3 times every other turn thereafter at all targets within Close Range of the primary target.

The statistics for the cannonade weapon itself are as follows:

Name	Range	Offence	Qualities
TirrithMoon Cannonade	Long	65	Attack -4

System Patrol Fleet

Influence: Tirrith Free State (DC 10), Spacers' Union (DC 11), Elect Council (DC 13), any local Criminal or Political (DC 20)

This fleet type is mostly used by the Tirrith to do sweeps of their entire system, all twelve planetary orbits, for possibly lurking enemies. The High Registry remembers how the Dilgar amassed an invasion force in hiding before simply arriving to take the entire system, and they will never allow that to happen again. At least one of these fleets is typically in a patrol pattern at all times, with the 'summoning' of the fleet representing the re-routing of an existing one to a specific location within the system.

- ⑤ (1-2) Tirrith Paa'aas Carrier with (12-24) Ta'ko Interceptors (*half compliment*)
- ⑤ (0-1) Strike Carrier with (12) Delta-Vs, Delta-V2s, Starfoxes (*half compliment*)
- ⑤ (18-24) Delta-Vs, Delta-V2s, Starfoxes, Ta'ko Interceptors

System Defence Fleet

Influence: Tirrith Free State (DC 25), Spacers' Union (DC 28), Elect Council (DC 30), any local Political (DC 35)

This fleet type only gathers when the Tirrith Free State has been informed of a massive offensive force heading their way, a very rare occurrence indeed. For this fleet to be deployed, dozens of favours and old debts from a multitude of sources must be called in. Amassing a System Defence Fleet is a major undertaking for the Free State – and costs them tens of thousands of credits every time they are influenced to summon one. The fleet is very fighter heavy, as many raider cells are called upon to defend Freedom Station and the surrounding system, and also has access to larger and more powerful vessels from neighbouring governments that signed in on the original Tirrith Accords.

- ⑤ (1) Command and Control Ship with (12) Delta-Vs, Delta-V2s (*full compliment*)
- ⑤ (2-4) *Four Horsemen* Flagships (with accompanying fighters)
- ⑤ (2-4) Battlewagons with (48-96) Delta-Vs, Delta-V2s (*full compliment*)
- ⑤ (2-4) Tirrith Nee'kaa'soor Attack Frigates
- ⑤ (2-4) Strike Carriers or Tirrith Paa'aas Carriers with (48-96) Delta-Vs, Delta-V2s, Starfoxes, Ta'ko Interceptors (*full compliment*)
- ⑤ (2-3) Allied League of Non-Aligned Worlds battleships (Abbai, Hyach, Brakiri, Hurr, Cascor, Drazi)
- ⑤ (72-120) Delta-Vs, Delta-V2s, Double-Vs, Starfoxes, Ta'ko Interceptors

All-Hands Attack Fleet

Influence: Elect Council (DC 30), Four Horsemen (DC 40)

This fleet is deployed when the alarms are sounded at Freedom Station and every available spacecraft is launched from their hangars in order to push a powerful offensive against the Tirrith. This type of fleet was designed specifically by Brent Forrest and his closest allies when he was made aware of the Tirrith Reclaimer cult that was growing under his nose. If there were Tirrith that wanted him and his raiders off the station, he would make them work for it to say the least.

- ⑤ (1) Command and Control Ship with (0-12) Delta-Vs, Delta-V2s (*full compliment*)
- ⑤ (4) *Four Horsemen* Flagships (with accompanying fighters)
- ⑤ (1-2) Battlewagons with (24-48) Delta-Vs, Delta-V2s (*full compliment*)
- ⑤ (2-3) Strike Carriers with (24-72) Delta-Vs, Delta-V2s, Starfoxes (*full compliment*)
- ⑤ (78-102) Delta-Vs, Delta-V2s, Double-Vs, Starfoxes

Four Horsemen Raiding Fleet

Influence: Four Horsemen (DC 20), Elect Council (DC 25), any local Criminal or Economic (DC 30)

This fleet a typical layout for the 'official' raiding attack fleets available to Freedom Station through the Four Horsemen raider cell. Having become the sword arm of the Elect Council through Brent Forrest and his allied Elect members, these raiding fleets are not used simply to hit trade lanes and fill the station's accounts with loot and extortion funding – they are also used to punish the enemies of the Elect Council. So long as they operate away from the Tirrith System these deadly and well-funded fleets move unmolested by the Free State.

- ⑤ *War* Flagship (25%) with (6) Delta-V2s and (6) Starfoxes (*full compliment*)
- ⑤ *Death* Flagship (25%) with (18) Delta-V2s (*full compliment*)
- ⑤ *Pestilence* Flagship (25%) with (12) Delta-V2s, (12) Starfoxes (*full compliment*)
- ⑤ *Famine* Flagship (25%) with (24) Delta-V2s (*full compliment*)
- ⑤ (1-2) Battlewagons with (24-48) Delta-Vs, Delta-V2s (*full compliment*)
- ⑤ (1-2) Strike Carriers with (24-48) Delta-Vs, Delta-V2s, Starfoxes (*full compliment*)
- ⑤ (30-54) Delta-Vs, Delta-V2s, Double-Vs, Starfoxes

THE FOUR HORSEMEN FLAGSHIPS

War (modified Vindicator Heavy Gunboat)

Huge Spacecraft

Defence Value: 12 (-4 size, +6 Handling); **Armour:** 30; **Handling:** +6, **Sensors:** +6; **Stealth:** 14; **Stress:** 8; **Features:** External Docking Ring, Fusion Engine, Jump Point, Targeting Computer (+6)

Crew: Raider Elite (+5 BAB, +9 Training); 2 Officers, 12 Pilots, 4 Sensor Operators, 25 Crewmen

Structural Spaces: 78 (Cargo 18, Control 6, Crew 7, Engine 26, Hangar 7, Weapons 14)

Fore Arc Weapons

- ⑤ Twin-Linked Heavy Particle Cannon (Long, Offence 40, 2 weapon spaces)
- ⑤ Medium Blast Cannon (Close, Offence 50, 1 weapon space)
- ⑤ Light Blast Cannon (Close, Offence 25, Rapid Fire 2, 1 weapon space)
- ⑤ Light Blast Cannon (Close, Offence 25, Rapid Fire 2, 1 weapon space)
- ⑤ Particle Beam (Close, Offence 6, 1 weapon space)
- ⑤ Mk I Interceptor (Close, Offence 3 *or* Intercept 10, 1 weapon space)

Port Arc Weapons

- ⑤ Light Blast Cannon (Close, Offence 25, Rapid Fire 2, 1 weapon space)
- ⑤ Particle Beam (Close, Offence 6, 1 weapon space)
- ⑤ Mk I Interceptor (Close, Offence 3 *or* Intercept 10, 1 weapon space)

Starboard Arc Weapons

- ⑤ Light Blast Cannon (Close, Offence 25, Rapid Fire 2, 1 weapon space)
- ⑤ Particle Beam (Close, Offence 6, 1 weapon space)
- ⑤ Mk I Interceptor (Close, Offence 3 *or* Intercept 10, 1 weapon space)

Aft Arc Weapons

- ⑤ Particle Beam (Close, Offence 6, 1 weapon space)
- ⑤ Mk I Interceptor (Close, Offence 3 *or* Intercept 10, 1 weapon space)

Craft (8): 2 Light Shuttles, 6 Delta-V2 light fighters (internal bay), 6 Starfox Fighters (external docking ring)

Death (modified Battlewagon)

Huge Spacecraft

Defence Value: 10 (-4 size, +4 Handling); **Armour:** 30; **Handling:** +4, **Sensors:** +6; **Stealth:** 14; **Stress:** 8; **Features:** Fusion Engine, Jump Point, Targeting Computer (+5)

Crew: Raider Elite (+5 BAB, +9 Training); 3 Officers, 17 Pilots, 15 Sensor Operators, 125 Crewmen

Structural Spaces: 93 (Cargo 18, Control 5, Crew 18, Engine 20, Hangar 8, Weapons 24)

Fore Arc Weapons

- ⑤ Medium Blast Cannon (Close, Offence 50, 1 weapon space)
- ⑤ Medium Laser Cannon (Long, Offence 15, Beam 1d4, 2 weapon spaces)
- ⑤ Medium Laser Cannon (Long, Offence 15, Beam 1d4, 2 weapon spaces)
- ⑤ Medium Pulse Cannon (Long, Offence 10, Rapid Fire 3, 1 weapon space)
- ⑤ Medium Pulse Cannon (Long, Offence 10, Rapid Fire 3, 1 weapon space)
- ⑤ Light Blast Cannon (Close, Offence 25, Rapid Fire 2, 1 weapon space)
- ⑤ Light Blast Cannon (Close, Offence 25, Rapid Fire 2, 1 weapon space)
- ⑤ Particle Beam (Close, Offence 6, 1 weapon space)
- ⑤ Particle Beam (Close, Offence 6, 1 weapon space)
- ⑤ Mk I Interceptor (Close, Offence 3 *or* Intercept 10, 1 weapon space)

Port Arc Weapons

- ⑤ Particle Beam (Close, Offence 6, 1 weapon space)
- ⑤ Particle Beam (Close, Offence 6, 1 weapon space)
- ⑤ Mk I Interceptor (Close, Offence 3 *or* Intercept 10, 1 weapon space)

Starboard Arc Weapons

- ⑤ Particle Beam (Close, Offence 6, 1 weapon space)
- ⑤ Particle Beam (Close, Offence 6, 1 weapon space)
- ⑤ Mk I Interceptor (Close, Offence 3 *or* Intercept 10, 1 weapon space)

Aft Arc Weapons

- ⑤ Light Blast Cannon (Close, Offence 25, Rapid Fire 2, 1 weapon space)
- ⑤ Light Blast Cannon (Close, Offence 25, Rapid Fire 2, 1 weapon space)
- ⑤ Particle Beam (Close, Offence 6, 1 weapon space)
- ⑤ Particle Beam (Close, Offence 6, 1 weapon space)
- ⑤ Particle Beam (Close, Offence 6, 1 weapon space)
- ⑤ Mk I Interceptor (Close, Offence 3 *or* Intercept 10, 1 weapon space)

Craft (12): 3 Light Shuttles, 18 Delta-V2 light fighters

Structural Spaces: 86 (Cargo 14, Control 6, Crew 7, Engine 19, Hangar 20, Weapons 20)

Fore Arc Weapons

- ⑤ Medium Blast Cannon (Close, Offence 50, 1 weapon space)
- ⑤ Medium Pulse Cannon (Long, Offence 10, Rapid Fire 3, 1 weapon space)
- ⑤ Medium Pulse Cannon (Long, Offence 10, Rapid Fire 3, 1 weapon space)
- ⑤ Light Blast Cannon (Close, Offence 25, Rapid Fire 2, 1 weapon space)
- ⑤ Particle Beam (Close, Offence 6, 1 weapon space)
- ⑤ Particle Beam (Close, Offence 6, 1 weapon space)
- ⑤ Particle Beam (Close, Offence 6, 1 weapon space)
- ⑤ Mk I Interceptor (Close, Offence 3 *or* Intercept 10, 1 weapon space)

Port Arc Weapons

- ⑤ Light Blast Cannon (Close, Offence 25, Rapid Fire 2, 1 weapon space)
- ⑤ Particle Beam (Close, Offence 6, 1 weapon space)
- ⑤ Particle Beam (Close, Offence 6, 1 weapon space)

Starboard Arc Weapons

- ⑤ Light Blast Cannon (Close, Offence 25, Rapid Fire 2, 1 weapon space)
- ⑤ Particle Beam (Close, Offence 6, 1 weapon space)
- ⑤ Particle Beam (Close, Offence 6, 1 weapon space)

Aft Arc Weapons

- ⑤ Light Blast Cannon (Close, Offence 25, Rapid Fire 2, 1 weapon space)
- ⑤ Light Blast Cannon (Close, Offence 25, Rapid Fire 2, 1 weapon space)
- ⑤ Particle Beam (Close, Offence 6, 1 weapon space)
- ⑤ Particle Beam (Close, Offence 6, 1 weapon space)
- ⑤ Particle Beam (Close, Offence 6, 1 weapon space)
- ⑤ Mk I Interceptor (Close, Offence 3 *or* Intercept 10, 1 weapon space)

Craft (24): 10 Light Shuttles (internal hangar), 12 Delta-V2 light fighters and 12 Starfox Fighters (external docking ring)

Pestilence (modified Strike Carrier)

Huge Spacecraft

Defence Value: 10 (-4 size, +4 Handling); **Armour:** 24; **Handling:** +4, **Sensors:** +6; **Stealth:** 12; **Stress:** 8; **Features:** External Docking Ring, Fusion Engine, Jump Point, Targeting Computer (+4)

Crew: Raider Elite (+5 BAB, +9 Training); 2 Officers, 12 Pilots, 10 Sensor Operators, 30 Crewmen, 10 Passengers/Prisoners



Famine (modified Battlewagon)

Huge Spacecraft

Defence Value: 8 (-4 size, +2 Handling); **Armour:** 30; **Handling:** +2, **Sensors:** +6; **Stealth:** 14; **Stress:** 8; **Features:** Fusion Engine, Jump Point, Targeting Computer (+5)

Crew: Raider Elite (+5 BAB, +9 Training); 3 Officers, 17 Pilots, 15 Sensor Operators, 100 Crewmen. 35 Breaching Marines

Structural Spaces: 91 (Cargo 15, Control 6, Crew 20, Engine 13, Hangar 13, Weapons 24)

Fore Arc Weapons

- 5 Medium Blast Cannon (Close, Offence 50, 1 weapon space)
- 5 Medium Laser Cannon (Long, Offence 15, Beam 1d4, 2 weapon spaces)
- 5 Medium Pulse Cannon (Long, Offence 10, Rapid Fire 3, 1 weapon space)
- 5 Light Blast Cannon (Close, Offence 25, Rapid Fire 2, 1 weapon space)
- 5 Light Blast Cannon (Close, Offence 25, Rapid Fire 2, 1 weapon space)
- 5 Particle Beam (Close, Offence 6, 1 weapon space)
- 5 Particle Beam (Close, Offence 6, 1 weapon space)
- 5 Flak Cannon (Close, Offence 10 or Intercept 15, Rapid Fire 2, 2 weapon spaces)

Port Arc Weapons

- 5 Light Blast Cannon (Close, Offence 25, Rapid Fire 2, 1 weapon space)
- 5 Particle Beam (Close, Offence 6, 1 weapon space)
- 5 Flak Cannon (Close, Offence 10 or Intercept 15, Rapid Fire 2, 2 weapon spaces)

Starboard Arc Weapons

- 5 Light Blast Cannon (Close, Offence 25, Rapid Fire 2, 1 weapon space)
- 5 Particle Beam (Close, Offence 6, 1 weapon space)
- 5 Flak Cannon (Close, Offence 10 or Intercept 15, Rapid Fire 2, 2 weapon spaces)

Aft Arc Weapons

- 5 Light Blast Cannon (Close, Offence 25, Rapid Fire 2, 1 weapon space)
- 5 Particle Beam (Close, Offence 6, 1 weapon space)
- 5 Particle Beam (Close, Offence 6, 1 weapon space)
- 5 Particle Beam (Close, Offence 6, 1 weapon space)
- 5 Flak Cannon (Close, Offence 10 or Intercept 15, Rapid Fire 2, 2 weapon spaces)

Craft (12): 5 Light Shuttles, 8 Breaching Pods, 24 Delta-V2 light fighters

NEW INFLUENCES

The following are a series of new Influences that any character may choose as he progresses in level, with Games Master permission. They are focussed around Freedom Station, but could easily be called upon from far away to perform special tasks, lend aid and so forth.

These follow all of the same rules for Influences as covered in *The Babylon 5 Roleplaying Game Second Edition*, starting on page 106.

Blackcoat Brigade (Criminal)

Description: The Blackcoat Brigade is a powerful raider cell that has mainly left behind the spacefaring side of their illicit affairs. They are now a force to avoid when angled against you, but a very capable ally for those looking to mingle with the darker pleasures. They can get arms, drugs and other services to nearly any populated area in the galaxy with minimal trouble – but always require some form of service in payment for their activities. It may be something as easy as routing a message through a secondary courier, or as difficult and risky as smuggling a dangerous artefact through Earth Alliance customs...it depends on who is asking.

Obtained By: Performing criminal acts on their behalf; causing harm to the Five-Kays; helping the Smugglers' Network

Contacts: Blackcoat members, Smugglers.

Pressures: Any Criminal (except Five-Kay)

Resources	DC
Access to lesser contraband (PPG, drugs and so on)	10
Access to major contraband (heavy weapon, slaves and so on)	12
Arrange lesser crime (pick pocket, theft, vandalism and so on); free use of common service on Freedom Station (prostitute, rented quarters and so on)	15
Arrange common crime (assault, mugging, robbery and so on)	20
Access to rare contraband (biological goods, chemical weaponry, cybernetics and so on)	25
Arrange major crime (hijacking, murder and so on); arrange major cell activity against common enemy for lasting period of time.	30
Devote all cell resources and activities against common enemy.	40

Elect Council (Political)

Description: The driving force behind most of Freedom Station's inner workings, the Elect Council is comprised of the thirteen most powerful people in the entire station. They control all of the decisions outside what the Tirrith claim, and have the legally-binding ability to pass Decrees that can alter how Freedom Station functions. Having even a single Elect member that will listen to a character is a huge bonus while on the station, and the few people who can get them to bend an ear to their needs should be respected there. The Elects are what keep the station from pulling apart at the seams...and also who keep it from ever becoming a single, cohesive power!

Obtained By: Contracting with Freedom Station as an employee, joining the Elect Security Force, doing favours for the Elects and their allies

Contacts: Elect members, ESF agents, Command and Control Personnel

Pressures: Blackcoat Brigade, Five-Kay, Freedom Station Security, Four Horsemen, Spacers' Union, Tirrith Free State

Resources	DC
Arrange private meeting with Elect	10
Arrange private meeting with Commander Elect; gain Elect access for one purpose (transport tube priority, security detail and so on)	12
Avoid charges for any Legal Coding; unregistered access to lesser raider spacecraft	15
Arrange personal access to Elect Council meeting; send ESF agents on 'favour'	20
Function as an extension of an Elect member for 1d4 weeks; have an Elect put forth a motion on your behalf	25
Access to 500,000 credits worth of loot or funds; function as an extension of an Elect member for one year	30
Get an Elect Decree to pass	40

Five-Kay (Criminal)

Description: A financially powerful as well as physically threatening raider cell based mainly on Freedom Station, the Five-Kays are masters of extortion, blackmail and unlawful acquisition. Even though they have focussed their assets on Freedom Station, there are several minor extensions of the cell in outside locations – including Babylon 5. If a character wants untraceable funds or ill-gotten goods, the Five-Kays are a good source. They are respected in criminal circles and are known for their bloody tactics in dealing with their enemies; this reputation is a weapon itself in the tense battles for turf and their bite of the Galactic Market.



Obtained By: Performing criminal acts on their behalf; causing harm to the Blackcoat Brigade or Scrap Irons; helping the Smugglers' Network

Contacts: Five-Kay members, Smugglers

Pressures: Any Criminal (except Blackcoat Brigade)

Resources	DC
Access to 1,000 credits of stolen goods/funds	10
Arrange for mugging or assault	12
Increase extortion rates/frequency for specific target; access to 3,000 credits of stolen goods/funds	15
Arrange for unsubtle threat (ransacking homes, broken limbs and so on)	20
Have Five-Kay raider flight attack specific ship	25
Arrange for extremely violent act (murder, spacing, arson and so on); access to stolen spacecraft	30
Devote all cell resources and activities against common enemy	40

The Four Horsemen (Criminal)

Description: A powerful conglomerate of several small raider cells, the Four Horsemen is the child of Brent Forrest's calculating mind. The cell is large and powerful with several military-grade warships and hundreds of operatives spanning across the galaxy, but is focussed on Forrest's position on Freedom Station. Acting as the station's own interplanetary police force in-between raids on neighbouring shipping lanes, the Four Horsemen are a small criminal navy dedicated to this corner of space. At Forrest's behest the Horsemen will protect an important diplomat or just as easily sell one to slavery – it all depends on who is paying Forrest and why.

Obtained By: Performing acts on the cell's behalf, aiding their activities, defending space nearby Freedom Station

Contacts: Four Horsemen members, allied raiders, contracted employees

Pressures: Any Criminal (except Choshaka), Elect Council, Spacers' Union, Tirrith Free State

Resources

Arrange for fighter escort or hired bodyguards for one shipment/task/activity	10
Arrange private meeting with a Horsemen Lieutenant; book passage on a Four Horsemen spacecraft	12
Arrange private meeting with Commander Elect; harass commercial target	15
Access to Four Horsemen fighter or shuttle; have commercial target raided	20
Arrange for Four Horsemen flagship to raid commercial target	25
Access to 50% of the take from a Four Horsemen raid	30
Have any commercial target destroyed, or military target harassed/raided	40

Freedom Station Security (Social)

Description: Much like a gang or cell in their own right, the Freedom Station Security agency is a powerful piece of the greater machine that is Freedom Station. They have the power to stop or allow criminal activity, frequently take bribes or turn a blind eye in order to allow allies of their 'faction' to function undeterred. Led by Security Chief Blayke Fulton, the station's overall well-being is often left in the hands of FSS. These uniformed employees are not all corrupt or apathetic, and a good number of 'street-level' agents are hard-working and loyal to the Legal Codings of the Tirrith. It pays for a Freedom Station visitor or resident to know which ones to go to when one is mugged, and which ones are likely to have helped in the mugging!

Obtained By: Working with or for Freedom Station Security, serving as an informant, turning in wanted criminals to the FSS

Contacts: FSS agents and informants, Command and Control Personnel

Pressures: Blackcoat Brigade, Five-Kay, Four Horsemen, Smugglers' Union, Spacers' Union, Tirrith Free State

Resources	DC
Gain minor access to legal records; know FSS patrol routes	10
Avoid/Arrange security hassle over minor affair (customs, lost ID and so on); use Security clearance	12
Avoid charges for any Legal Coding; access to confiscated goods; turn off surveillance in small area of station	15
Avoid/Arrange security hassle over common affair (theft, mistaken identity and so on)	20
Arrange private meeting with Security Chief; access to official FSS uniform and identicard	25
Avoid/Arrange security hassle over major affair (murder, Coding breach and so on)	30
Orchestrate FSS matters station-wide	40

Smugglers' Network (Criminal)

Description: This galaxy-spanning collection of smugglers, suppliers and buyers is a powerful driving force in the black market. The Smugglers' Network sees to it that restricted and secret jump routes are traversable by illegal shipping vessels, that stowing a few crates of dust on a passenger liner will not get the owner spaced and that dangerous shipments find their way to their destinations without causing much harm to the deliverers. Organised into very loose hubs of seasoned smugglers and blockade running escort pilots, the Network often has many fences and raiders in its employ in order to keep their supplies flowing in and out of their secret caches. Freedom Station is just one of these hubs, and the Network makes very good use of its flexible legal enforcement.

Obtained By: Aiding smugglers in their trade, hiring smugglers, buying smuggled goods

Contacts: Smugglers' Network members, allied raiders, fences and traders

Pressures: Any Criminal, any Economic

Resources	DC
Arrange for a small object to be smuggled to/from current location	10
Arrange for a number of small objects, or one large one, to be smuggled to/from current location; learn about current smuggling trends	12
Arrange for a number of large objects to be smuggled to/from current location; arrange for small objects to be smuggled to/from elsewhere; access restricted jump route/blockade for one ship's passage	15
Arrange unregistered passage for a single person to/from current location; arrange for large objects to be smuggled to/from elsewhere	20
Arrange unregistered passage for a number of persons to/from current location; buy or fence any illegal item	25
Access restricted jump route/blockade for small fleet's passage; arrange for unregistered passage for a number of persons to/from elsewhere; arrange for any item(s) to be smuggled to/from anywhere in the galaxy	30
Force the boycott of all Network smuggling to and from any single location	40

Spacers' Union (Economic)

Description: Created by the Tirrith Free State to combat high costs for outside dockworkers – specifically the Vree Spacers' Guild – the Union is the employment force of Freedom Station's employed spacefaring workers. Dockworkers, labourers, cargo haulers and repair technicians are all frequently hired by the sizeable Union. They are well paid

and sheltered by many outside taxes and safety protocols due to their being owned by the Free State, and are still free to pursue many of their own goals and exploits in their free time. Freedom Station being what it is, the Spacers' Union also dabbles a great deal in smuggling and off-the-record transportation, making them a useful resource for those that want to come and go untraced.

Obtained By: Operating under Union codes, hiring Union employees, being contracted by the Union

Contacts: Spacers' Union members, allied pilots, dockworkers

Pressures: Freedom Station Security, Four Horsemen, Smugglers' Network, Tirrith Free State

Resources	DC
Access classified travel or shipping information	10
Get a single person and their belongings passed customs unregistered	12
Arrange for unregistered hangar space for a single fighter or shuttle	15
Get five people and their belongings passed customs unregistered; arrange for a ship to have/lose docking or take-off priority	20
Falsify cargo or passenger documents; arrange short personal access to any ship in hangar	25
Arrange for a hangar to 'malfunction' with delaying or dangerous effects to ship and passengers within	30
Arrange a full work-stoppage in Craft Access; arrange spacecraft collision due to hangar 'confusion'	40

Tirrith Free State (Political)

Description: With such a colourful and tragic background, the Tirrith have managed to create an interesting government of sorts under the watchful eye of several local races. The Free State is fiercely independent, refusing to be controlled by any particular galactic power, even if it means relying on raiders and pirates to police their system properly. They have turned several races somewhat against them by harbouring criminals and refusing to co-operate with outside policing agencies. They are somewhat relaxed technologically, and have a very distinct view on how things are run in their small system.

Obtained By: Working for the Tirrith High Registry or its agents, being a crewman on a Tirrith vessel, being a Tirrith citizen

Contacts: Tirrith Registrars, Station Elects, several local League of Non-Aligned Worlds diplomats

Pressures: Any League of Non-Aligned Worlds Political, Freedom Station Security, Elect Council, Spacers' Union

Resources	DC
Arrange private audience with any Registry	10
Avoid landing taxation for visiting Tirrith IV; Petition the High Registry	12
Avoid 50% of expense taxation while visiting Tirrith IV; arrange audience with a High Registrar	15
Arrange for use of Tirrith Ta'ko Interceptor; function as an extension of Taxation Registry	20
Live tax-free while on Tirrith IV or Freedom Station (built into Identicard Account)	25
Arrange for use of Tirrith Nee'kaa'soor Attack Frigate or Paa'aas Carrier; arrange for purchase of large estate on Tirrith IV	30
Force High Registry to pass new Legal Coding, Registration or Missive	40

PERSONAL RESOURCES – CRIMINAL PRESTIGE CLASSES AND FEATS

Freedom Station has a large number of raiders, smugglers and other criminal types that make up much of its populace. The following section looks at the game terms useful to turn any character onto one of these 'morally questionable' career paths.

THE 2ND EDITION RAIDER BASE CLASS

The raider was originally a Prestige Class in the First Edition *Babylon 5 Roleplaying Game and Fact Book*, then revised as a Base Class in *Merchants, Raiders and Traders*. The following table and information displays the changes and adaptations necessary to bring the class in line with the alterations we have made in the *Babylon 5 Roleplaying Game Second Edition*.

RAIDER (BASE CHARACTER CLASS)

Raiders make a living off the goods and vessels of others, taking what they want – often violently. They are hard-edged and ready to fight or flee at the first sign of trouble. Raiders have good skills in dealing with buyers and informants, getting things done as best they can without always having to resort to intimidation or threats. Raiders are best served joining existing cells, but some freelancers are known to have thrived.

Starfarers: Raiders are trained and expected to ply their trade in the stars; otherwise they would be nothing more than simple thugs or muggers. They are at home in a starship, be it in the cockpit or at a weapons console and they know the pull of artificial gravity when it is available to them. The raider finds peace in his own spacefaring skills...because relying on someone else's could always get him caught, or worse.

Characteristics: Raiders have to be the kind of people who are not squeamish about putting a little hurt on a reluctant trader or firing on a civilian freighter in order to remind them how little their cargo is worth. They must have good reflexes during a firefight. Raiders are inherently thrill-seekers, as theirs is not a profession for the meek or soft-hearted.

Background: Raiders can hail from anywhere. Depending on the circumstance, a raider could even be a former law enforcement agent or government official. Ex-military pilots frequently turn to raiding if their pension runs dry and some criminals turn to the trade because it is what will pay their bills.

Races: Just as raiders can come from nearly any background, they can also hail from nearly any species. There are far more Human, Drazi and Narn raiders across the galaxy than probably any other races and Minbari raiders are extremely rare. The Hurr and Centauri ply the trade from time to time, but are too militaristic to enjoy the chaos of raiding for very long.

Other Classes: Raiders tend to do well in other professions related to either the starship industry as Workers and Officers, or in the criminal aspect of the job as Agents, Lurkers or Smugglers. They can use any of the skills these additional classes offer to great advantage.

Possible Careers and Professions: Pilot, fence, freedom fighter, thug, smuggler

Examples: Mister Reno, Brent Forrest, Tiberius Reynolds

Game Rule Information

Raiders have the following game statistics:

Abilities: Raiders need to be fast and skilled in many areas, but also able to talk their way out of situations they do not wish to be in. Dexterity and Intelligence are key, with Charisma being a good tertiary ability to focus upon.

Initial Hit Points: Eight
Additional Hit Points: Two

Class Skills

The raider's class skills (and the key ability for each skill) are Acrobatics (Dex), Appraise (Int), Athletics (Str), Bluff (Cha), Computer Use (Int), Concentration (Con), Drive (Dex), Intrigue (Cha), Investigate (Int), Intimidate (Cha), Knowledge (any), Linguistics (Int), Notice (Wis), Operations (any) (Int), Pilot (Dex), Profession (any), Sense Motive (Wis), Stealth (Dex), Subterfuge (Dex) and Technical (any) (Int).

Skill Points At 1st Level: (6 + Int modifier) x 4

Skill Points At Each Additional Level: 6 + Int modifier

Influence

Initial Influence: 1d6 in any two Influences. One of these must be in a Criminal Influence.

Additional Influence: A raider may increase any Influence by +2, and two others at +1.

Class Features

All of the following are class features of the raider:

Weapon Proficiency: raiders are proficient with all close combat and pistol weapons. Also, they gain the Weapon Proficiency (spacecraft weapons) feat for free.

Starting Credits: A raider begins the game with (2d6-1) x 100 credits.

Automatic Language: Raiders start at 1st level with Interlac as a bonus Fluency if they do not already possess it.

Spacecraft Proficiency: Raiders have access to starships and have picked up the basics on how to get by on them. All raiders gain the Spacecraft Proficiency feat at 1st level.

Infamy: A raider is constantly involved in criminal dealings that will rub off on him and his allies. Criminals cannot help but run in the same circles and will quickly become aware of each other's presence. Through body language, tone of speech or even reputation a character can be recognised as a raider. As the Raider advances in this class his Infamy rating will grow as shown on the table (+1 at 1st level, +2 at 3rd, and so on). This bonus is added to all Bluff, Investigate, Intimidate and Profession (Raider) skill checks. However, it acts as a penalty to all Diplomacy and Intrigue (Disguise) skill rolls when dealing with the industry the raider commonly targets.

The Raider

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Defence Bonus	Class Features
1 st	+1	+0	+1	+1	+0	Bonus Feats, Infamy (+1)
2 nd	+1	+0	+1	+1	+1	Hard Target (+2), Glancing Shot
3 rd	+2	+1	+2	+1	+1	Safe Distance, Infamy (+2)
4 th	+3	+1	+2	+2	+2	Raider Captain, Crippling Shot
5 th	+3	+1	+3	+2	+3	Hasty Retreat, Infamy (+3)
6 th	+4	+2	+3	+2	+3	Hard Target (+4)
7 th	+5	+2	+4	+3	+4	Kill Shot, Infamy (+4)
8 th	+5	+3	+4	+3	+5	Raider Commander
9 th	+6/+1	+3	+5	+3	+5	Infamy (+5), Hard Target (+6)
10 th	+7/+2	+3	+5	+4	+6	Terror of the Space Lanes

Hard Target: Raiders survive by their skill at avoiding danger while fleeing. They learn quickly how to find cover or jink their fighters to avoid getting hit as they escape. Raiders that do not hone these skills have very short lives. This ability adds the bonus listed (+2 at 2nd level, +4 at 6th and so on) to his Defence Value (or the Defence Value of any solo craft he is piloting).

Glancing Shot: At 2nd level the raider can choose to inflict glancing blows designed to harass crewmen rather than destroy ships. When performing the Target Their Bridge!, Target Their Engines!, or Target Their Launch Bays! Ship Orders the raider can choose to do half damage with all attacks, but the damage scored will be taken as a penalty to the target's Will saves for the following combat round.

Safe Distance: Upon reaching 3rd level, the raider can stand off from his target and engage it at greater ranges keeping his own craft safe. He may fire one Close-range weapon system of a ship he is piloting or performing Gunnery duty for as if it had the Long-ranged trait, but at a 50% penalty to its Offence value.

NOTE: If a raider already has the Safe Distance class feature from another class source, he only needs to reduce the Offence value by 25% instead of the normal 50%.

Raider Captain: The success of raiders who excel at their roles earn them the unofficial title of 'raider captain' when they reach the 4th level. Not only having greater access to cell assets, the captain can add half of his Diplomacy or Intimidate skill ranks (whichever is higher) to his raider cell's Influence skill rolls.

Crippling Shot: Disabling a ship quickly means there will be more time to loot before help arrives for their target. At 4th level the raider can choose to inflict damage against specific locations of a targeted ship. When performing the Target Their Bridge!, Target Their Engines!, or Target Their Launch Bays! Ship Orders the raider always inflicts at least one space of damage against the targeted space type, no matter the damage rolled.

Hasty Retreat: When things do go badly for a raider pilot, he tries to escape. At 5th level the raider can add a +5 bonus to the skill checks required by the following Ship Orders: *Extreme Measures!*, *Shake The Lock!*, *Open Jump Point!*, *Pull Back*, *Return to Base*.

Kill Shot: Raiders know the best ways to overcome defensive systems and cause maximum damage with pinpoint accuracy. A raider that reaches 7th level can use a new Ship order whenever firing a starship weapon system at a target within Close Range.

Raider Commander: The raider has risen in the ranks and has several subordinates that answer to him when he asks for favours. Upon reaching 8th level the raider can call himself a 'commander' and may add his full ranks in Diplomacy or Intimidate (whichever is higher) to any to his raider cell's Influence skill rolls. He may call upon 1d3 raider captains to use their Influence on his behalf once per month. The captains have an Influence score of 10 and get a +3 bonus from their skill ranks.

Terror of the Space Lanes: When a raider reaches 10th level in this class, his name is enough to make traders abandon ship. Tales of staring down military escorts and spacing entire crews make these raiders truly terrifying. Whenever the raider decides to drop his name through the use of this ability, the Games Master can call upon a Sense Motive skill check with a varying DC depending on who the target is. Refer to the table below.

Recognition Difficulty

Type of Spacefarer	Sense Motive DC
Active trader, trade route legal official, and so on	5
Ex-trader, frequent space traveller	10
Governmental official	15
Common space station resident	20
Completely ignorant to the goings on of space	25

If this Sense Motive check is failed, the target(s) fail to recognise the raider and can act however they wish. If the check is passed, the target(s) immediately remember the raider's name and reputed deeds. They will now suffer a -2 on all to-hit rolls, skill checks and saving throws while in the raider's presence. Also, the raider automatically succeeds any Intimidate skill checks made against the target (barring special circumstance, at the Games Master discretion).

Kill Shot!

Type: Offensive

Skill Check: Operations (Gunnery) DC/25

Arc: Any one

Success: This order is used to target vulnerable areas of a ship, ignoring the hull armour of the vessel by targeting venting systems and exposed hosing.

If the weapon system strikes the target after successfully using this order, the target halves its Armour Value and the weapon system being fired doubles any spaces of damage it inflicts after the reduction for Armour Value.

Failure: The raider has managed to misjudge his firing efforts and the shot misses wildly, possibly dangerously close to his wingmates.

THE 2ND EDITION RAIDER ACE PRESTIGE CLASS

The raider Ace was originally covered as part of the Raider Prestige Class in the First Edition *Babylon 5 Roleplaying Game and Fact Book*, and then revised more thoroughly as the Raider Ace Prestige Class in *Merchants, Raiders and Traders*. The following table and information displays the changes and adaptations necessary to bring the Prestige Class in line with the alterations made in the *Babylon 5 Roleplaying Game Second Edition*.

RAIDER ACE (PRESTIGE CLASS)

Raiders that excel in the role of solo craft pilot are a true commodity in the average raider cell, with these 'aces' being called in time and time again to be set on target for a new haul. Raider aces are some of the best pilots in the galaxy, a simple and disheartening fact for trade marshals and hired escorts everywhere.

Additional Hit Points: Two

Requirements

To qualify to become a raider ace, a character must fulfil all the following criteria:

Skills: Intimidate four ranks, Pilot eight ranks

Feats: Spacecraft Proficiency, Weapon Proficiency (spacecraft weapons)

Influence: Criminal Influence 10

Special Requirement: Must succeed in at least three raids in which he was flying his own or a borrowed craft

Class Skills

The raider ace's class skills (and the key ability for each skill) are Appraise (Int), Computer Use (Int), Intimidate (Cha), Intrigue (Cha), Investigate (Int), Knowledge (astrophysics) (Int), Knowledge (trade routes) (Int), Notice (Wis), Operations (any) (Int), Pilot (Dex) and Technical (any) (Int).

Skill Points At Each Level: 2 + Int modifier

Additional Influence: A raider ace's Criminal Influence and one other of his choice increase by +2 each level.

Class Features

All of the following are class features of the Raider Ace Prestige Class:

Weapon Proficiency: A raider ace is proficient with all close combat, grenade and pistol weapons.

Born to Fly: A raider practises his flight manoeuvres at all times. The raider ace gains a competence to all Pilot and Operations skill checks while piloting a Solo Craft equal to half his total Character Level, rounding down.

Bonus Feat: There is only one good way to survive in the cutthroat world of raiding – be better than the guy next to you. At 2nd and 4th level, the raider ace gains a bonus feat chosen from the following list: Dogfighter, Elite Pilot, Evasive Action, Fire Control, Improved Fire Control, Improved Spacecraft Dodge*, Legendary Pilot, Pour it On*, Spacecraft Dodge, Veteran Pilot and Veteran Spacehand.

*See page 76 of this text for the 2nd Edition versions of these feats.

Pinpoint Shooting: At 3rd level, a raider ace is very skilled at placing his shots. Whenever he fires a weapon system from a Solo Craft, he is automatically considered to be using any

The Raider Ace

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Defence Bonus	Class Features
1 st	+1	+0	+1	+0	+1	Born to Fly
2 nd	+2	+0	+2	+0	+1	Bonus Feat
3 rd	+3	+1	+2	+1	+2	Pinpoint Shooting
4 th	+4	+1	+2	+1	+2	Bonus Feat
5 th	+5	+1	+3	+1	+3	Safe Distance

of the following Orders without needing to spend an Order to do so (but still has to make the prerequisite skill checks): *Target Their Bridge!*, *Target Their Cargo Pods!*, *Target Their Engines!*, *Target Their Launch Bays!* or *Target Their Weapons!*

Safe Distance: Upon reaching 5th level, the raider ace can keep his craft outside of anti-fighter weapon ranges while still firing his own weaponry. The raider ace may fire one Close-range weapon system of a ship he is piloting or performing Gunnery duty for as if it had the Long-ranged trait, but at a 50% penalty to its Offence value.

NOTE: If a raider ace already has the Safe Distance class feature from another class source, he only needs to reduce the Offence value by 25%.

THE SMUGGLER (NEW PRESTIGE CLASS)

The galaxy is a place filled with examples of supply and demand. Revolutionaries on Mars might need new guns but cannot get them through the EarthForce customs. A slaver might be losing thousands of credits a day because he cannot get his goods off of Proxima. A dangerous isotope might fetch a fortune, if the seller could only get it to where the buyers are. There is an awful lot of empty void in the galaxy, and it is the smuggler's job to do his best to make use of it.

Smugglers perform a very simple task in theory. They help others get Item A to Location B for Cost C. The cost is variable depending on the circumstances, the items involved and how dangerous it will be for the smuggler.

Most smugglers are criminals, exporting and importing drugs, arms and other contraband past customs and security. Although they rarely view themselves as anything but white collar miscreants, some large-scale smugglers have no qualms blasting their way through blockades and hiring raider cells to leave their competitors in ruin while they sneak by and make the sale.

Additional Hit Points: Two

Requirements

To qualify to become a Smuggler, a character must fulfil all the following criteria:

Skills: Bluff six ranks, Subterfuge six ranks, Sense Motive four ranks

Influence: Criminal Influence eight, Economic Influence five

Class Skills

The smuggler's class skills (and the key ability for each skill) are Appraise (Int), Bluff (Cha), Computer Use (Int), Concentration (Con), Diplomacy (Cha), Intimidate (Cha), Intrigue (Cha), Investigate (Int), Knowledge (any) (Int), Linguistics (Int), Notice (Wis), Operations (any) (Int), Profession (white collar – smuggler), Sense Motive (Wis), Stealth (Dex), Subterfuge (Dex) and Technical (any) (Int).

Skill Points At Each Level: 6 + Int modifier

Additional Influence: A smuggler's Criminal Influence and one other of his choice increase by +2 each level. He may also choose one Economic Influence to increase by +1.

Class Features

All of the following are class features of the Smuggler Prestige Class.

Weapon Proficiency: A Smuggler is proficient with all close combat, pistol and rifle weapons.

Fast Talk: A smuggler needs to think on his feet and be ready to talk his way out of a variety of situations, or else he is as good as caught. At 1st level, the smuggler can make amends with a quick laugh or witty remark. The character can re-roll any Bluff, Diplomacy or Intrigue skill check, taking the second result regardless of which is higher. He may do this a number of times equal to 1 + his Charisma modifier.

The Smuggler

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Defence Bonus	Class Features
1 st	+0	+0	+1	+0	+1	Fast Talk
2 nd	+1	+0	+1	+1	+2	Hideaway, Bonus Feat
3 rd	+1	+1	+2	+1	+2	Eye for Quality
4 th	+2	+2	+2	+2	+3	Travel Arrangements, Favour (1/month)
5 th	+2	+2	+3	+2	+3	In Plain Sight, Bonus Feat
6 th	+3	+3	+3	+2	+4	Black Routes, Cover Story
7 th	+3	+4	+4	+3	+4	I Know A Guy...
8 th	+4	+4	+4	+3	+5	Favour (three/month), Bonus Feat
9 th	+4	+5	+5	+4	+5	Prestidigitation
10 th	+5	+6	+5	+4	+6	Anytime...Anywhere

Hideaway: Part of illegal smuggling is making sure that others cannot find the smuggled goods when the smuggler is searched. At 2nd level, the smuggler is adept at camouflaging crates, using hidden pockets and the like to get items past common searches. So long as the character has an hour to prepare something for transit, he receives a +5 bonus to Subterfuge rolls to resist the Investigate skill when used for searching. This bonus only works against common searches, not electronic or telepathic scans.

Bonus Feat: A smuggler often has to tap into his own resourcefulness in order to get by in a world filled with criminals, thieves and raiders. At 2nd, 5th and 8th levels, the smuggler gains a bonus feat chosen from the following list: Alertness, Alien Empathy, Brawler, Combat Expertise, Dodge, Duck for Cover*, Fluency, Hide Weapon*, Improved Initiative, Lightning Reflexes, Not Me!*, Run, Sixth Sense and Trusted Informant*.

*See page 76 of this text for descriptions of these feats.

Eye for Quality: The smuggler spends so much time looking at items and gauging how expensive they should be to bring from one place to another that his mind instinctively works those numbers whenever he sees something. At 3rd level, the smuggler gains the *Eye for Quality* feat (see page 95 of *The Babylon 5 Roleplaying Game Second Edition*) for free; he does not need to meet the feat or racial prerequisites.

Travel Arrangements: A smuggler must occasionally be ready to travel with his cargo when asked to or if the local law enforcement agents are close to catching him. Because of this, at 4th level, the smuggler has managed to arrange contingency travel plans in case of emergency. A smuggler with this class feature can, with an expenditure of 1d6 x 2,000 credits, arrange a secure transport of indeterminate type in 1d6 x 10 minutes of StellarCom conversations.

Favour (X/month): A smuggler who performs his duties frequently and effectively will make a number of contacts and allies across the galaxy. At 4th level the smuggler has learned to use his clientele like a network of favours owed, getting buyers and sellers to do things for him that they might not otherwise wish to do. The character can use this ability a number of times listed to use half of his highest Economic Influence as a modifier to any other Influence rolls, signifying his ability to get his clients to bend rules and such on his behalf.

In Plain Sight: As a smuggler gets better in his profession, he learns the best tricks of the trade. Knowing the simplest ways to hide his wares, he can be confident that a shipment will not be found even if it is sitting out in the open to be looked upon. By using false certificates, warning labels and similar misdirection the smuggler, upon reaching 5th level, can use the Hideaway class feature in 1d6 minutes rather than the standard hour.

Black Routes: There are many unregistered 'black' jump routes that are not on the galactic map. By 6th level the smuggler has learned of several of their locations and who to talk to in order to use them. Whenever the smuggler wants to travel or ship something faster than normal he can try to use these routes, which only work 50% of the time. When they do work however, they reduce shipping and/or travel time by two-thirds.

Cover Story: At 6th level the smuggler has come up with dozens of backup stories and alibis to get out of legal or territorial issues. Should he need to use one of them, it requires an immediate Economic, Political or Social Influence check at DC 15 and a believable cover story. If successful, the smuggler's contacts have verified his imaginative and quite false story, getting him out of most legal situations for the time being. The Games Master has the final say as to whether this ability will solve all legal problems, and whether the character's story is good enough to slide with verification.

I Know A Guy...: While smugglers are not necessarily traders, they do keep tabs on suppliers to come up with replacement goods. By 7th level the smuggler has compiled a long list of asset sources – and can easily arrange for their wares to be brought to him. The smuggler can now use his Criminal or Economic Influences to make connections to have restricted or illegal items purchased and sent to him. This requires a corresponding Influence check at a DC equal to the items' total cost divided by 100. If successful, the item(s) will be in transit to the character's location immediately, arriving in 2d6 days. When they do, the item(s) must be immediately purchased at 10% higher cost than normal or the smuggler will lose 1d3 Influence of the type used to get the item(s).

Prestidigitation: Smugglers will occasionally need to hide something small like a PPG, data crystal or packet of dust in the blink of an eye. By 9th level a smuggler knows all the subtlety of misdirection and sleight of hand to do so flawlessly. With a simple DC 10 Subterfuge skill check the character can effectively palm any hand-sized or smaller object with a pass of his hand. The item will disappear, and will require a DC 15 Reflex save for onlookers to attempt to see where it has gone. If the save is successful, any Investigate or Notice skill checks made to find the item will be made against a DC equal to the Subterfuge roll plus the smuggler's total class level.

Anytime...Anywhere: A smuggler that moves through blockades and avoids customs like a ghost is rare. The character, having reached 10th level, can count himself as one of the few. The character knows so many clients, contacts and hidden shipping routes that he has little chance of getting caught. With any personal travel with illicit goods, the character has a mere 2d6% chance of drawing any attention to him or his cargo. Should the character merely arrange for the travel/transport and is not present on the trip, the chance is increased to 2d10%.

Example: Aicee, a 10th level Smuggler, needs to personally bring a briefcase of stolen accounting data crystals to Babylon 5 and decides to have them taken by outside courier on to Mars – where she has many enemies. The initial trip to Babylon 5 has only an 8% (2d6) of getting noticed by the authorities, which it does not. When Aicee sends the courier however, she rolls a sizeable 19% (2d10) for that transport to Mars. Luckily no one seems to notice the mousy courier. The Resistance gets the slush money accounts they wanted and Aicee can expect a hefty payment soon after.

NEW AND REVISED FEATS

The following section contains a handful of new feats designed specifically for the Smuggler Prestige Class, and a few revised feats for the raider and raider ace

that appeared in *Merchants, Traders and Raiders*. Any feats marked with a '*' are feats that have been revised for use with 2nd Edition characters.

Alternate Persona*

You have eliminated much of your need to hide your career choices in public through the cunning use of faked identicards, acting lessons and false names. It is difficult to pin any evidence of crimes to you. Your alternate persona comes with a faked identicard (DC 30 to reveal) and any personal information you have cooked up for it.

Prerequisites: Intrigue 4 ranks, Subterfuge 4 ranks, Charisma 12+

Special Prerequisite: Must be in some form of criminal or otherwise legally or socially-threatened situation in order to warrant the kind of work an alternate persona requires.

Benefit: You may add +5 to any Intrigue skill check for the purposes of Disguise when switching to a standard alternate persona, which grants you an alibi to most crimes and a freedom of action from your normal life. This is reflected by a +5 bonus to Bluff skill checks when being questioned about the persona's actions.

Also, the character with an alternate persona must keep two lists of Influence ratings – one for each persona! When the feat is chosen, half (round up) of all the original persona's Influence ratings are granted also to the alternate, as the two personas know the same people and such. From that point on the Player must choose where his Influence boosts go when he is granted new Influence. Should the alternate persona retire or have his cover blown these Influence points are gone forever.

Each time this feat is chosen a new alternate persona must be created.

Duck for Cover

There is no telling when business is going to go bad and things get violent. In security raids on nightclubs, firefights in marketplaces, possibly just dodging the media when they are toting a nosy camera, you have learned how to quickly find a place to hide until the problem blows over – if possible.

Prerequisites: Stealth 4 ranks, Dodge

Benefit: If you can take a five-foot movement to get behind some form of Cover, you can do so with a DC 12 Reflex save at the beginning of any combat round (before Initiative). If failed, you have stumbled a bit and must be considered flat-footed for the first round of that combat. If successful, you may immediately make a Stealth skill check to hide your whereabouts as well.



Hide Weapon

Some people have a problem with carrying weaponry and insist on constantly searching or watching others who do. You are very skilled in tucking a small pistol, knife, grenade or similar piece of weaponry into the folds of your clothes, up a sleeve or elsewhere that will keep it from being found and leave it within quick access.

Prerequisite: Subterfuge 4 ranks

Benefit: You can add twice your Dex modifier to any Subterfuge skill checks to hide a small weapon on your person. Also, anything you hide in this way is a free action to draw and ready.

Improved Spacecraft Dodge* (formerly Improved Vehicle Dodge)

You can perform manoeuvres in a spacecraft that make other pilots turn green with envy. You are very good at avoiding enemy fire, and you are one of the most likely pilots to come home alive after a conflict.

Prerequisites: Pilot 8 ranks, Spacecraft Dodge

Benefit: You may add a +1 bonus to the Defence Value of any ship you pilot. Additionally you can add a further +1 bonus to your Defence Value against a single enemy vessel each round, chosen at the same time Orders are given.

Pour it On*

By keeping the trigger pulled and your sights firm on the target, you can unleash a barrage of fire into the same point of impact for several volleys. This can be truly devastating if you have the patience and strength of will to carry it out.

Prerequisites: Concentration six ranks, Weapon Proficiency (spacecraft weapons)

Benefit: Any round of combat during which you attack the same target as you did the previous round with the same weapon system(s), you may add a cumulative multiplier to the Offence of the weapon system(s) at an penalty to the rolls to hit. So long as your attacks continue to hit, the feat can progress to the next level of modifiers; otherwise you must start over. The table below shows the modifiers in relation to the number of rounds this feat is used.

Pour it On Modifiers

Consecutive Rounds of Fire	Offence Modifier	To-Hit Penalty
2	+ 25%	-1
3	+ 50%	-2
4	+ 75%	-4
5	+100% (double)	-8

Not Me!

Sometimes the best defence against getting harmed in a fight is by always putting someone else in harm's way. You are very skilled at ducking or dodging attacks so they do not hit you...by having them hit someone else!

Prerequisites: Athletics 6 ranks, Dodge, Improved Feint

Benefit: If you are aware of an attack and there is another possible target within one-foot of the path of that attack, you can make an Athletics skill roll. The result of your roll becomes your Defence Value against that attack. If the attack misses, it must immediately roll again to hit whatever target you chose to take the attack for you.

Trusted Informant*

One of your informants always seems to have the right information at the perfect time. Whether you are an smuggler looking for a raider-free route or a raider looking for the best place to catch traders unaware, your informant loves working with you. For the right price, your informant can tell you a bit about anything.

Prerequisites: Diplomacy or Intimidation 4 ranks, Charisma 13+

Benefit: Paying your informant grants you a circumstance bonus depending on the amount paid to one of a number of skills. For each 100 credits paid to your informant, add a +1 modifier (maximum of +5) to one of the following skills: Appraise, Intrigue, Knowledge or Profession. This bonus applies for one day plus one per 100 additional credits spent and can only be used once a week.

THE TIRRITH

Broken is the yoke of the Dilgar...never again will we wear the mantle of anything but our own freedom!

- Yuu'see'aak, First High Registrar of the Tirrith Free State

The meeting rooms of the League of Non-Aligned Worlds are filled with representatives from the major governments and a smattering of minor races that have collectively little power. Among these are some species that are not true members of the League, but third parties that have something of worth to their galactic neighbours. This is the position the Tirrith are in. While the owners of Freedom Station would never accept a place in the League officially, they have the power to influence some of its largest members.

Having suffered greatly at the hands of the Dilgar, the Tirrith are driven to stay independent and have adopted many social intricacies that reinforce that fact. The Tirrith are very honour and choice-orientated, refusing to believe that they do not choose their own destiny whenever something happens to them. To die in the face of oppression is considered an honourable option.

The Tirrith are not major spacegoers but the existence of Freedom Station has allowed their species to trickle out into the far corners of the galaxy. Loyal to their allies, proud of their people and their unique way of thinking and more than ready to do whatever it takes to stay free – the Tirrith are an interesting piece of the galactic whole.

TRISKADEKAREGALIA (THE SACRED THIRTEEN)

Hailing back from the thirteen original nomadic tribes of Tirrith, the 'Number Prime' (their term for the number thirteen) is their most sacred point of order. There are thirteen Registries of their government, thirteen registrars per Registry and thirteen Legal Codings per Registry. Their year is broken

into thirteen months. The thirteenth day of each month is a holiday of some sort. It is the holiest of numbers to the Tirrith.

Their ancient pantheon once held thirteen gods, who are no longer worshipped at all except by the very old or by 'new agers.' Most Tirrith believe their gods abandoned them and committed *eeek'aas'oo* when the Dilgar took over their people. Now their worship is viewed as a waste of time, with most Tirrith believing that they must make their own destinies.

The number thirteen is found throughout Tirrith society and many of their domestic products work it into their brand name or cost in some way. Even though they do not worship the gods themselves anymore, they still hold many of their holiest traditions as sacrosanct.

Eek'aas'oo – The Final Choice

The Tirrith are a race that believes very fiercely in honour. Honour duels to settle minor disputes were once common, using blessed knives and wearing ritual vestments. Honour and preserving it means more than anything to them.

The practice of the Final Choice, or *eeek'aas'oo* in their native tongue, is a ritual suicide that proclaims their freedom of choice and names their heir. This means that all of the deceased's belongings, relationships (wives and children included) and contacts are given legally to another.

In game terms, any Tirrith that performs a Knowledge (Religion or Law) at DC 20 to make sure the *eeek'aas'oo* speech is recorded properly before committing suicide will be able to give all of the following to another character:

- 5 Contacts or Informant-based feats
- 5 Half of all Influences (round up)
- 5 All liquid monetary assets
- 5 Any personal belongings
- 5 Wives, children, pets and so on

It should be noted that not only is this transfer of possessions is both legally binding and enforced. Someone named as the beneficiary of an *eeek'aas'oo* will have to take care of everything given to him for a period of no less than thirteen months – one Tirrithan year.

How Others View the Tirrith

The Tirrith may not have a strong presence in all corners of the galaxy, but they are always interested in other cultures. While rare outside their system of the galaxy, some have still travelled far and wide. With their fierce independence and refusal to submit to outside authority unless unavoidable, they have made quite a stir in places.

Their refusal to join the League, and later the Interstellar Alliance, confounds and irritates some whilst gaining respect with others, like the Cascor. Their code of honour and willingness to trade are seen to clash with their protection of the pirates that inhabit Freedom Station, causing much frustration amongst other races.

The Tirrith have few true friends amongst other governments and in less troubled times their attitudes and policies could have caused some form of sanctions against Freedom Station to be forthcoming, despite the Tirrith Accords.

TIRRITH AS CHARACTERS

The following information will expand greatly on such ideas, but the Tirrith are best suited as interesting campaign nuances that might revolve around their sense of honour and freedom. Tirrith characters almost always play small roles in the greater story, unless that story is taking place on Freedom Station – at which point they are far more common and can be exponentially more important.

Personality: Any and all Tirrith born during or before the Dilgar War can be cynical, sardonic and heavily embittered with any dealings with outside alien races. They tend to harbour a heavy prejudice against nearly any race – save for the Humans, who they believe were the only ones to avenge their oppression. Younger Tirrith tend to be thrill-seeking and easily attracted to life amongst the stars, which makes them easy recruits for many raider cells. They are all fiercely independent and have a hard time following orders and will fight tooth and nail to avoid capture. Their drive for personal and familial honour is strong enough to warrant legal suicide, so it is not surprising to find a stubborn pride in every Tirrith.

Physical Description: The common Tirrith is slightly taller than a normal Human, with russet brown skin that can range from soft and supple to harsh and leathery depending on the amount of time the individual spends in the nitrogen-rich environment of Tirrith IV. They have bony, hornlike ridges over and under their eye sockets and along their jaw lines and scalps, giving them a somewhat animalistic and bestial look. Male and female Tirrith look physically very similar, with the males having darker and more pronounced ridges on their scalps that rise almost into a natural headdress.



Relations: The Tirrith view their dealings with other races in one of two ways: reminding the galaxy that it does not rule the Tirrith, and helping others keep or reinforce their own freedom. They seek nothing but understanding and independence from their galactic neighbours, and to try and keep all others as free as they are. They are assured in their own minds that the path to freedom is paved with the blood of oppressors – which is why they tend to get along so poorly with the Centauri, Lumati and Clarkist Earthers.

Tirrith Systems: The Tirrith truly have only one main planet, Tirrith IV and it is the hub of the Tirrith System. They have no control of any other systems. In Tirrith system there are 10 planets, of which several are ripe for gas or ore mining, and several outside races enjoy good working relationships with the Free State over their use.

Tirrith Beliefs: The Tirrith believe that there are only two things in this existence to live and die for: honour and freedom. Much of their lives are spent performing specific actions with the honour of their family in mind, up to and including a form of ritual suicide that passes all things – including honour – to the named successor. The Tirrith see choosing to willingly follow the Codings of their own government instead of being forced to do so to be a point of

honour. Tirrith that go elsewhere are also justified in the fact that they choose to follow the laws of other governments. This might be a semantic difference, but it seems to validate their independent views.

Language: The Tirrith speak two separate tongues depending on which generation they were raised in. All Tirrith speak Tirrithan, which is a clicking and popping tribal language that expresses the degree of emotion by added volume. Whether it is to show a great deal of disdain for someone or to pronounce true and heartfelt love, the volume of the words spoken in Tirrithan is the true indicator of what is being said. Tirrithan is a household language for the Tirrith, and every Free State citizen learns it long before reaching adulthood.

The second language depends on when the Tirrith in question was born. Tirrith born before or during the Dilgar occupation of their planet had to know Dilg, the language of their masters. It was through the harsh and guttural tongue of the Dilgar that the Tirrith were instructed and ignorance of an order or command was no excuse. For those raised in the time after the Humans vanquished the Dilgar, English is the secondary language used to communicate with many League races and raider cells – including over half of the Freedom Station Elect Council. Most of the older Tirrith have learned English to get by in recent times, but there are many underground gangs that still use Dilg to communicate in private.

Tirrith Names: The Tirrith language adds in many additional pops and clicks to their already long names, which are filled with repeating vowels and long exhalations but commonly they are divided into three distinct syllables, each separated by a physical punctuation with the tongue. This punctuation is represented by an apostrophe in the written form. It is for this reason that most outsiders shorten a Tirrith's name with a nickname from their first syllable, a practice that does not bother the Tirrith at all.

Each name is three syllables. The first is the proper naming convention that divides a Tirrith from the rest of his family and bloodline. The second is a short description as to whom they were born, which often takes the form of the mother's first syllable. The third is the designation as to which of the thirteen original tribes that person is descended from.

The sur-syllable of the thirteen tribes are as follows – Aak, Bool, Duunaa, Een, Juur, Paass, Seef, Tiinoo, Uuii, Vaaree, Waanta, Wio and Zaal.

Male Primary Names (first syllable): Bak, Ceer, Miil, Ter, Ubb, Zaanaa

Female Primary Names (first syllable, sometimes second syllable): Aar, Hirii, Niaabee, Seetuun, Too, Waakaan

Starfarers: The Tirrith are adept space travellers and enjoy nothing else but to see the galaxy one system at a time. They are not mindless wanderers, though, and often have well-laid trip plans that eventually bring them back to their homeworld. When they travel they often use their influences with local raiders and League races to find the fastest and safest routes in order to get the most out of their trips. They are taught that seeing the galaxy and bringing Tirrith freedom to others is a great honour and tend to be very agreeable and excited during space travel.

Tirrith Racial Traits

- ⑤ +2 Constitution, -2 Charisma: Tirrith grow up in a society that worked very hard under the Dilgar 'selective breeding' program and can withstand long hours of labour or hardship. Their hard lives make them a little difficult to get along with at times, however.
- ⑤ All Tirrith are of Medium size.
- ⑤ Tirrith have a base speed of 30 feet.
- ⑤ The bony ridges on a Tirrith's head, face and skeletal structure not only give them a natural DR 2 versus Unarmed attacks, but also grant them +1 damage on their own Unarmed attacks.
- ⑤ Fiercely Independent: Tirrith do not take kindly to being ordered by anyone except an authorised superior of an organisation they belong to. They must pass a DC 15 Will save if ever given such an order or command in order to perform it as told. If failed, they will likely lash out verbally at the source of the order – or at least fail at the task on principle.
- ⑤ Honour-bound: If a Tirrith gives his word that he will do something, he will need to make daily DC 20 Will saves to avoid pursuing that oath.
- ⑤ Automatic Language Feats: Fluency (Tirrith) and either Fluency (Dilgar) or Fluency (Human)
- ⑤ Favoured Class: Worker. A multiclass Tirrith's worker class does not count when determining whether he suffers an XP penalty for multiclassing.

TIRRITH BIOLOGICAL INFORMATION

The Tirrith are not too biologically complex, and are mammals in every scientific sense of the word. They have thick, dark hair that grows from behind their scalp-line ridge and rugged skin that generally stays warmer to the touch than that of a Human. The following sections deal with each specific part of the Tirrith biology in brief descriptions.



Genesis

The Tirrith, like many mammals, breed directly in order to pass on seed and create a pregnancy in the female. The child will grow very low on the female's back, eventually growing large enough during gestation to look much like a thin-skinned blister that contains an obvious infant. After seven to ten Tirrithan months the infant's jaw ridges will be tiny but very sharp. The infant will be a foot in length and will likely be quite visible to anyone who sees the growing sac. It is normally covered by several layers of clothing even in the hottest of months to protect the growing child and to see a pregnancy in any stage of development before the birth is considered a huge honour to even the father.

Birth and Early Childhood

Eventually the infant will be physically ready to be born, and the mother's body will begin to send adrenaline-based pheromones into the sac to stimulate the child's natural instincts. Thrashing about as a response to the mother's added chemicals, the infant causes several small lacerations in the walls of the fluid-filled womb-sac. In a natural

childbirth, the fluid leaks out through the small cuts and the child is eventually forced to push its way out. This is a painful process for the mother, but carries little real danger to her life as the womb-sac is fully segregated from her own blood supply and immune system by this time. The remnants of the sac eventually dry up and fall off of the mother like any other scab, leaving behind what are called 'mothering scars.'

In recent generations, the father and a physician are almost always on hand to surgically aid the birth to avoid heavy scarring or discomfort to the mother. This practice has very little to do with the science behind the process of childbirth, but has decreased the infant mortality rate in the Tirrith people by more than 15% since 2250.

Young Tirrith are very dependant on their mothers for milk, which contains dozens of specific hormones and nutrients that scientists seem unable to create in the proper amounts. They spend a full two years as sucklings, never leaving their mothers' sides. This can be a taxing time for the mother, as a Tirrith male who is reaching the stage of weaning can be very belligerent and *very* demanding. Tirrith bone ridges at this time have not had a chance to be dulled by the environment and are quite sharp, leaving many parents with dozens of small cuts and scrapes from trying to manage their growing child.

From Child to Adult

With the weaning of the Tirrith child comes its instinct to hunt. Tirrith IV is a plentiful planet with a large variety of small rodents and ground fowl that form the mainstay of the primarily carnivorous people. The young years of a Tirrith's life are naturally spent learning the trade of the family during the morning hours, hunting small animals in the afternoon and then learning the traditions of the people in the evening. Biologically, young adults from 10 to 25 years of age have much higher levels of adrenaline in their bodies, making them emotional and easy to anger.

This constant hormonal tide makes young adult Tirrith seem to always be in a rush or staving off a hot temper. Fistfights are common in females, and 'ridge clashes' – where males bang their scalp ridges together like Earth rams – are expected throughout these years. It is for this reason that so many male Tirrith have many scars on their heads and scalps. It is a way to demonstrate dominance and later becomes a large part of choosing a mate.

Adult Tirrith have 'burned away' much of the vigour of their youth, but they remain a largely impulsive and spirited people. Occasional ridge clashes occur in male arguments, and claiming that someone's ridge is 'dull and about to crack' is nearly the most horrible derogatory comment as one can deliver to a proud male.

Females are not immune to Tirrith pride, but instead of worrying about the size and strength of scalp ridges, they carefully tend and decorate the ridges along their jaw lines. Some paint, others etch, but all take care to make sure the ridges are different somehow from their peers'.

The adult life of a Tirrith begins at 25 years of age and lasts well into the nineties, with every Free State citizen finding a role to fill for his larger family line. It does not matter exactly what sort of job he carries, merely that he does so with honour and respect to the Codings of the Free State. Doing whatever job he chooses well – from street janitorial services to spacefaring ambassador to Babylon 5 – brings honour to the family. That is what is important to most Tirrith throughout the majority of their lives.

Old Age and Death

When a Tirrith begins to reach the end of its natural life (around 120 for males, one 140 for females) it begins to show a general lightening of the skin and a loss of sheen to any and all visible bone ridges. By this time the ridging has long-since stopped growing and is likely worn to rounded nubs, many of which may have had to have been filed down to stop cracking or flaking.

When a Tirrith realises he is getting to the last years of life, he often begins to distribute his worldly possessions to his most trusted family members and children. Doing his best to strip himself of anything that can be better used by its fellows, the Tirrith does his best to have almost nothing when the time comes. Obviously, not all get to finish their plans in this way, but many do. It is considered a solemn and reverent time for the family and outsiders that witness such an event normally view the individual with much greater honour and respect.

If a Tirrith does manage to fully prepare himself for leaving this world, he goes to the ancestral lands of his bloodline family to commit the eek'aas'oo, throwing his last gasp in the face of death itself knowing that he is choosing this fate. Shortly after the ceremony, the family goes and collects the remains of the deceased for cremation.

Whether prepared or not for the final death, the Tirrith cremate all of their dead. Groundwater forms a large part of their drinking water supply, and underground rivers and lakes form the biggest sources. The idea of giving up possible water extraction points for the sentimental lying of decaying bodies is ludicrous to the Tirrith. Instead, they hold a short vigil for friends and family while the body is slowly incinerated with focussed heat generated by industrial-grade furnaces. The body is reduced to a fine ash, which is then collected and taken back to the deceased's ancestral land to be placed among the thousands of other wooden urns from previous family members. When a body cannot be

present (starship explosion, death on another planet and so on), a vigil is still held and an empty wooden urn is placed instead.

Diseases

There are few illnesses that can overcome the stalwart bodily health of the Tirrith people, but a few congenital conditions still plague them even after the selective genocide supported by the Dilgar. They are incredibly resilient and shrug off all but the harshest of infections, making them relatively disease-free...but this also leaves them with a terribly lacklustre view of the medical profession and very few resources dedicated to health care and general physical welfare.

A few of their more common (but rare on a galactic level) afflictions are as follows:

- ⑤ **Hee'ruun Kaa'ss** – Also known as 'brittle ridge syndrome,' which is a birth defect that does not make itself truly evident until early in the young adult stage of a Tirrith's life. It causes the bony ridges of the sufferer to grow long, sharp and fast rather than slow and dense. It makes their ridges sharp and wickedly edgy, but fragile. The Tirrith born with this condition inflicts +1d3 damage with an Unarmed attack instead of the regular +1, which counts as inflicting lethal damage when, but loses the Damage Resistance altogether.
- ⑤ **The Unbound Fire** – This is another hereditary trait that often skips several generations before rearing its ugly head once again, and is evident from a very early age after weaning. The Tirrith with this affliction never stems his flow of youthful adrenaline – making him belligerent and downright hostile when confronted. A Tirrith with this condition will always fly off the handle in a hostile rage when failing the Will save in relation to his Fiercely Independent racial trait.
- ⑤ **RAS** – Rapid Aging Syndrome, a Dilgar-introduced virus that seems to occasionally appear in the rural areas of Tirrith IV, causes the Tirrith who contracts it to age roughly five years for every one that passes. It is caught from exposure to certain layers of ground soil, often turned over in herb farms and livestock fields. As it was engineered by the Dilgar as a way to limit the Tirrith's survivability and therefore their learning curve, there is no known cure for those exposed to the horrible affliction.

Diet

The Tirrith are primarily carnivorous, raising small game animals in enormous livestock farms and hunting ground fowl as sport. Their digestive systems can handle small amounts of vegetation and generally any soy-based product,

but they receive actually very little in the way of true nutrients from these sources. Herbs are used heavily and a number of fat-based oils are frequently spiced thickly with a garlic-like substance called *eenii*.

The bones of butchered animals are always kept and ground down into a sort of salty-paste condiment called *aal'o* that is found on every Tirrith table and even sold in tiny packets in their fast food restaurants. It is very high in calcium and immune-system boosting vitamins, making it essential for strong bone ridges and healthy constitutions. Few non-Tirrith find it very appealing, but it is sold as a gourmet delicacy in grocery stores across the galaxy for upwards of twenty credits an ounce.

Processed meat purchased from other species has become very popular in the food services industry, as it has allowed the Tirrith to divert funding into presentation and flavourings rather than the raising and butchering of the animals found on Tirrith IV. This has put a slight pinch on the livestock farming industry, but enough traditional Tirrith refuse to eat 'junk food' that the industry has not suffered too badly from the glut of outside fast food establishments.

Grain alcohol and milk are both considered special occasion drinks to the Tirrith. There is a distinct lack of large mammals on the planet, making milk an imported rarity that is only ever served at familial events and on holidays. Alcohol has a very strong and lust inducing effect on Tirrith, and is only commonly drunk in any amount beyond single sips during the week prior to a mated pair's conception of a child.

TIRRITH GOVERNMENT

The Tirrith Free State was officially formed after the Dilgar War with the advent of the Tirrith Accords that assured that the system would stay well-protected but neutral. Originally designed to keep any one race from ever claiming the jump route nexus, it ended up giving the Tirrith the independence they always wanted – and afterwards helped them retain it. It might not have been the same type of deal that the signing governments initially thought they were ratifying, but it is the sole reason the Tirrith are not simply someone else's colony.

The Free State is made up of thirteen separate 'Registries' of thirteen Registrars, who were registered and voted upon by the people in the field directly influenced by them. All of the twelve common Registries pay homage to the High Registry, sending the missives and registrations from their tables up to the High Registry for final Coding. It is a long and involved process, but the collective people of the Free State believe very highly in their governing body – giving it the power to do what it must to ensure the security, safety and independence of the Tirrith.

The thirteen Registries and what they do for the Free State are as follows.

High Registry – Governs and makes all other actions of the Registries official; creates Legal Codings of their own; manages contact with Freedom Station

Taxation Registry – Governs the levels and gathering of all taxes from citizens, visitors and Freedom Station; hires and manages Taxation Officers

Military Registry – Governs the upkeep and advancement of military forces and technology; assigns the highest echelon of fleet officers; directly responsible for the Registrars of the Registry of Fleet Command

Registry of Research and Development – Governs the scientific community; puts forth technological invention to the High Registry for final patent

Social Registry – Governs the organisations that deal with the public; manages sanitation, medical facilities and employment welfare

Registry of Travel – Governs all incoming and outgoing space travel; monitors the sale of land to non-Tirrith; manages the upkeep of roads and transport tracks

Economic Registry – Governs the spending and allotment of funds and resources; manages the Registrars of the Taxation Registry

Registry of Fleet Command – Governs the officers of the Tirrith Space Defence Fleet

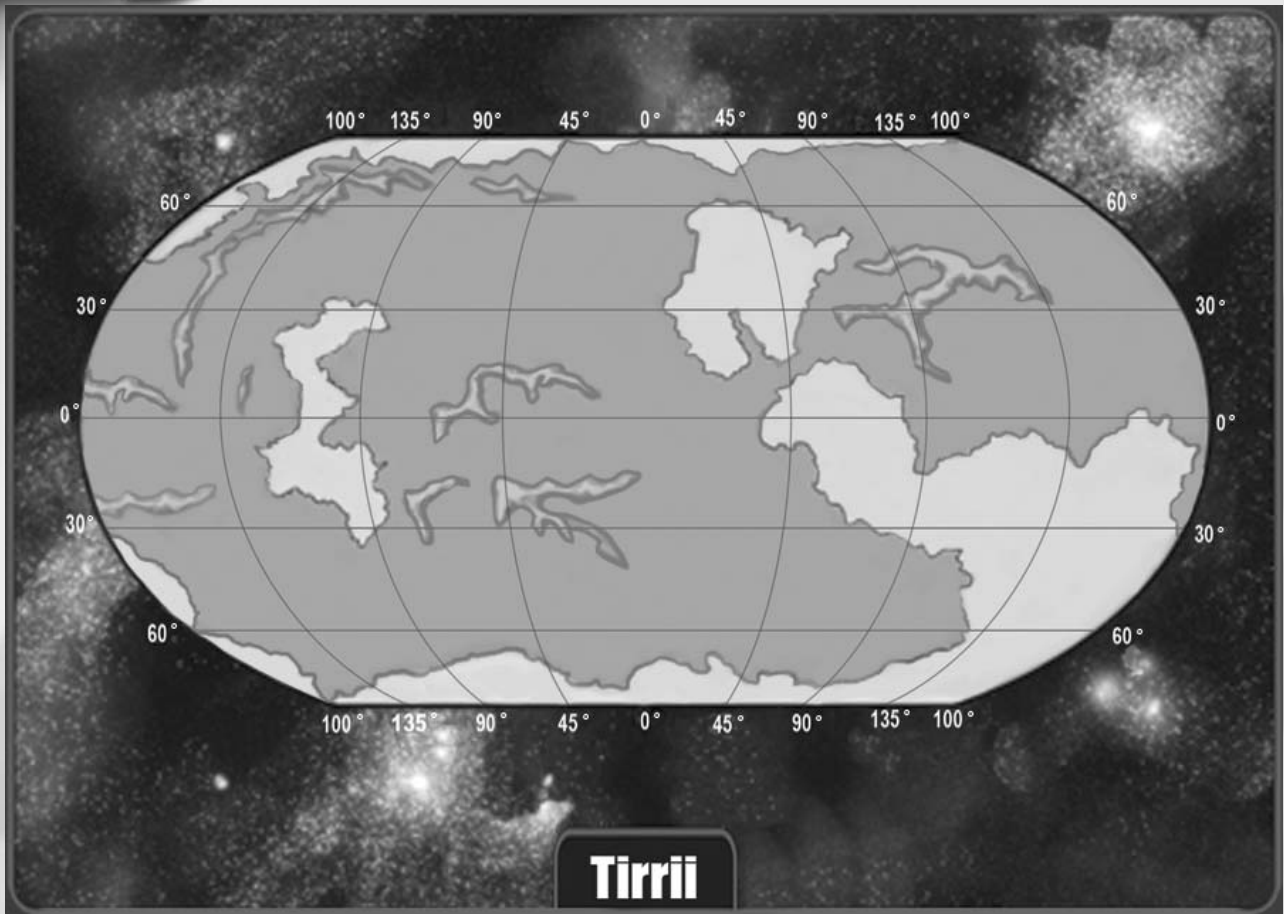
Security Registry – Governs the internal political and social security of the Free State; manages all planet-based police forces and armed response teams

Ambassadorial Registry – Governs and manages the ambassadors sent to other governments; manages the dealings with foreign ambassadors to Tirrith IV

Registry of Religious Freedoms – Governs the placement and use of old religious structures and artefacts

Registry of History – Governs and manages the ancient ways of the Tirrith people; maintains all museums and historic archives

Environmental Registry – Governs organisations responsible for the cleaning and monitoring of the natural environment of Tirrith IV and the system's other planets



HOMEWORLD OF THE TIRRITH

Tirrith IV (Tirrith)

Planet: Tirrith

Climate: Moderate to Cold, Warmer near Equator

Weather Average: Mild but Dry 65%, Light Rain 15%, Wind Storms 20%

Technical Level: Advanced, pulse particle technology, hyperspace capable, mechanical engineering

Native Sentient Race(s): Tirrith

Dominant Government: Free State, run by the Legal Codings of the High Registry

Notable Cities: Anzakar (capital during Dilgar Occupation), N'thral, New Botany Bay, Too'raal (traditional capital)

Population: 500,000 – 1.5 million (varies) (75% of population is urban, 25% live in rural or traditional ancestral lands)

Cultural Information: The Tirrith do not segregate their peoples into urban or rural except when their trade specifies the distinction.

Planetary Information: Tirrith is a world that seems very similar to Earth's savannahs, with large land masses covered in light woods separated by two small freshwater seas and one very salty ocean. The ground is hard soil with a heavy clay content that helps seal in the plentiful groundwater, which tends to keep the air very dry and dusty.

The seas are places of high industry and shipbuilding ever since the Dilgar occupation. Their water has become terribly polluted with runoff from local shipbuilding facilities and former weapons testing sites, even with the added clean-up efforts of the Environmental Registry.

The Iil'keen ocean is full of ionic magnetic minerals that attract much of the world's salt content, making the water found here milky in colour and extremely saline. So thick with salts is the water that some objects that would otherwise sink manage to float. The ocean is a source of industry and recreation only, as it is worthless as anything else.

Tirrith cities are sprawling constructions of several low-altitude townhouses and flats, with little to no distinction between one building and the next. Wide streets and no sidewalks mean a lot of pedestrian travel and few motorised transports that are not delegated to specific tracks. The original capital Too'raal is where the High Registry remains, even though the much larger city of Anzakar became home to many thousand more Tirrith when it was forced to move there by the Dilgar to work in their shipyards.

Two large alien-built cities stand as a testament to the Tirrith's thanks for their being saved from the Dilgar, even though the living taxes tend to be much higher in those places. The Abbai-built freshwater paradise of connected aqueducts and imported water from Abba named N'thral is home to nearly 6,000 of the Matriarchate's peoples, and nearly 2,000 locals who enjoy their hospitality. New Botany Bay, positioned on the ocean's shore, was originally founded as a place to put Earth construction workers when they were off duty, but quickly became a home for the Humans who did want to take the long trek back to Sol. It now is a city of some 5,000 individuals from many races, but remains predominantly Human.

Technology of the Tirrith

Most of the true scientific technology of the Tirrith they received from the Dilgar, claiming it as Tirrith when the Dilgar were forced away by the Earthers. The rest came from the kindness of their galactic neighbours, who helped them get back on their feet after being subjugated for the short time that they were. They are roughly as advanced in their technological studies now as the Earthers, or perhaps the Narn, but still lean heavily on what they learned from what the Dilgar left behind.

Tirrith Boltrifle: Designed to be more ammunition-efficient due to the lack of Dilgar bolt factories in the galaxy anymore, the boltrifle is a lethal weapon that fires a single armour-piercing charged 'bolt' that punches through armour and flesh quite easily. It is the standard weapon of Tirrith soldiers and security agents.

TIRRITH SPACECRAFT

The following entries are spacecraft built on Tirrith IV and its moon base, serving as the naval forces of the Free State and Freedom Station.

Nee'kaa'soor-class Attack Frigate

The Nee'kaa'soor is a slow and sluggish beast of a 'frigate' that has considerable weaponry, but is hampered in today's universe of laser cannons and interceptor fire. Still, it is the premier warship in the Tirrith navy and is laden with Hurr-purchased weapons and defensive turrets.

Huge Spacecraft

Defence Value: Eight (-4 size, +2 Handling); **Armour:** 26; **Handling:** +2, **Sensors:** +4; **Stealth:** Nine; **Stress:** Eight; **Features:** Fusion Engine, Jump Point, Targeting Computer (+3)

Crew: Tirrith Line (+3 BAB, +5 Training); Three Officers, Eight Pilots, Four Sensor Operators, 20 Crewmen

Structural Spaces: 58 (Cargo 12, Control Five, Crew Five, Engine 14, Hangar One, Weapons 21)

Fore Arc Weapons

- 5 Ballistic Cannon (Long, Offence 20, Attack -2, 2 weapon spaces)
- 5 Ballistic Cannon (Long, Offence 20, Attack -2, 2 weapon spaces)
- 5 Particle Beam (Close, Offence 6, 1 weapon space)
- 5 Flak Cannon (Close, Offence 10 or Intercept 15, Rapid Fire, 2 weapon spaces)

Port Arc Weapons

- 5 Particle Beam (Close, Offence 6, 1 weapon space)
- 5 Particle Beam (Close, Offence 6, 1 weapon space)
- 5 Flak Cannon (Close, Offence 10 or Intercept 15, Rapid Fire, 2 weapon spaces)

Starboard Arc Weapons

- 5 Particle Beam (Close, Offence 6, 1 weapon space)
- 5 Particle Beam (Close, Offence 6, 1 weapon space)
- 5 Flak Cannon (Close, Offence 10 or Intercept 15, Rapid Fire, 2 weapon spaces)

Aft Arc Weapons

- 5 Ballistic Cannon (Long, Offence 20, Attack -2, 2 weapon spaces)
- 5 Particle Beam (Close, Offence 6, 1 weapon space)
- 5 Particle Beam (Close, Offence 6, 1 weapon space)
- 5 Flak Cannon (Close, Offence 10 or Intercept 15, Rapid Fire, 2 weapon spaces)

Craft (1): Two Light Shuttles

Weapon	Cost	R/I	Damage	Area of Effect	Critical	Ammo	Range Inc.	Size	Weight	Damage Type	Features
Boltrifle	1,100 cr.	R	3d6	—	x3	12	100 feet	Large	6 lb.	Projectile/Energy	AP 5

Paa'aas-class Carrier

The main delivery system for the lethal Ta'ko, the Paa'aas is itself formidable to any enemy that breaks through its fighter screen to assault the ship at close range. With both Hurr and 'salvaged' Belt Alliance weaponry – the Paa'aas is truly a noteworthy warship. With no jump engines it is a good system defence vessel, leaving interstellar conflicts to the other governments.

Huge Spacecraft

Defence Value: Nine (-4 size, +3 Handling); **Armour:** 24; **Handling:** +3, **Sensors:** +4; **Stealth:** 12; **Stress:** Eight; **Features:** External Docking Ring, Fusion Engine, Targeting Computer (+3)

Crew: Tirrith Line (+3 BAB, +5 Training); Three Officers, 14 Pilots, 13 Sensor Operators, 35 Crewmen

Structural Spaces: 86 (Cargo eight, Control five, Crew seven, Engine 16, Hangar 20, Weapons 20)

Fore Arc Weapons

- ⑤ Heavy Ballistic Array (Close, Offence 15, Array, Rapid Fire 2, 1 weapon space)
- ⑤ Light Blast Cannon (Close, Offence 25, Rapid Fire 2, 1 weapon space)
- ⑤ Particle Beam (Close, Offence 6, 1 weapon space)
- ⑤ Flak Cannon (Close, Offence 10 *or* Intercept 15, Rapid Fire, 2 weapon spaces)

Port Arc Weapons

- ⑤ Light Blast Cannon (Close, Offence 25, Rapid Fire 2, 1 weapon space)
- ⑤ Particle Beam (Close, Offence 6, 1 weapon space)
- ⑤ Particle Beam (Close, Offence 6, 1 weapon space)

Starboard Arc Weapons

- ⑤ Light Blast Cannon (Close, Offence 25, Rapid Fire 2, 1 weapon space)
- ⑤ Particle Beam (Close, Offence 6, 1 weapon space)
- ⑤ Particle Beam (Close, Offence 6, 1 weapon space)

Aft Arc Weapons

- ⑤ Heavy Ballistic Array (Close, Offence 15, Array, Rapid Fire 2, 1 weapon space)
- ⑤ Particle Beam (Close, Offence 6, 1 weapon space)
- ⑤ Flak Cannon (Close, Offence 10 *or* Intercept 15, Rapid Fire, 2 weapons space)

Craft (24): Four Light Shuttles (internal hangar), 24 Ta'ko Interceptors (external docking ring)

Ta'ko Interceptor

Created using the same techniques the Tirrith learned building Thorun fighters during their occupation by the Dilgar. Long, slender and sporting a rapid-firing 'bolt cyclor' that uses old Dilgar technology hidden away in Hurr gun sleeves, the Ta'ko could give many fighters a run for their money in a dogfight.

Tiny Spacecraft

Defence Value: 20 (+4 size, +6 Handling); **Armour:** 6; **Handling:** +6, **Sensors:** +2; **Stealth:** 23; **Stress:** 16; **Features:** Atmospheric Capable, Fusion Engine, Targeting Computer (+1)

Crew: Tirrith Line (+3 BAB, +5 Training); One Pilot

Structural Spaces: Six (Control one, Engine four, Weapons one)

Fore Arc Weapons

- ⑤ Bolt Cyclor Cannon (Close, Offence 15, Rapid Fire 2, 1 weapon space)

NEW TIRRITH FEATS

The following are racial Feats only available to Tirrith characters:

Honoured Recipient

Due to the eek'aas'oo of a family member or friend, you inherited a large amount of someone else's possessions and contacts. This could be a massive boon...or a terrible weight, depending on what you were left and how you deal with it.

Prerequisite: Charisma 12+

Benefit: You must roll a percentile (d100) for each of the following possible inheritances, accepting them as if you owned them...for good or for ill.

% Chance to Inherit	Inherited Possession/Asset
95%	1d6 x 1,000 credits
75%	2d6 Influence of Games Master's choice
40%	Contacts feat (Games Master's choice)
30%	Successful Investment (Independently Wealthy feat)
25%	1d10 Tirrith Free State Influence or 2d4 Elect Council Influence
50%	1d2 Wives and 1d4 Children
5%	Small Civilian starship or Ta'ko Interceptor

Ridge Duellist

You never grew out of your ridge duelling stage of youth and have since developed an affinity for using your bony ridges and hard nails as effective weapons. You may even go so far as sharpening them when you are bored, even though it is considered a social faux pas to your fellows.

Prerequisite: Brawler

Benefit: You add +1d3 damage to your Unarmed attacks instead of the normal Tirrith +1, but suffer a -1 Diplomacy modifier when dealing with other Tirrith.

WHO'S WHO ON FREEDOM STATION

'I want to die famous.'

'Really? I don't want to die at all!'

- Archer Benner and Alaren Kodoiro; taken from Elect Notation 23.10.2261

The following chapter is a short collection of some of the most influential people found on Freedom Station. Games Masters may want their Player Characters to have run-ins with them over the course of a campaign, or maybe use them as contacts for many of the Influences found in this book. They are the movers and shakers behind much of what has been discussed in this book, and they can be used in any campaign using the following statistics and background information.

Commander Elect Brent Forrest

10th Level Human Raider/5th Level Raider Ace/4th Level Diplomat

Hit Points: 40

Initiative: +8 (+4 Dex, +4 Improved Initiative)

Speed: 30 feet

DV: 25 (+11 class, +4 Dex)

Attacks: +14/+9/+4 close combat or +18/+13/+8 ranged

Special Qualities: Infamy (+5). Hard Target (+6), Glancing Shot, Safe Distance (x2). Raider Captain, Crippling Shot, Hasty Retreat, Kill Shot, Raider Commander, Terror of the Space Lanes, Born to Fly, Pinpoint Shooting, Strong Influence

Saves: Fort +6, Ref +13, Will +10

Abilities: Str 11, Dex 19, Con 13, Int 17, Wis 12, Cha 16

Skills: Acrobatics +7, Appraise +16, Athletics +6, Bluff +14, Computer Use +13, Concentration +11, Diplomacy +8, Intimidate +18, Intrigue +16, Investigate +10, Knowledge (commerce) +9, Knowledge (astrophysics) +13, Notice +13, Operations (Piloting) +15, Pilot +20, Profession (White Collar – Elect) +5, Sense Motive +12, Stealth +8, Subterfuge +10, Technical (electronics) +7, Technical (engineering) +7, Technical (mechanical) +5

Feats: Alien Empathy, Contact, Distrustful. Dogfighter, Fluency (Human, Interlac), Improved Initiative, Pour it On, Skill Focus (Appraise), Skill Focus (Pilot), Spacecraft Dodge, Spacecraft Proficiency, Trusted Informant, Veteran Spacehand, Weapon Focus (spacecraft weapons), Weapon Proficiency (spacecraft weapons), Weapon Specialisation (spacecraft weapons)

Influence: Four Horsemen +35, Elect Council +28, Tirrith Free State +21, Blackcoat Brigade +10, Five-Kay +10, Smuggler's Network +10, Spacer's Union +8, Choshaka +2

Standard Equipment: Brakiri Tradesman Suit, FreeCom secured HandiLink, Unregistered Auricon PPG pistol, 20,000 credits in 'spare change'

The most powerful man on Freedom Station, and perhaps for several systems around, Commander Elect Brent Forrest is the Chief Speaker and foreman for the Elect Council. He enjoys a palpable autonomy from the Tirrith Free State and truly runs the station how he sees fit. His word is law at the meeting table, and he is feared in every corner of the station. No one makes the mistake of crossing Brent Forrest more



than once, as his enemies do not live long enough to regret their mistakes and his friends would gladly get in harm's way on his behalf.

Nearly every raider on board Freedom Station pays homage to Forrest in one way or another, as it was his Four Horsemen cell that made Freedom Station possible. New faces to the station might think of him as nothing but an old and retired raider who took up a cushy desk job, but anyone who has seen him down in Aft Commons having it out with bounty hunters knows better. Although he is no stranger to a multi-thousand credit bribe to dissuade foolish action – he is also quick to draw and fire his PPG if the situation calls for it!

During Sheridan's civil war against Earth, the unexpected and untimely death of Brent's brother sent the Commander Elect into a true tailspin of spending and activities that could have spelled the end of Freedom Station. Sending the Four Horsemen, any raider cells he had influence with, his friends and even himself against Clark's ships and supply lines in a sort of 'pirate war' that came to be known later as The Forrest Initiative – he spent *billions* of credits. If Clark would had ever known for fact what was causing him so much trouble in the neutral lanes, Freedom Station would have likely met with some very ugly difficulties.

Roleplaying with Forrest

Brent is an old pro that has seen it all twice and shows a lifetime of internalised regrets about becoming a 'politician.' He is too good a raider to consider him a diplomat, and even after his marriage to one of his flagship commanders, he is frequently melancholy about not being out in his old Delta-V. He enjoys going on for long hours about 'the old days' and claims that Freedom Station was his greatest, most powerful mistake.

He resents ever becoming a politician and there is a touch of cynicism in his dealings with the Tirrith Free State over the whole affair, but he understands that without his leadership and tactical command the raider cells of Freedom Station would tear the place apart. It is plain on his face that he loves his family and the success that his job has given him, but every cycle he is reinstated as Commander Elect he finds a few more wrinkles and grey hairs. He would never quit and leave Freedom Station in the lurch, but he knows that one day he will just get in his fighter and fly...

Plot Hooks

Forrest occasionally needs to hire out to freelancers that are not well-known on Freedom Station in order to avoid political ramifications. He could anonymously contact and hire the Player Characters to do some kind of job before they even know who they are working for. When they find out – do they continue

for the huge wage he has promised them even though he is a glorified criminal, or do they refuse one of the most powerful criminals in the galaxy?

The Player Characters get caught in the middle of a situation between Blackcoat and Five-Kay enforcers in which an ambassadorial bystander is shot and killed. They are witnesses, and are called upon personally by Forrest to conveniently 'forget' what really happened in order to save the station from interstellar incident long enough for him to bribe the officials needed.

Nigel Harrowing, Leader of the Blackcoat Brigade

8th Level Human Agent/5th Level Smuggler

Hit Points: 30

Initiative: +2 (+2 Dex)

Speed: 30 feet

DV: 20 (+8 class, +2 Dex)

Attacks: +7/+2 close combat or +10/+5 ranged

Special Qualities: Crippling Attack, Skill Mastery (Subterfuge), Sneak Attack +1d6, Fast Talk, Hideaway, Eye for Quality*, Travel Arrangements, Favour (1/month), In Plain Sight

Saves: Fort +6, Ref +11, Will +7

Abilities: Str 8, Dex 14, Con 14, Int 19, Wis 16, Cha 16

Skills: Acrobatics +4, Appraise +10, Athletics +7, Bluff +13, Computer Use +13, Intimidate +12, Intrigue +8, Investigate +5, Knowledge (Freedom Station) +12, Notice +11, Operations (Systems) +6, Profession (White Collar – Arms Dealer) +8, Sense Motive +9, Stealth +5, Subterfuge +10, Technical (electronics) +8

Feats: Contact, Combat Expertise, Data Access, Dodge, Duck for Cover, Eye for Quality*, Fluency (Human, Drazil, Praxisian), Improved Feint, Not Me!, Skill Focus (Bluff), Skill Focus (Intrigue), Weapon Focus (Needler)

Influence: Blackcoat Brigade +31, Freedom Station Security +14, Arms Trade (Economic) +11, Smuggler's Network +8

Standard Equipment: Armoured Longcoat (DR 2), FreeCom secured HandiLink, Praxisian Needler (six round clip) with Chlorix-13 (DC 22 or 2d6 CON damage)

The leader of the Blackcoat Brigade is a dark and sinister man that grew up selling his friends out to bullies while scavenging a share of their lunch money. He would sell his best friend into slavery if it gave him a leg up on the next deal. He started out professionally as an underhanded arms dealer and wartime smuggler, enjoying the money and resources the Earth-Minbari War brought him. The fact his species was being hunted by a superior foe meant very little compared to the profits he made.

When the Babylon Project began, business became more difficult and Nigel was forced to begin smaller deals based from Praxis IX. It was there, through dealings with local



crime families, that he bought the protection and the loyalty of Bronwet, his bodyguard. The two were inseparable, and it was Bronwet's money that bought the fleet that brought the pair – and the Blackcoat Brigade – to Freedom Station.

Ever since those first few tumultuous months when Nigel tried unsuccessfully to take over Freedom Station, the Blackcoat Brigade has been his instrument to control at least a portion of the station with an iron fist. He has no morals, no respect for life and a driving need to step on his enemies' throats so they cannot even try to beg for mercy. Even if they could...he would not give it to them.

Roleplaying with Harrowing

Nigel tends to rely heavily on his reputation and bodyguards in order to make sure that he gets his way, or he focuses his attentions on punishing anyone who gets the better of him. He is the smiling neighbour when the need suits him or the snarling predator when he must be. From behind his dark glasses and groomed hair he says exactly what he wants to, when he wants to – depending on the reaction that he wants to see at that moment.

He is a smooth criminal with no issues about lying to someone's face time and time again about how close they are as friends, while planning that person's horribly brutal death in the back of his mind. He has a genius-level, multi-faceted intelligence that allows him to think on several levels at once

– making everything he does a sort of chess Player's gambit. Generally speaking, dealing with Nigel Harrowing might be any sort of act at any given time...you just cannot be sure.

Plot Hooks

Dealing with the Blackcoats on any large scale means that the Player Characters will no doubt run into Nigel. He could set them up as patsies, or he might be trying to recruit them or he could simply be using them to stir up trouble with someone else. Nigel tends to think himself untouchable (and for good reason!), so he could turn up to deal with the Player Characters at any moment.

Somehow one of Nigel's enemies managed to slip a deadly poison into his bourbon and now he is at death's door. He cannot be seen as weak to his enemies, so instead he decides to hire the Player Characters to fetch the antidote from the Abbai. He will pay handsomely if they succeed but he has already set aside the money for the posthumous contracts on their heads if they fail, are late or if anyone finds out...

Pallix Vo-Nehs, Manager of the Five-Kays

6th Level Brakiri Trader/5th Level Agent

Hit Points: 25

Initiative: +1 (+1 Dex)

Speed: 30 feet

DV: 18 (+6 class, +1 Dex, +1 Dodge)

Attacks: +4 close combat or +5 ranged

Special Qualities: Darkvision 60 feet, Investment (Five-Kays), Trader's Knowledge, Master Trader +2, Stunning Attack, Skill Mastery (Subterfuge)

Saves: Fort +5, Ref +7, Will +7

Abilities: Str 10, Dex 12, Con 14, Int 16, Wis 12, Cha 20
Skills: Acrobatics +3, Appraise +14, Athletics +4, Bluff +14, Computer Use +10, Intimidate +13, Intrigue +11, Investigate +9, Knowledge (Freedom Station) +10, Notice +10, Profession (White Collar – Trader) +12, Sense Motive +9, Stealth +7, Subterfuge +11

Feats: Contact, Dodge, Eye for Quality, Fluency (Brakiri, Human, Interlac, Tirrith), Independently Wealthy, Skill Focus (Appraise), Skill Focus (Intrigue), Skill Focus (Subterfuge)

Influence: Five-Kay +28, Four Horsemen +18, Brakiri (Economic) +16, Smuggler's Network +13, Elect Council +8

Standard Equipment: Brakiri Tradesman's Suit, FreeCom HandiLink, 5,000 credits for on-the-spot bribes, W&G PPG pistol (registered to dead Freedom Station resident)

Taking over the Five-Kays from his father after poisoning him in his bed, Pallix is very young for a criminal mastermind – but he plays the role well. He has a viciously competitive and tactical mind for being only a few years out of his adolescence, having learned the best angles of legitimate and

illicit business from his father before his 'untimely passing.' Using those lessons, he turned the Five-Kays from a small-time bunch of smugglers and conmen into a full cell of bloodthirsty raiders.

By making a deal with Forrest, Pallix managed to essentially buy a level for his cell on Freedom Station just by making short work out of the unsuspecting Scrap Irons, and now happily controls the majority of the Housing Level. He would much rather take over the Commerce Zone, but knows the number of multi-million credit fingers that are sunk in that level would likely squash even him like an insect. He is a powerful young Brakiri, heady with his influence over the galaxy, but he knows his limitations.

He has grand plans for the Five-Kays, and hopes to stay their 'manager' long enough to retire with a massive amount of wealth saved up on a backwater planet somewhere on the Rim – where the world of business and crime will never find him...or at least, where he will be able to have anyone killed for trying to annoy him with such matters.

Roleplaying with Vo-Nehs

Pallix knows he has enemies and is wary of outsiders, but also knows the power of those enemies seeing any sign of weakness. He does his best to always deal in public places, under heavy guard, and never without at least one piece of collateral somewhere on the station. If he does not think that he has the upper hand, he will avoid a situation altogether. The closest thing he ever did to foolish was to let some of the Scrap Irons live to stew over their defeat.

Pallix himself is a young Brakiri that enjoys pleasurable company if it has been sufficiently searched, and generally has a knowing smile on his face at all times. He shakes hands and kisses babies while knowing that he ordered the deaths of 10 men with the same lips and signed a must-kill bounty with the same hand just an hour before.

Plot Hooks

The Five-Kays have had a longstanding plot against the Blackcoats for many years, but Pallix thinks he needs a fresh angle to get at the other cell. Pallix arranges for a family member or friend of each of the Player Characters to be placed in some form of dangerous situation (physically or financially) if they do not help him put this new plan into action. They can help him and theoretically save their loved ones, or they can double-cross him and make a terrible enemy on Freedom Station.

Pallix's father apparently had an illegitimate son that has come forward on Brakos to be the true inheritor of all his possessions – which would include the Five-Kays! Pallix cannot risk openly being known as involved with it, but he will gladly pay



outside help in the form of the Player Characters to deal with this loud-mouthed interloper. What Pallix does to wrap up any blackmail-capable loose ends, like the Player Characters, could be very interesting indeed...

Blayke Fulton, Freedom Station Security Chief

4th Level Human Raider/9th Level Officer (Ground)

Hit Points: 32

Initiative: +6 (+2 Dex, +4 Improved Initiative)

Speed: 30 feet

DV: 20 (+8 class, +2 Dex)

Attacks: +13/+8/+3 close combat or +14/+9/+4 ranged

Special Qualities: Infamy (+2), Hard Target (+2), Glancing Shot, Safe Distance, Raider Captain, Crippling Shot, Rallying Call 2/day, Way of Command

Saves: Fort +5, Ref +7, Will +9

Abilities: Str 13, Dex 14, Con 12, Int 14, Wis 13, Cha 14

Skills: Acrobatics +6, Appraise +4, Athletics +10, Bluff +11, Computer Use +10, Concentration +8, Diplomacy +12, Intimidate +20, Intrigue +13, Investigate +16, Knowledge (law) +14, Knowledge (Freedom Station) +15, Notice

+14, Operations (Systems) +10, Pilot +8, Profession (Blue Collar – Security Chief) +10, Sense Motive +10, Stealth +6, Subterfuge +6, Technical (electronics) +7

Feats: Brawler, Data Access, Fluency (Human, Interlac, Tirrith), Hide Weapon, Improved Initiative, Lightning Reload, Martial Arts, Point Blank Shot, Spacecraft Proficiency, Surface Vehicle Proficiency, Veteran GROPOS, Weapon Focus (Boltrifle), Weapon Proficiency (spacecraft weapons)

Influence: Freedom Station Security +30, Elect Council +12, Tirrith Free State +11, Blackcoat Brigade +5, Five-Kay +5, Scrap Irons (Criminal) +4, Smuggler's Network +3, Spacer's Union +3, Choshaka +1

Standard Equipment: FSS Flak Vest, FreeCom secured HandiLink, Auricon PPG pistol, Stun Stick, Tirrith Boltrifle

Possibly the most corrupt person on Freedom Station, Blayke Fulton was once a loyal member of the earliest raider cells that came together to form the Four Horsemen. He tried to go his own way when Brent Forrest began to group everyone under his banner, and was soon cast aside by his fellow raiders in exchange for the increased profits Forrest's little project was bringing in. This has always made Blayke angry with the raider commander, and he would like nothing more than to see him shot.

It was for this reason that Blayke petitioned himself to the Tirrith High Registry as a chief of security on Freedom Station. After getting the job, he then went out of his way to make the Scrap Irons a thorn in Forrest's side using his contacts. When the 'Commander Elect' had the Scrap Irons crushed by the Five-Kays, Blayke knew that he would need a larger, more elaborate plan to crush his enemy.

Using his position as leverage and a source of bribery-based income well beyond the salary the Free State pays him; Blayke is a powerful and well-connected man on the station. Even though he is nothing more than a criminal in a uniform, the other miscreants of Freedom Station pay homage to the FSS in fear of what he can do if they choose to stand against him. Although they are as much the 'law' as any raider cell is on their turf, they have the power of legitimacy behind them should they chose to use it – and Blayke Fulton has never been known not to use a tool at his disposal.

Roleplaying with Fulton

Blayke Fulton is a hard man who knows he is in a powerful position. On one hand he is a crime lord with fifty some odd legally sanctioned thugs on his payroll. On the other he has a huge amount of sway with station resources and a direct link to the Tirrith High Registry if he wants it. His position can only be taken away from him if he quits, dies or gets replaced by a unanimous decision of the Elect Council – and his bribes and threats keep that from ever happening. He has every right to toss aside facades and be as gruff and forthright as he needs to.

When he deals with non-security station-goers personally, a rare occurrence, he tends to be straightforward and direct. He has no time for games, no care for foolishness and a firm right hook for anyone who thinks otherwise. Dealing with Security Chief Fulton is a lot like dealing with a six-hundred pound gorilla; you can ask it to do things nicely, and it just might – then again, it could also tear off your arms and do a dance on your corpse just as easily! No one faults the gorilla...just like no one faults Blayke Fulton on 'his own damn station.'

Plot Hooks

One of the Player Characters could get hired on to do a little work for Freedom Station Security, which turns out to be no more than spying on some of Blayke's enemies off-station. What they learn is that several of the chief's closest agents are on Forrest's payroll – and are hitmen looking to take his job! Depending on how the Player Characters were treated in the contracting process, will they tell Blayke about the would-be assassins, or help them get the job done instead?

A massive airlock 'malfunction' in Aft Commons spaced a dozen or so FSS agents and Blayke needs quick replacements. He has been told the Player Characters are worth looking into and are reliable, so he gives them the option: join the FSS and serve as his bribe-gathering unit from the dangerous Aft Commons level...or, refuse and have to look over their shoulders for as long as they remain on Freedom Station!



Too'reen'paass, Speaker the First of the Spacer's Union

2nd Level Tirrith Diplomat/4th Level Worker (Blue Collar)

Hit Points: 10

Initiative: +1 (+1 Dex)

Speed: 30 feet

DV: 14 (+3 class, +1 Dex)

Attacks: +4 close combat or +4 ranged

Special Qualities: Bony Ridges, Fiercely Independent, Honour Bound, Improved Diplomacy, Vocation Bonus: Operations (Piloting)

Saves: Fort +8, Ref +2, Will +4

Abilities: Str 12, Dex 12, Con 19, Int 14, Wis 11, Cha 13

Skills: Acrobatics +3, Appraise +4, Athletics +4, Bluff +2, Computer Use +6, Intrigue +6, Investigate +4, Knowledge (Freedom Station) +6, Notice +6, Operations (Piloting) +11, Profession (Blue Collar – Dock Foreman) +6, Sense Motive +4, Subterfuge +4, Technical (mechanical) +5

Feats: Brawling, Fluency (Tirrith, Human, Interlac), Honoured Recipient, Independently Wealthy, Skill Focus (Operations: Piloting)

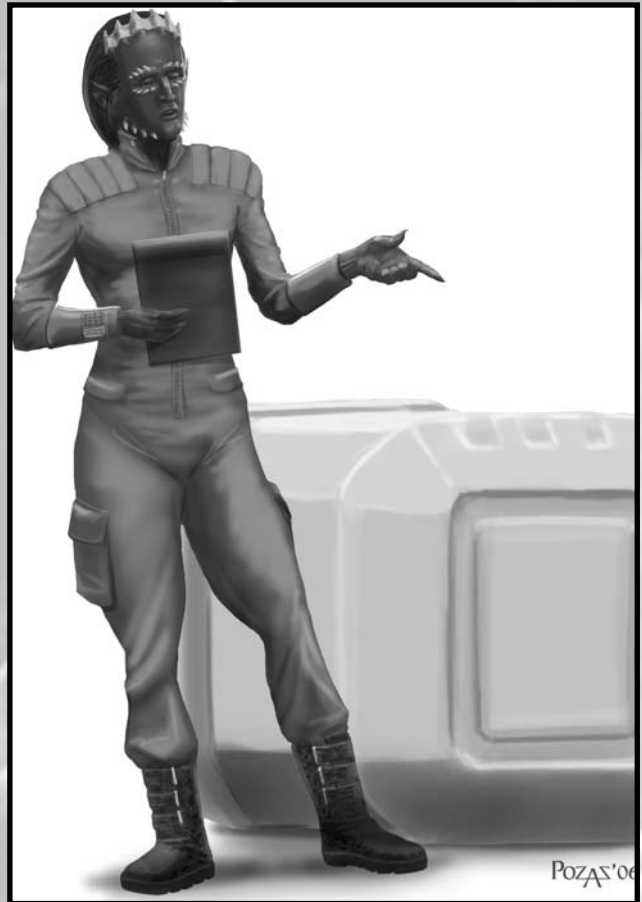
Influence: Spacer's Union +24, Tirrith Free State +15, Vree Spacer's Guild +6

Standard Equipment: Worker's Uniform, FreeCom HandiLink, basic toolkit, SU employment roster

Too'reen'paass, or 'Toorie' to anyone she does not want to butcher her language, is the bloodline niece to one of the High Registrars. She has always been taught to be useful in a spacedock from a very young age, learning as a child how to clean up after Dilgar fighter jocks. After the Dilgar were removed and their own order restored, her father naturally took over the spacedock in the name of his brother, High Registrar Ceer'too'paass. After a horrible dockside accident left her father crippled, he committed the eek'aas'oo and managed to leave her everything.

In doing so he committed her to follow in his footsteps and bring the Tirrith Free Spacedock to massive profits and reputation amongst the Registries. When the Vree's offer was countermanded and the Spacer's Union was made into a full Coding by the High Registry, their primary choice for Speaker the First was Toorie.

Ever since she has run the Spacer's Union with the help of her other Speakers, talking back directly to the Registry of Travel and the Registry of Fleet Command almost as an equal to the Registrars on both councils. She has learned the power of the credit from her peers and has no problem taking a little extra 'tax' from a wealthy trader's ship, or arranging for a crate of expensive goods to go 'missing.' Although this might smudge her honour slightly, it has made her very popular with the Union and her workers.



Roleplaying with Too'reen'paass

Toorie is a friendly Tirrith with a genuinely good heart, making friends of the common station-goer rather easily. She does not hold much in the way of respect for what she considers to be 'wannabe spacers,' and has learned to recognise rookie pilots and dressed-up tourists a mile away. She tends to be more abrupt and abrasive with them, but she knows her job is high profile in certain circles and she cannot risk the High Registry ever choosing to replace her.

Toorie really enjoys the life that she was rather dropped into. Having to serve the Dilgar as a young child made her tough as nails, and her father's honourable passing made her an influential and rich woman, but it is her hard work and malleable positioning with her workers that has made her such an integral part of the dockside team.

Plot Hooks

Toorie recently ended a strike that her workers were committing with firing of several dozen of the more trouble-making louts. She has been instructed to keep outside security with her for the next thirty

days at all times, and she somehow was put into contact with the Player Characters. They cannot leave her side until the Elect Council can be sure she will not be harmed by the disgruntled spacers, but they are aware that even now they are still outnumbered three to one...

The Player Characters' civilian transport shuttle is just about to first dock on Freedom Station, but the captain refuses to pay some sort of extra tax or fee in order to be given bay access. The only people on board who may be able to persuade Toorie to allow them in, if only to further negotiate face-to-face, are the Player Characters. Should they get too forceful, they could make a well-connected enemy out of the Speaker the First...or maybe they do not know what *other* cargo the shuttle has on board that Toorie is trying to keep off the station...

Aicee Ponada, Organiser of the Smuggler's Network

6th Level Human Lurker/10th Level Smuggler

Hit Points: 36

Initiative: +3 (+3 Dex)

Speed: 30 feet

DV: 22 (+9 class, +3 Dex)

Attacks: +9/+4 close combat or +12/+7 ranged

Special Qualities: Lurker's Knowledge, Survivor's Luck 2/day, Fast Talk, Hideaway, Eye for Quality*, Travel Arrangements, Favour (3/month), In Plain Sight, Black Routes, Cover Story, I Know a Guy..., Prestidigitation, Anytime...Anywhere

Saves: Fort +12, Ref +12, Will +7

Abilities: Str 10, Dex 16, Con 12, Int 17, Wis 13, Cha 16

Skills: Acrobatics +6, Appraise +13, Athletics +7, Bluff +20, Computer Use +11, Intimidate +8, Intrigue +8, Investigate +6, Knowledge (Freedom Station) +18, Notice +12, Pilot +8, Sense Motive +12, Stealth +10, Subterfuge +22, Technical (electronics) +8

Feats: Dodge, Duck for Cover, Eye for Quality*, Fluency (Human, Brakiri, Drazi, Interlac, Tirrith), Hide Weapon, Lightning Reflexes, Skill Focus (Knowledge (Freedom Station)), Skill Focus (Subterfuge), Skill Focus (Bluff), Weapon Focus (PPG)

Influence: Smuggler's Network +28, Five-Kay +16, Blackcoat Brigade +13, Mars Resistance +10, Freedom Station Security +8, Four Horsemen +7, Brakiri Syndicacy (Economic) +6

Standard Equipment: Multi-Part PPG, Needler, Bug Scanner, Sonic Lockpick, encrypting FreeCom HandiLink, Hidden Bio-Trak Tracer Device

Raised in the gutters of Mars, Aicee had to do a lot of horrible things to survive, things that still wake her in the middle of the night in a cold sweat. When she was given the opportunity to work her way onto a Brakiri smuggling ship headed to the Brakos Ring – she took it. Of course, when the Brakiri found her stuffing her pack and pockets full of

guns, jewellery and meal bars, they were a tad upset. They put her into forced slavery of sorts running cons, games and *other* jobs for them. She eventually escaped as a stowaway on one of her frequent raider client's blockade runner...and ended up shackled up on Freedom Station.

Ever since, she has put her sexual nature and chequered past to good use. Calling on favours, blackmail and other information to lean on former clients, she began her own small-time smuggling ring. The Tirrith and the local raiders kept the Brakiri mobsters from ever getting to her, and she gathered up a significant power base – opening up the Freedom Station Smugglers' Network hub. From concubine to smuggling queen in just five years, Aicee now does what she can with her power to help out the situation on Mars.

Aicee has cemented good relations with the larger raider cells on the station, especially keeping good relations between her and the insectoid Grath Brothers of the Five-Kays. She makes sure all the girls of the Blackcoats are treated fairly and well, and keeps a steady supply of supplies and resources flowing to both parties for only a slight mark-up. It is said that Brent Forrest and Aicee had a short fling before Brent's marriage to Rebecca, and Aicee seems to always be sullen around the married couple – even though she claims to never actually have been with the Commander Elect.

Roleplaying with Ponada

Aicee lived a rough early life and really has every reason to enjoy her success now. She has no patience for long negotiations, and she knows that her smugglers have better things to do. Her 'people' come first whenever possible, but she is also aware that every smuggler in the Network signed on with the foreknowledge that they might get pinched so the cargo can make it to the destination. Doing the job is more important than the few thousand credits bond to get someone out of a lockup.

Sex sells, and Aicee knows that better than most. She specifically accents her physical features and uses her feminine wiles whenever possible, making short work of heady spacers and traders who have been on the lanes for many months. She can be a steadfast personification of stubbornness when the situation calls for it. She knows that she controls the service her clients want, so it is her job to make sure they pay properly for it.

Plot Hooks

Aicee has a delivery that she wants to be brought to a member of the Mars Resistance visiting Freedom Station, but knows that the authorities watching him will take any opportunity to get at her. She is willing to pay the Player Characters very handsomely to smuggle the item to the listed destination. What they do not know however, is that they are a decoy for her to get the real package delivered!

The Brakos Ring mobsters managed to sneak a few hitmen onto Freedom Station in an effort to take out Aicee, and the Player Characters have caught wind of it. They cannot simply tell her; she might not trust the information, but they also cannot allow the hit to take place – or can they?

Malcomb Strange, Problem Solver

4th Level Human Raider/6th Level Shadow Agent
Hit Points: 26

Initiative: +68(+5 Dex, +4 Improved Initiative)

Speed: 30 feet

DV: 23 (+8 class, +5 Dex)

Attacks: +11/+6 close combat or +11/+6 ranged

Special Qualities: Infamy (+2), Hard Target (+2), Glancing Shot, Safe Distance, Raider Captain, Crippling Shot, Sense Vorlon Presence, Shadow Speech, Telepathic Resistance, Upgrades: Fearsome Strength, Uncanny Resilience (DR 2), Shadow Swiftiness, Never Alone (2)*, Regenerative Recovery (Basic)

Saves: Fort +9, Ref +7, Will +8

Abilities: Str 21, Dex 20, Con 16, Int 14, Wis 12, Cha 14

Skills: Acrobatics +8, Appraise +9, Athletics +12, Bluff +13, Computer Use +12, Concentration +10, Diplomacy +12, Intimidate +12, Intrigue +10, Investigate +6, Knowledge (Galactic Lore) +14, Knowledge (Freedom Station) +6, Notice +8, Operations (Piloting) +4, Pilot +5, Sense Motive +8, Stealth +11, Subterfuge +10, Technical (electronics) +6

Feats: Brawling, Fluency (Human, Drakh, Interlac), Improved Initiative, Martial Arts, Skill Focus (Knowledge (Galactic Lore)), Spacecraft Proficiency, Weapon Proficiency (spacecraft weapons)

Influence: Drakh Entire (Shadow) +18, Scrap Irons (Criminal) +14, Elect Council +10, Smuggler's Network +8, Tirrith Free State +4, Brakiri Syndicracy (Political) +4, Drazi Freehold (Political) +4

Standard Equipment: Pair of Thenothk Bioptic Serpents*, Pair of slimline PPG pistols, Shadowtech-Enchanced Communications Link

A mysterious industrialist with offices on the Commerce Zone, Malcomb Strange was known as Reggie Belvedi before the Five-Kays destroyed his raider cell – the Scrap Irons. Forced into hiding Reggie met up with a new set of benefactors – the Shadows. Reggie had a complete overhaul, being turned from a scrawny pilot to a hulking brute covered in bionic technology tattoos. Taking on a new name and used their resources to gather up the Scrap Irons and set up a Shadow-based office on Freedom Station.

Opening 'Malcomb Strange Incorporated,' he pursued his new masters' goals with every hour of the day that he could spare. In exchange they repeatedly gave him new contacts and new augmentations to his heavily modified body. He found that his new role did not give him nearly enough time to pursue his own

goals – the destruction of the Five-Kays and Brent Forrest – but that it was the beginning of a new era for the Scrap Irons.

When the Shadows left the galaxy, Malcomb was suddenly abandoned again. He was left holding the reins to a horse that had no path to walk upon, and it was not until he managed to contact other Shadow servants – the Drakh – that he saw a greater plan once again. Through his deadly semi-invisible bioptic serpents, the Drakh could watch Strange and prepare him for his eventual takeover of Freedom Station's Craft Access. It was Strange that the Drakh was coming to seek shelter with when the *Excalibur* chased him here in 2270.

Roleplaying with Strange

Malcomb Strange is a friendly man with a rough exterior. His tattoos seem to move strangely when he does, and occasionally his suit wrinkles awkwardly due to the serpents writhing beneath it. He has a firm and strong voice that gets his point across, and unlike many other Shadow Agents the *Babylon 5* universe has seen fit to show us – he is not very subtle in using it. Threats, brutality and physical duress are not beyond his scope, and he happily does what he needs to in order to fill the orders his masters' place upon him.

If you are a common station-goer or a simple tourist, Malcomb is jovial and excited to do favours for you so that he can later ask small things in return. If you are a member of the thrice-damned Five-Kays, he will be eerily cold and mechanical – choosing not to show any emotion in order to hide the boiling rage inside. If it were not for the bionic emotion suppressors implanted in his brain, Malcomb would surely use his new body and all of its perks to simply walk up to Forrest and wring his neck. However, he cannot do so yet, and always puts on a good smile when he can.

Plot Hooks

The Shadows left Malcomb with a long list of possible contacts and informants who might not even know they have dark allies elsewhere. One of the Player Characters is on that list, whether he knows it or not, and when Malcomb Strange appears in front of him one day with a strange package that was smuggled in from the Rim...

Malcomb took an unexpected blow to the side of the head in a bar fight, damaging his emotional dampener enough to shut it down. Until his body repairs it – 12 hours at the most – he is free to do what he wants to concerning the Five-Kays. If the Player Characters are Shadow-loyalists, they may want to see Malcomb slowed down or stopped in favour of the larger scheme. If they are Vorlon agents, they might need to steer the biotech killing machine into getting itself destroyed. Or...they might simply get caught in his way...



The Roleplaying Game
Second Edition



Leap of Faith

OVERVIEW

The year is 2264. The galaxy has been safe from dark minions of Chaos and strict tyrants of Order for almost three years. A power-mad dictator of fear, hatred and megalomania was set against by an uprising of his own people just over two years ago. Much of the galaxy has found a new shoulder to lean on in the Interstellar Alliance and its charismatic and passionate leader. Peace is short-lived and the time for growth is often all-too-short.

For the Earth Alliance it was not only a time for growth – but for healing. The damage that was done to trust and loyalty within EarthGov by the actions of President Morgan Clark was deep and infectious. Even though two years has passed, there are still many Clarkists hidden away under guise of supporters of the new president, Susanna Luchenko. Dark and mysterious allies that Clark had made left their marks and many of his twisted projects were dismantled after his suicide.

Some were merely re-named and tucked away so the ISA would not find them.

One of these projects was the infamous attempt at infusing Shadow technology with EarthForce vessels. The prototypical results of which, the dreaded Omega-X, was responsible for the near thwarting of part of the White Star fleet during the last days of the Earth Civil War and almost cost Susan Ivanova her life. When Clark was no longer a problem, President Luchenko assured the newly chosen President Sheridan of the Interstellar Alliance that the Omega-X program had been shut down and all the prototype destroyers were present at that battle and were destroyed. At least as far as she knew at that time. What she was not aware of was the underhanded and secret schemes of Senator Tessa MacHenry, one of Clark's closest friends and allies – and the first to abandon him when things looked bad.

Senator MacHenry never forgave Sheridan for rising up against Clark or forcing Earth's hand to join his Alliance. She did not like feeling so helpless under the watchful eye of the alien life forms across the galaxy. Most of all, she never wanted Earth to be weak enough to be put into that position again. She would not be able to return Earth to its former state as a galactic power through the vile tactics of her old friend; nor could they strictly rely on the altruistic generosity of Sheridan and his new alien coalition. Earth's other political leaders would not dare be as bold as the Centauri, who turned from the ISA completely, but

MacHenry could use her position as the spokesman for spacefaring research to focus and augment Earth's own abilities. *Use every resource you have*, the President had always said. Time would show that Tessa MacHenry did that very thing – in spades.

Leap of Faith is a scenario for the *Babylon 5 Roleplaying Game*. It is set in the years between the end of the Season 5 of the television series and *A Call to Arms*, which evolved into the *Crusade* spin-off series. It is designed for a wide cast of characters that can hail from anywhere in the galaxy and are likely between 5th and 7th level. The scenario begins with the characters, contacted by the office of a Senator of the Earth Alliance to come to EarthDome in an all-expenses paid trip that promises to be well worth their time. Characters who are active members of the Anla'shok (Rangers) or in the politics of the ISA should be avoided.

This scenario is a stand alone adventure that is designed to be inserted into any existing campaign played in the year 2264 and could be a great way to fill in the blanks for those gaming groups that have a great deal of down time between Babylon 5 canon events.

Group full of Rangers?

The Rangers were a big part of the television series and as a result, many players tend to bend their characters toward the Ranger character class and the overall aspect of the ISA as the role of the 'good guys'. This scenario is best played without any official attachments to the ISA or the Rangers, but if one or more of a Games Master's players are already on this path when he wants to begin this scenario there is a good way to keep them involved without shattering the storyline.

Rangers are experts at gathering information. They could have intercepted the invitation to EarthDome and brought it to the attentions of their superiors. President Sheridan is therefore intrigued why EarthGov would resort to freelance help instead of using the Rangers and wants the characters to go incognito to the meeting. This anonymity could make for an interesting facet of the scenario's twists and turns, but also adds in an element of danger for those trying to pull one over on EarthGov!

Games Master's Information

For Games Master convenience, all character statistics are included in a single appendix toward the rear of the scenario. There is a great deal of secret information loaded into several of the Non-Player Characters and *other* encounters in this scenario, meaning that the Games Master should peruse and study this material before setting down to run it for his players. There is also a significant chance that the players will need to make some rather important choices in the adventure, which could lead to good roleplaying opportunities between Player Characters, or with the Non-Player Characters.

Characters starting this scenario at 5th level will find it to be rather difficult to fight their way out of every problem and even those of 7th level might see better survival odds if they use their mind and their heart to alter the outcomes of situations rather than their PPGs.

What the Characters Think They Know

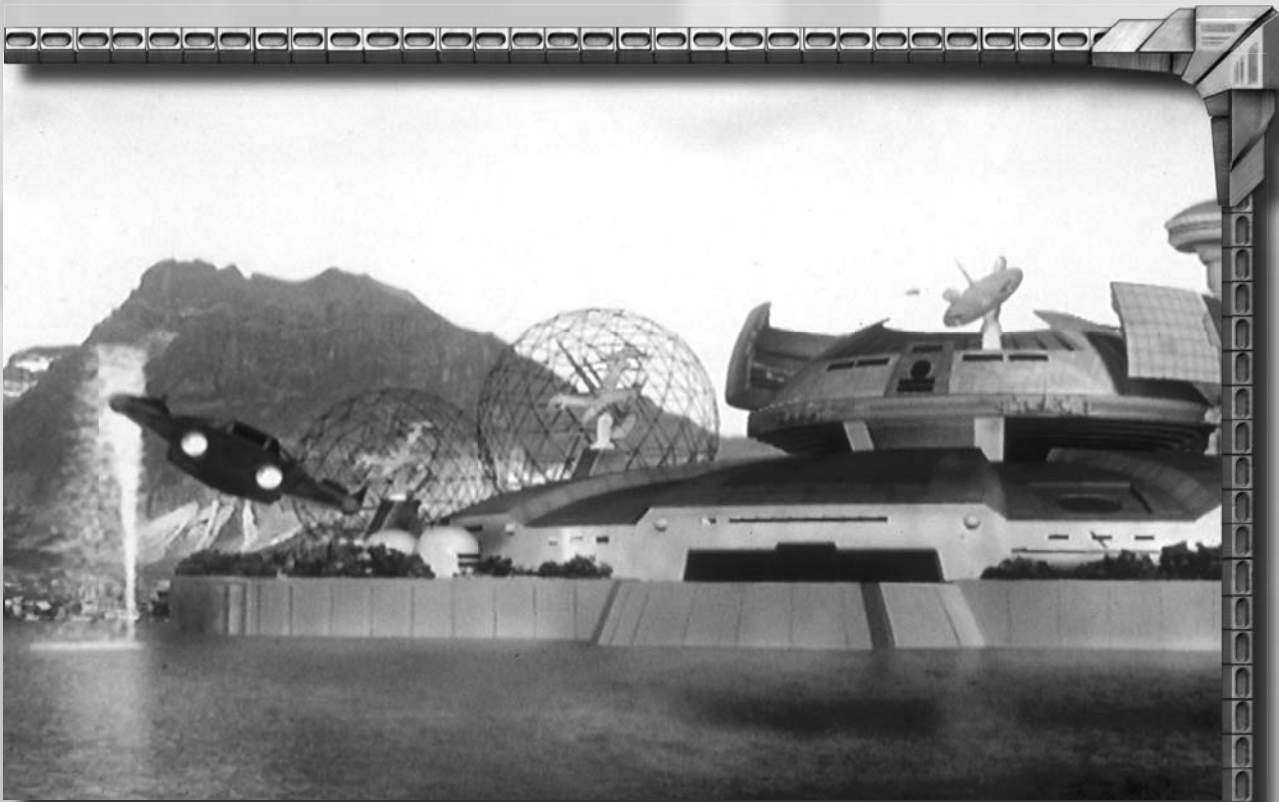
Senator MacHenry must be very serious in her invitation to the Player Characters. The trip to Earth is one of pomp and padding. Private shuttles, expensive priority jumps, free food and boarding – the works. The Player Characters do not need to even so much as lift their identicards to get

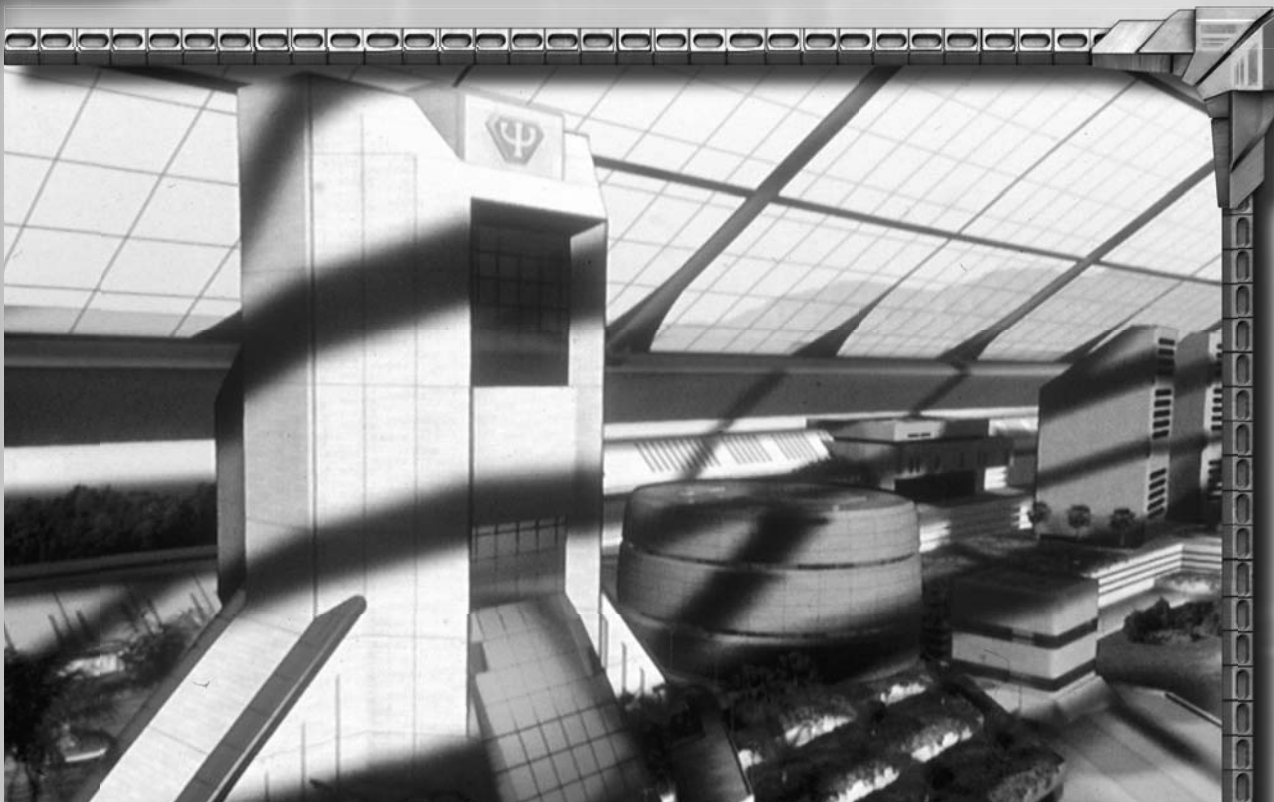
from wherever they are in the galaxy to EarthDome. In fact, the Earth Alliance escorting stewards recommend that they *do not* use their own money or accounts for anything at all. 'All expenses paid' they will say repeatedly. When asked about why the Senator wants to see them so badly, all they say is 'it must be important, the Antarean Ambassador didn't get treated this well'.

The state of Earth's affairs have been pretty solid ever since Clark removed himself from office and the galaxy has more or less let the Earthers deal with themselves without being under scrutiny at this point. Most people's eyes are turned to the growing Interstellar Alliance and its dealings with the worryingly spiteful Centauri Republic.

For the few weeks it should take for the Player Characters to actually get to Earth they will likely figure out that the route in which they are being taken is just about the *longest* way possible! Crafty spacers will realise in short order that all of the major transfer points and stations are being avoided utterly and that the route is deliberately difficult to trace. This will likely bring up questions to the escorting stewards, who can only explain that the trip was already laid out for them before they picked the Player Characters up.

The scenario begins with the Player Characters being ushered directly to the Senator's office...





What Really is Happening...

The luxury transport has been told to take the best possible route back to Earth on the most restricted jump paths and out-of-the-way transfers in order to keep the Player Characters from coming into contact with any outsiders. Senator MacHenry needs this mission to go off without anyone knowing something is wrong, so she is making sure that even if the Player Characters were to leak this story, there would be no evidence to trace her involvement.

As they will soon discover, the EAS *Eyre* was sent seven weeks prior to investigate a particular debris cluster in the Ventox system – on the edge of formerly Vorlon Empire space. The ship has not reported at all and scouts have said that the ship's signatures were recorded moving

deeper into the Vorlon's former territory. The *Eyre* was an experimental 'science' vessel made from the remnants of Clark's Shadowtech projects and if it fell into the wrong hands it could mean utter scandal and disaster for the Earth Alliance – especially if Sheridan and the ISA found out. That is why she is turning to freelance help that is ultimately expendable, rather than risking dealing with the Rangers.

MacHenry is prepared to do anything to get her vessel back in EarthGov hands – including pay a king's ransom to the Player Characters. To receive what could be easily viewed as a genie's wish from the Earth Alliance, they must be ready to trust MacHenry and take a leap of faith on her word that they will be repaid in full...

ONCE IN A LIFETIME

The characters are all in a waiting room outside the Senator's office, watched and warded by the three escort stewards (see below) from making any sort of contact with any personnel or passers by. Should a character need to use the refresher, an escort will go with them. If the characters need anything, from a coffee to a rack of lamb – the escorts will link in to the main office and have it sent as fast as possible. The escorts are there to make sure that the characters are comfortable, pampered and most of all... *sequestered*.

It will be a half hour or so before the Senator will see the characters, at which point three individuals will walk out of the office at the same time the characters are being asked to come inside.

Col. Arthur Dratten: The retired GROPOS veteran marine that fought his last official battles in the Earth-Minbari War and now runs a private security firm that has been widely known to use bounty hunters and mercenaries as freelance help from time to time. He might recognise any Human military characters and he will almost assuredly sneer at any Minbari ones.

Arthur is a military man through and through, even in his greying years. His voice is strong and his eyes sharp. Although he rarely takes any assignments through his firm himself, he is in good enough shape to probably do so if need be.

Secretary Dr Tyrone Gerardi: The second-in-command of the Exploration Corps of EarthForce. He is the assistant to the office that sends Explorer-class ships to the Rim and one of the leading minds in theoretical astrophysics. Any Scientist-class characters with at least five ranks in Knowledge (astrophysics) will know who he is when they see his flaming-red mop of hair and horn-rimmed glasses.

Tyrone originally started his career as a chaotician, only switching to theoretical astrophysics when Chaos Theory stopped paying the bills. He talks quickly, goes on wild tangents at a moment's notice and cannot sit still for longer than a few minutes before the stim-driven urge to fidget takes hold.

Yolanda Becker: A high-ranking Psi Corps official that should be unknown to any characters except Psi Corps members of P11 or higher rating – and even then only if they have reason to be

involved in any of the Corps' underhanded missions during the beginning of the Shadow War. She is very attractive and will likely scan the characters if they try to make eye contact with her.

She is olive-skinned, short-haired and built almost specifically for seduction. Even if it was not for her powerful telepathic abilities, she would be a perfect spy or interrogator for the Corps. Since she *does* have her powers, no man or woman is safe from her lust for their thoughts and secrets.

These three individuals were meeting with the Senator for the same reason the characters are about to; they have been asked to help cover up the disappearance of the *Eyre*. Each of them has something big at stake if the mission is ever discovered fully, which the Senator hopes the characters will keep from ever happening.

When the characters are finally shown into the Senator's office, they will find her standing behind her desk with her back to the door, staring out of the office window at the Geneva skyline at night. Sitting in the chairs off to one side is a swarthy-looking man in a ratty flight jacket and a young woman in a clean and pressed EarthForce uniform that marks her as a captain.

'Come in', the Senator says over her shoulder, 'have a seat. We have much to discuss.'

There are exactly enough seats for the characters to all sit down and if any choose to stand she will just shake her head dismissively when she sees this and will take her own seat.

Escort Stewards

The three 'escort stewards' are actually members of the Earth Alliance Secret Service and are currently going by the alias names of Kirk Beagle, Su Kim Akita and Gary Whippet. They are skilled at a variety of areas and will try to use Subterfuge and Intimidation to keep the characters from interacting outside their group – but will use force if they must.

'I do hope your trip was enjoyable', she says with a smile. 'I took a chance in bringing you here. I hope it was worth all that taxpayer money to do so.' She steeple her fingers and places her lips against her fingertips and closes her eyes. You cannot help but notice that her fingers are trembling slightly. 'I am sure you want to know why I brought you here.'

'Seven weeks ago,' she begins, 'we sent a ship to a classified location just outside EA territory, in neutral space. It was a very important science vessel to many ongoing projects within EarthForce and it has not reported back to us in over twenty days. This is far beyond normal protocol for an expedition of this type. Those brave men and women took a big chance for Humanity with that ship. I personally want you to go and retrieve the ship, or any information you can about its disappearance. You must accept this duty before I can tell you anything further, due to its classified nature. Do you have any questions?'

Most likely the characters will have a lot of questions. The Senator will not be able to answer too many of them, as the information is only going to be given to them if they accept the assignment. Good answers for some of the questions characters might ask of her and her answers of them (and her veracity), are as follows:

Q: Where did this ship go?

A: *'Neutral territory only two jumps from our own border. Uncontested space, I assure you.'* (TRUE – the EAS Eyre disappeared just outside the Ventox System, which is neutral now that the Vorlons are gone.)

Q: Why don't you send EarthForce personnel?

A: *'We do not want to use our naval assets to clean up our scientific errors. Freelancers like you are more discreet and do not put undo stress on our fleet resources.'* (FALSE – MacHenry wants plausible deniability and using help that can be swept under the propaganda carpet is better than anyone linked to the EA or ISA.)

Q: What were these classified projects?

A: *'System scanning and testing some new technologies we have developed. We do not know what could have gone wrong.'* (TRUE – The Eyre was packed full of experimental systems from the dismantled Omega-X program, mainly Shadowtech systems.)

Q: What is in it for us?/What does it pay?

A: *'Well, I was hoping to make this an informal arrangement. If you do this for the people of the Earth Alliance, the Earth Alliance will help you in any way it can. We are willing to stretch the limits of conventional contracting just for you.'* (TRUE – MacHenry knows that the ISA would be very upset with EarthGov if they discovered they were still using Shadowtech parts in new ships; thus she will grant nearly any payment request the characters can come up with once they accept.)

NOTE – MacHenry will not discuss payment in any factual sense until she knows the characters are willing to do this for her. She knows that telling them how much she is willing to pay might scare them away – or warn them of the mission's importance.

Q: How will we get to where the ship disappeared?

A: *'Captain Tabler and Flight Commander Beier will be taking you.'* She gestures to the two people sitting at the end of the room. (TRUE – these two are willing to help bring the characters to where the ship was recently reported to have been seen entering hyperspace. They have special interests with the technology on board that ship.)

Should the characters balk at the opportunity to work directly for the Senator, she will let out a heavy sigh and stand up and come around her desk to sit on its edge – a tactic her political advisor said 'softened her image' and 'helped her seem more charismatic'.

'Look,' MacHenry says 'there are 17 men and women on board the Eyre and I want to bring them home. My sister's fiancée is also on that ship and I cannot keep telling her I do not know what happened to him! What sort of sister would I be if I did not use my office to bring him – all of them – home safely? Even if they have met with some ill fortune, the families of those 17 people need to know what happened to their loved ones.'

This little speech is an utter lie. It was something that her advisor cooked up just in case and it ought to work with most characters. While MacHenry is not uncaring of the situation, the Eyre's crew were selected from willing participants with no real family to speak of. What she is truly concerned about is the Shadowtech falling into the wrong hands, or the mission being discovered by the ISA's watchdogs.

If the characters still will not sign on, MacHenry has one tactic left: bribery.

'I cannot express to you in words how important this mission is to the Earth Alliance. Perhaps we can talk numbers, then? Have you ever even seen what a million credits looks like? Or, have you ever had your eye on a commercial cruiser? Perhaps last year's model of Starfury? I do not want to sound desperate, but I am ready to make your dreams come true; if you do me this one favour.'

It is unlikely that the characters will say no to such an offer – which she is fully ready to keep if they come through. If they still refuse, the scenario is probably over as they do not care enough about the situation to help MacHenry at all. They might be persuaded through darker means (blackmail, family duress and so on) undertaken by Miss Becker and the Psi Corps when she hears of their refusal, but that is ultimately up to the Games Master.

Should they accept the offer at any time along the way, Senator McHenry will clap her hands and smile genuinely before nodding to a hidden camera she has in her office – signalling the others to come back inside. The doors will open soon after and the three officials will stand up on one side of the Senator's desk.

'Now that we have your acceptance of the assignment – noted as EyreCLO-9 in the records, we can switch off all surveillance and fill you in on what you are going to be doing.'

The Games Master should review the following facts about the mission assignment and communicate them to the Player Characters. They are explained by the various personalities in the office (as noted in parentheses), in no particular order, depending on how the characters interact with the information. By the end of the scene, the characters will know a good deal of what is happening, what is expected of them and how it is going to happen.

- 5 The EAS *Eyre* was sent into what was once Vorlon territory to test new tracking, sensor and weapon systems in an area of space where no one would spy on them – the Ventox System. It was crewed with some of the best scientists in their fields and a unit of marines and its last transmission was 20 days ago from just outside the system. (Gerardi)
- 5 Making sure the ship was not captured by other governments or a raider force is the primary goal of the mission. If the ship has been compromised, it must be destroyed. All other priorities are secondary. (Dratten)
- 5 The crew was all volunteers, with MacHenry producing signed liability waivers if necessary. (MacHenry)
- 5 One of the technologies being tested was sponsored in part by the Psi Corps and agents nearby received a single telepathic message after the ship stopped transmitting its signals. The message was *unclear*, but there was an implication of danger. (Becker)
- 5 Captain Tabler of the EAS *Halloween* will be taking the characters and Flight Commander Beier to the jump point location where the *Eyre* went missing. Beier will then fly them in his boarding shuttle to where they believe the ship might be located. (Luchenko)
- 5 Any amount of additional assets that the characters need for the mission will be arranged for through Dratten *only*, no outside contacts or influence can be used until the mission is over. (MacHenry and Dratten)
- 5 The characters are only to answer orders given to them from the officers present in the office at that moment. *Any* other contact is forbidden and puts the mission at risk. (MacHenry)
- 5 When the mission is complete – one way or another – the Senator will reward each character with any one favour or gift that she can manage. As a prominent Senator of one of the most powerful galactic governments in known space, her ability to reward is *considerable*. (MacHenry)

The characters might have some other interesting questions to ask the various officers in the room, but the majority of the information available to them is included in the above bullet points. The Games Master has final say as to what exactly they will tell the characters. It should be noted that they do *not* want the characters to know anything that might hinder their ability to fulfil the mission.

(08:00) Launch minus 48 hours...

Once they have fully discussed the mission as far as they are going to at this time, the characters are dismissed back into the care of the three escort stewards, who will take them anywhere in Geneva they want to be taken. They will be constantly escorted and not allowed to use any sort of communication devices or mass-transit where they might run into anyone. There should be a definite feel of seclusion and privacy, no matter where they go. It is like the stewards arrange for every shop, store or restaurant to be vacant except for the completely necessary staff.

Although such an outburst would be foolish to say the least, if any character manages to mention *anything* about the mission to an employee of a business the stewards take them, the stewards will almost instantly draw needlers and tranquilise the employee. After the target has been pacified, they will link in and order a 'localised mindwipe' of the employee. Even after one of these harsh dealings, the characters should realise they are probably in far deeper than they wanted to be.

Basically, the next 48 hours should be spent having the characters get prepared for their journey. This is a good opportunity for more militant characters to request major combat supplies like heavy weapons and advanced armour that might otherwise cost far too much for a common character to arrange for. The stewards can and will arrange for 10,000 credits worth of equipment per character, limiting them to common or Restricted items; but not allowing for anything that has an 'Illegal' rating. Putting together the asset request and doing what little shopping they will want to will take about three hours per character.

When it gets rather late into the first night the stewards will take the characters to private suites at EarthDome, locking them in for the night. The rooms are large and comfortable for three people each, obviously under surveillance and have a dedicated communications link to the guards waiting outside in case the characters need anything. It ought to make for a good night's sleep, but any problems caused by the characters will be dealt with by slowly adding a diluted form of morph gas (DC 14) into the room to make them fall asleep faster than normal.

Immunisations

Injection	Biochemistry DC	Cybertechnology DC	Medical DC	Purpose
Jufflaxin Oxia	12	18	14	Immunity system booster
Spacer Cocktail	8	13	10	Routine space-travel anti-inflammatory
Metaviral Inhibitor	12	15	12	Powerful anti-virus mixture
Chlorinaxide	10	15	15	Organic circulatory lubricant, raises blood pressure for hyperspace travel
Irradiantine	12	14	10	Common anti-radiation medication
Synapse Coat X-11	14	8	16	Manages synaptic firing; used to block cybernetic nerve-bridging during surgery
Aflinadrene	12	15	18	Nerve-to-muscle enhancer; used to fight cramping and muscle atrophy

(08:00) Launch minus 24 hours...

The next day will be spent going to see the Senator's medical physician for a series of immunisations and vitamin injections. The physician is an older man named Gregory Teft and knows not to ask any questions of his 'patients', nor will he answer any questions of a sensitive nature asked of him. Common conversation is fine, but anything that begins to sound like business is ignored or quickly changed back to harmless chatter.

The characters can try to resist getting the shots for whatever reason they wish to give, but nothing short of a telepath's abilities will be able to convince the escort stewards to allow the character to leave the medical facility. For the purposes of Sense Motive rolls against the stewards, they do in fact believe the shots to be necessary – and are willing to do anything to make sure the characters get them. If necessary, they will gladly tranquilise a problem character long enough to have the doctor finish administering the shots.

Anyone with Knowledge (biochemistry), Knowledge (cybertechnology) or Medical skill of at least four ranks has a chance to know what the chemicals being shot into their legs are actually for. The DC for the required check is listed in its given column on the Immunisations table.

Any character that asks further about why they are receiving the cocktail of immunisations, the stewards will explain honestly that they are to help battle any side effects of being in proximity to some of the projects that were involved with the 'mission target'. They may not know the *exact* nature of what is being shot into the characters' veins, but they do know that it is genuinely put there to protect them from possible projects on board the *Eyre* that could have been damaged – or so they have been told.

After the injections the characters will feel a little off, like they are on some kind of steroid or amphetamine. This feeling will pass in an hour or so (half that time for any pak'ma'ra characters) and is

normal for the amount of chemicals that were just put into their systems. Particularly malicious Games Masters could play up this weird feeling, making their players paranoid for the well-being of their characters, but there are no lasting side-effects of the immunisations.

(17:00) Launch minus 15 hours...

Three hours before the characters are scheduled to go back to their EarthDome suites for the evening, Senator MacHenry, Captain Tabler and Flight Commander Beier will meet them for a nice private dinner at the Senator's summer home in Geneva. It promises to be a gourmet affair and semi-formal dress is recommended (but not *required*). Suits will be provided if asked for and dinner will begin promptly at 18:00 hours.

The MacHenry Summer Home

The house that the characters are brought to is a very nice, single-floor cottage on the shore of a private lake in northern Geneva. It is situated on a beautiful rolling hill that has been seeded with many wildflowers and a cobblestone path for when the Senator needs to just walk around and enjoy the estate. Everything is painted and decorated in an older style reminiscent of farmsteads seen on popular vids from the 22nd Century.

Being a Senator's house, it has several additional adjustments made to its construction that make it better suited to be used for ambassadorial dinners and private familial meetings. Unless stated otherwise in the room's description, the entire house has the following features:

- ⑤ All exterior windows are chemically reinforced to protect against blast and projectile attacks, having a Hardness rating of 25 and 40 hit points. They are lightly smoked to give visual distortion from the outside, giving a -2 penalty on all ranged attacks originating from the outside at a target on the inside.
- ⑤ All doors are electronically and magnetically sealed by a central security mechanism that would require a DC 25 Computer Use or Technical

(electronics) to bypass; conversely a DC 35 Strength check could batter open the locking mechanism – which will invariably set off the internal security systems (see next bullet point).

- ⑤ All possibly entry points (doors, windows, chimney and so on) are wired with a very sensitive motion-sensing security trigger that feeds directly into the onsite security station. Bypassing it would require a DC 35 Computer Use or Technical (electronics) skill test and would still alert the security as to having ‘technical difficulties’ on that entrance.
- ⑤ There are no fewer than four audio/video surveillance devices to be found throughout every room of the house (including the front and back porches). Each device is about the size of a Human adult thumb that is adhered or wedged into various places in order to allow its fish-eyed lens and sensitive microphone to take in a cone-shaped area of surveillance covering a full 45 degrees to the front of the device. Up to eight hours can be recorded on an internal data mini-crystal, which must be removed manually to view the data.
- ⑤ The entire house is rigged with a powerful, short-wave communications jammer that makes any form of non-tachyon communications impossible to or from the house or 50 feet from it. The jammer is located in the security station and is switched on whenever the Senator is on or near the premises.

1. Front Porch

The open air, traditional farmstead look to the front porch of the house is not actually made of the common wood it looks to be. It is actually made from a composite plastic moulded and painted to look like wood. The small bench sitting at the end of the porch is one of Tessa’s favourite places to sit and watch the sun rise. It is the only way to get to the front door of the building.

2. Foyer

Having been compared to ‘a very pleasant-looking airlock’, the foyer is a small room that allows security to quickly scan guests for weapons or hold unwanted invaders indefinitely. The walls are painted an attractive colour of light green and the internal door looks like beautifully carved cherry wood – but is actually made of PPG-proof composite plastic.

3. Sitting Room

This angled room is the main place for the Senator to meet with company over coffee or other drinks. There are several plush chairs and a single three-seat sofa that are facing one another in an effort to hold the best attentions for conversation. The Senator has a particular chair that she is supposed to use to maximise security coverage and minimise the chance of a sniper using the external window to attack her, but she often forgets which chair she is supposed to use (the one marked with a star on the map).

4. Dining Room

An oval-shaped room attached to the kitchen, there is a large wooden table and chairs that dominate the centre of the dining room. The table can seat ten comfortably, with elbow room for even some of the larger galactic races that the Senator might have over for dinner. The wall that borders the security station is actually a fast-machined hatch that can be opened in an instant if there is ever a problem in the dining room requiring security agents.

5. Security Station

A hub of electronic equipment and monitoring gear, the security station is only accessible normally through the back of the freezer in the kitchen, but has fast-machined access hatches in the dining room and master bedroom. There are normally four EarthForce Secret Service agents (see Earth Alliance Secret Service entry on page 123 for statistics) on duty at all hours in the station.

6. Kitchen

The house’s kitchen is where a trio of gourmet chefs are brought in to provide exquisite meals for the Senator and any guests she might be entertaining here. There is everything necessary to prepare gourmet meals, but there is also an external door for deliveries and a walk-in freezer that serves as the hidden entrance to the security station. There is a single swinging door that leads to the dining room.

7. Master Bedroom

Although rarely used for anything but one-on-one conversations, there is still a very nice armoire and king-sized bed present in this rustic-looking room in case the Senator actually does wish to stay overnight.

8. Guest Room

This is a small and simple room that could be used to house a pair of guests for an overnight stay if necessary. It has a small wardrobe dresser and a queen-sized bed; both of which have a colonial-style look to them.

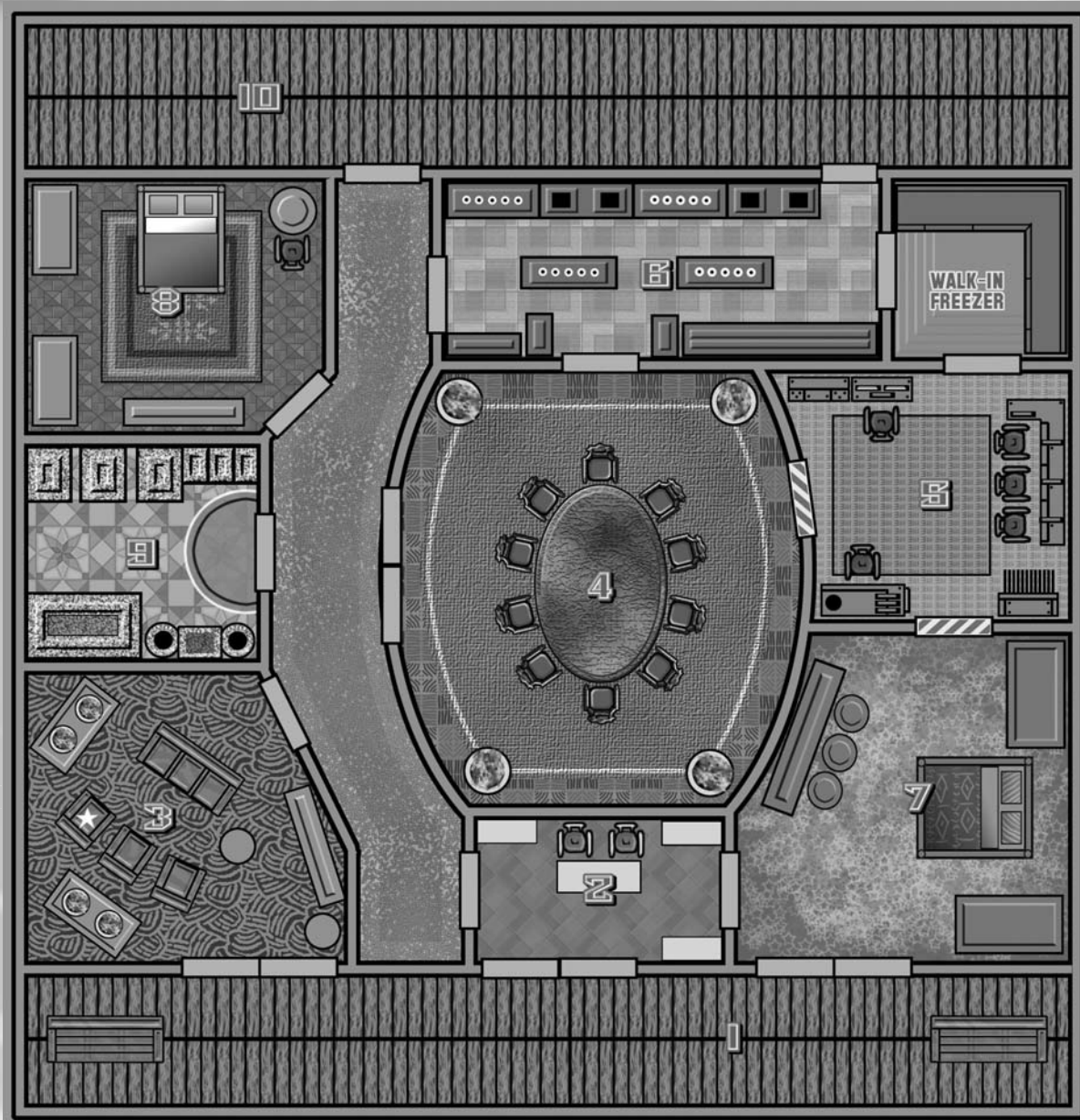
9. Refresher

A necessary room for any building, especially for guests. It is not pak’ma’ra or Ipsha friendly, but those races are rarely invited to any sort of function – let alone a pleasant night at the Senator’s summer home. For privacy’s sake, *only* audio surveillance is taken from within the refresher.

10. Back Porch

Similar to the front porch, the back porch is screened in with a durable alloy mesh (Hardness 16) and has a thin door that leads to the path heading down and around the pond’s edge.

The characters will be allowed to move freely inside the house (as surveillance will keep track of them well enough),



but will be expected to come to the dining room when dinner is ready. Senator MacHenry (who will ensure that the characters call her 'Tessa') will wait and have a chilled vodka in the sitting room until she is told by the chef that dinner is about to be served via intercom.

Besides the characters, both Captain Tanya Tabler and Flight Commander Steven Beier are also invited to the dinner.

Captain Tanya Tabler: The young and adventurous captain of the EAS

Halloween, a Chronos-class attack frigate, Tabler fought on Sheridan's side during the Civil War as an ensign on the *Agamemnon*. She rose through the ranks quickly thereafter and has been promised a captain's chair in one of the newly suggested 'Warlock-X' vessels that are going to *revolutionise* the EarthForce space program. She is attractive and much younger than most ship captains, but her drive and competitiveness is unequalled in the fleet.

Flight Commander Steven Beier: Middle-aged and loyal to whatever the government tells him to be, Beier was on Clark's side during the Civil War – but only because the

law told him he had to, making it the right decision. He has had to do some unsavoury things in the line of duty and regrets more than a few, but he knows those were his orders and he must fulfil them as part of his naval oath. He is involved in this mission due to his uncanny ability to read hyperspace signatures and gravitic eddies; if anyone can find the signal of the *Eyre*, it would be this cynical and smug marine.

The dinner is actually being arranged so that Tabler and Beier can get a good feel for the personal politics of the characters and so they can be ready for any resistance they might receive when the mission's *alternate* parameters are passed on to them to fulfil. Some questions could be as simple as 'Where did you stand during the Civil War?' to 'What do you think about the use of fusion bombs to dispose of space debris?' Overall the points that they want to generally know about the characters are:

1. Will they co-operate with scandalous orders if given in the spirit of the mission?
2. Can they depend on the characters not to question common orders because they are not military?
3. How brave are the characters?
4. What are the technical-skill limitations of the characters; or better stated – will the Shadowtech on the *Eyre* be safe from greedy-fingered freelancers?
5. How knowledgeable of the Shadows and Vorlons are the characters at all?

They should not be rude or hostile in any way when trying to get this information; it should really just be part of the conversation if at all possible. If the characters begin to wonder why they seem to be getting subtly interrogated, MacHenry will laugh it off to needing to learn about the people who will be 'pulling their collective asses out of the fire'. If that does not work, she will abruptly change the subject to the Rebo and Zooty comeback tour or other some such common subject.

Dinner and talking will last until 20:00 hours, when an alarm will go off on Tabler and Beier's links; signalling that they must go to their quarters to get ready for the bright and early launch in the morning. Of course, that means that the characters are about to be picked up by their limousine and escort stewards for their own evening at their EarthDome suites....

(22:00) Launch minus 10 hours...

At this point the characters have probably already gone to sleep for the evening. If not, the surveillance guards will trigger the aforementioned morph gas release valves and make sure the characters are fully unconscious (DC 20 to resist per hour). When they are sure the characters are fully asleep, the guards will come in and place each one in bed, keeping them at least partially sure they went to sleep naturally the evening before when they wake up the next morning for pre-launch.

(06:30) Launch minus 1 hour 30 minutes...

The characters are abruptly awakened by the ringing of several room alarms and the barging in of the escort stewards. They are polite but obviously trying to keep the characters moving toward the launch. If any character is particularly difficult to get moving, they will 'accidentally' bump into them with a common stim injector. The resulting endorphin and adrenaline surge will make sure that all the cobwebs are knocked loose from the toughest of hangovers or deep sleeps and get the characters on the private transport taking them to the starport.

(07:50) Launch minus 10 minutes...

The characters should be loaded fully in the shuttle that will be taking them up to the EAS *Halloween* with their appropriate gear and equipment that they either brought with them or had requested. Other mission-related gear that will become important later has already been shuttled up to the ship, along with the captain and the rest of the ship's crew. This shuttle is only for the characters and their personal equipment; it is even piloted and co-piloted by 'Kirk Beagle' and 'Gary Whippet'.

As the shuttle begins to rocket up and out of the starport, Senator MacHenry's face will suddenly appear on a pair of large vid-screen monitors in the passenger cabin. She will have the following speech to give before the characters will be unloaded onto the ship.

'Hello and thank you for doing this for Earth – and for me, personally. In the next few minutes you will be boarding the Halloween and there are a few things that you must know about your mission before you do. Under each of your chairs right now is a fitted uniform for a fake research company called White Rabbit Investigations, of which you will be posing as a Senatorial Committee thereof. Through this cover story you will have access to anywhere on the main deck and equipment storage of the ship and it is the only story you will tell to anyone on board – no matter what you see, hear, find or perform under orders.'

'This mission, our relationship and anything you have heard up to this point are entirely classified. Should even a single fighter jock on board that ship get wind of the Eyre, its mission, or why you are really on board – things will go very poorly for you. You will have broken my trust and our arrangement.'

'From here on out you will follow the orders given to you by Captain Tabler as if they came from me directly; she knows what must be done. I know this may all seem a little cloak and dagger, but you must understand it is as much for your protection as it is ours. Good luck, EarthGov is counting on you.'

ECHOES IN THE DARK

The characters are now on board the EAS *Halloween*, one of the new (2262+) advanced naval vessels built using much of the new technology that Earth had access to via their role in the Interstellar Alliance. It is among the first of a new style of military ships and it enjoys many interesting equipment features for a ship of its size – not the least of which is a functional jump engine.

Their cover façade as White Rabbit Investigators gives them security access to anywhere on the main deck and the storage compartment (where their gear is being held). Unlike while they were under constant escort at EarthDome, the characters have freedom to move around and have private conversations amongst themselves and possibly with the crew. Even though they can only move around one main level of the ship (which is mapped out later in this section), there is a good chance of events taking place on board the *Halloween* before they even get to their destination.

There is only a half-capacity crew on board the *Halloween* and many of the common crewmen are too busy working double duties to chat idly with the characters. Even so, there are some specific notes about the people on board the ship that the characters might be able to interact with.

Halloween Crew Members: There are three officers (Tabler, Beier and Holbrook), seven pilots, ten sensor operators and 30 common crewmen. Unless stated in a specific description below, these crewmen are run-of-the-mill EarthForce personnel that want to do their duty for this exploration of neutral space. They are willing to give the characters' the respect that they deserve, but will quickly become annoyed with them if they get in the way of their everyday duties. Overall, unless stated in a description entry below, these crewmen know *nothing* of what is going on, why they are escorting a Senatorial Investigation Committee and what any of the boxed up gear in storage actually is.

Captain Tabler: See page 124

Flight Commander Beier: See page 124

Lieutenant Austen Holbrook: This middle-aged Earthborn Human is decidedly average. Sandy brown hair, chocolate brown eyes, a mild tan, a common Midwestern American accent to his English and just under six feet tall – Austen tends to blend in anywhere. This is perfect for his real role

in the EarthForce navy as a spy for the legally-disbanded Nightwatch. He and hundreds of other members scattered to the four corners of the Earth Alliance in order to eventually rise up and retake EarthGov before the aliens do. He is the lieutenant in charge of communications on the *Halloween* and will become a big part of the story when the ship finds the signature (and hail) from the *Eyre*.

Holbrook will enjoy hassling any alien Player Characters and will try to get close to Human ones in order to find out what side of the Civil War they were on – and if they might be good recruits for the new raider-esque Nightwatch. He is suave and intelligent, but his fanaticism could lead to his eventual downfall.

Ensign Howard Glass: A new arrival to the *Halloween* and a relative rookie in EarthForce, Glass is a younger looking, clean-cut member of the auxiliary repair crew. When one of the scheduled hands to come on this mission disappeared, it was Glass that was called to duty in his place. He has since helped fit a bunch of odd sensor arrays to the hull and loaded a crate that had some interesting markings and warning labels on it into storage.

Howard, being a latent P-0 telepath that slipped past the screenings, has a habit of getting solid hunches about people. He picked up a very ominous hunch about Flight Commander Beier and it has made him rather wary about the characters because of it. Should they cross paths, he will likely try to actively avoid them; he does not want to be involved in the dark thoughts he picked up on Beier.

Requisitions Sergeant Cedric Johnson: This older grunt lost a leg during the Earth Civil War, but not from a battle. His ship was one of the ones at Mars that was assaulted by Sheridan's ingenious use of the Shadow-implemented telepaths, which lost its gravity-rotation minutes after the telepath was released. When it was eventually destroyed by the ship's marines, gravity came abruptly back online and a heavy crate of repair deck plating came crashing down on Cedric's leg. He now has a plastic prosthetic and has been curtailed to the storage compartment as his active duty. 'Chained' to a desk job, he is bitter and disgruntled toward the underhanded use of those telepaths to take over the ships and holds Sheridan personally responsible for his lost limb.

In the passing years he has become kind of a conspiracy expert and has dug up many real facts about the Shadow War and the types of technology that was used or left behind by the Ancients. Although

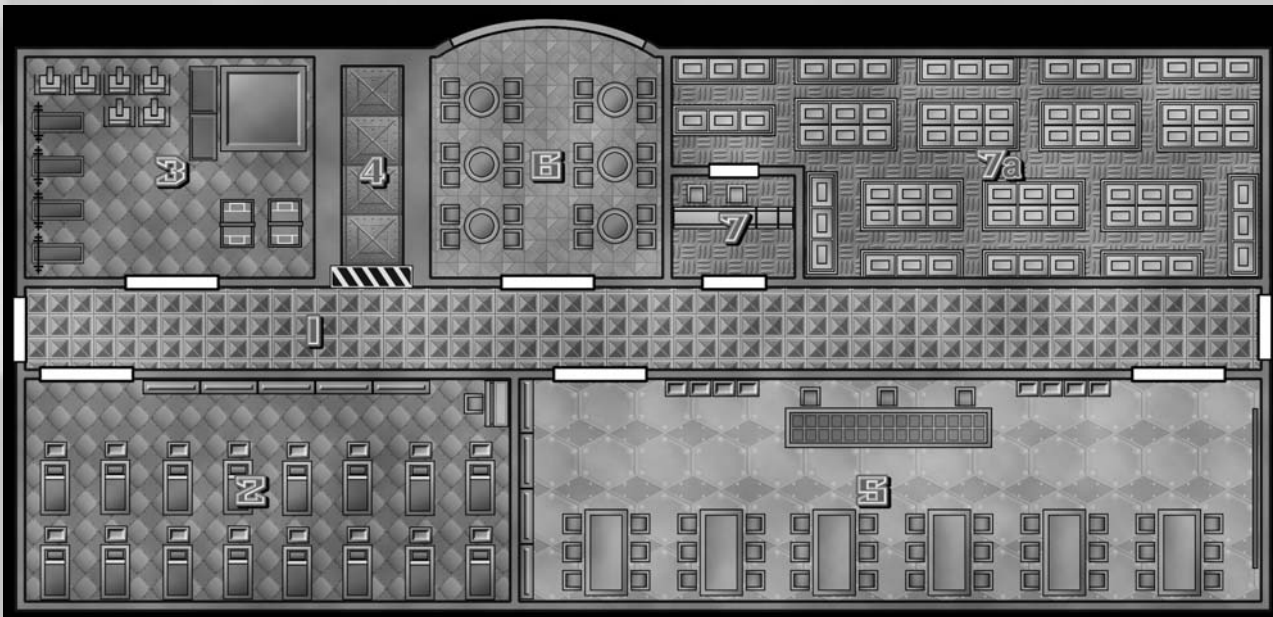
he thinks that some of the information that he has dug up is just manufactured truths made by the government, he knows a lot more than most on the subject – a very dangerous weapon in the right hands.

The *Halloween's* Common Deck

The Chronos-class vessels are comfortable and have a lot of barracks room for their crewmembers, an extensive galley and even a small flight simulator room for crewmen to work on getting in their mandatory flight hours without having any Starfuries on board. However, most of the ship is not accessible to the characters at all unless they manage to sneak past security checkpoints and bulkhead lifts. Unless the Games Master wants to have them move about the ship in secret (which is likely to cause quite an issue with Tabler if she finds out about it), the characters are restricted to the 'common deck'.

The following are the main areas of the common deck.

1. **Walkway Corridor:** This is the main hallway between the various rooms and sections of the vessel. Most EarthForce ships are laid out in this linear fashion, especially those that can generate their own gravity.
2. **Housing Barracks:** This is where passengers or additional crew are relegated to for the purposes of quarters. It is basically a smaller version of the massive crew barracks in the lower decks and is where the characters (and Flight Commander Beier) have been ordered to stay. There is a single communications console in the corner of the room which has access to any other terminals throughout the ship; external channels have been disabled.
3. **Workout Room:** This is a small spa and weight-lifting room normally used by boarding marines and officers to stay in good shape. It also makes for a great distraction on long trips. It has a chin-up bar, two multi-exercise weight machines and a dry sauna closet.
4. **Bridge Access:** This is a small airlock-styled entrance to the actual command bridge, which is on the deck above the commons deck. It is always locked, with only authorised personnel having the code to bypass it without being triggered from within. It would take a DC 30 Computer Use or Technical (electronics) skill test to open that door without authorisation – which will likely get that individual shot by a bridge officer.
5. **Mess Hall:** This room is like any normal cafeteria, with food being brought up from the galley being placed in a 'chow line' and several benched picnic tables are lined up wide enough to comfortably sit 35 adults. There is a large vid-screen on one wall that is sometimes used for shipwide presentations or announcements, but it is rarely used. The crew eats in shifts to keep the hall from getting overcrowded and the characters have been delegated to eat with the command staff.
6. **Observatory:** This is a small lounge-style room that has a single reinforced window that overlooks the port side of the ship, allowing for those inside to look upon the splendour of outer space. It is rare that common crewmen come here, as they rarely like to be reminded how miniscule they are in the greater scheme of the universe, but it is a good place to get some private time because of it.



7. **Storage Access:** A small waiting room that is dominated by a single recessed countertop, behind which Sergeant Johnson sits and takes requisition orders, checks on scheduled supply hand-outs and enjoys getting a rise out of impatient requesters. Behind him is a mag-sealed door that leads to the actual storage compartment; an area that the characters have access to. Cedric will not stand in their way if they need to get inside, but he will probably eavesdrop on what they do inside.

7a. Storage Compartment: Should the characters go and look inside the storage compartment, they will find all of the normal equipment typical to an EarthForce vessel: food supplies, emergency stores, replacement parts for ship components, weapons, ammunition and extra medical supplies. There are also three large metal crates that are marked with the White Rabbit corporate insignia. These three crates are all mag-locked with a high-security locking system (DC 30 to bypass). Should the characters somehow manage to open the crates, they will find that they are just shells that are carrying a second box inside – boxes that are marked ‘CAUTION: RADIOACTIVE MATERIALS’ on the lid. These three boxes are actually carrying fusion bombs to shield them from common scans, which will come into play much later.

Trip Events

The characters will be on board the *Halloween* for a number of days equal to $12-2d4$ before the destination will be found and reached. Depending on how many days that the characters are on board, they might have a great deal of free time to move about the ship and check out its surroundings. Like a countdown to the final event on board the *Halloween*, the following events are listed not by how long the characters are on the ship, but how many days they have left. Whatever the characters want to do in their free time is fine, but each day the Games Master is given an interesting event that can take place to help set the mood for the rest of the scenario.

For example, the Games Master rolls the $2d4$ and scores a healthy 6. $12-6=6$, which means that the characters will be on board the ship for 6 days before the ‘Zero Event’. Therefore, on the first day of travel, the Games Master can go to the ‘Destination Minus 6 days...’ Event and use that one on his first day, moving down along the timeline each day from there.

Alternately for Games Masters that want to run this scenario as long as it possibly can, do not roll any dice and set the length of the trip at its maximum ten days.

Destination Minus 10 Days...

During one of your meals, you cannot help but notice a pair of bridge officers looking at you and having a conversation that has both of their brows wrinkled and their eyes focussed. They are talking in hushed tones and seem to clam up whenever a higher-ranking officer walks by their table. This goes on for a few minutes and then they go back to their meals. When they are done eating, they give your table one last look and leave the mess hall.

The two officers, Lieutenant Holbrook and his chief assistant (a woman named Meriweather), are going to wait in the main hall for the characters to come out. When they do, Holbrook and Meriweather will try to stop them politely; rudely if necessary and start a conversation.

‘What exactly does EarthGov have you guys looking for out here? I mean, you don’t exactly look like a bunch of Sherlocks, you know? I know what those new sensor suites are for and this is no simple space combing mission, you guys are looking for something special out there.’

Holbrook will be obnoxiously rude to any alien Player Characters and will try to ignore them completely if he can. Meriweather is not Nightwatch like Holbrook – she is just curious as to why the Senate would have an advanced attack frigate playing chauffeur to a bunch of brain trust types.

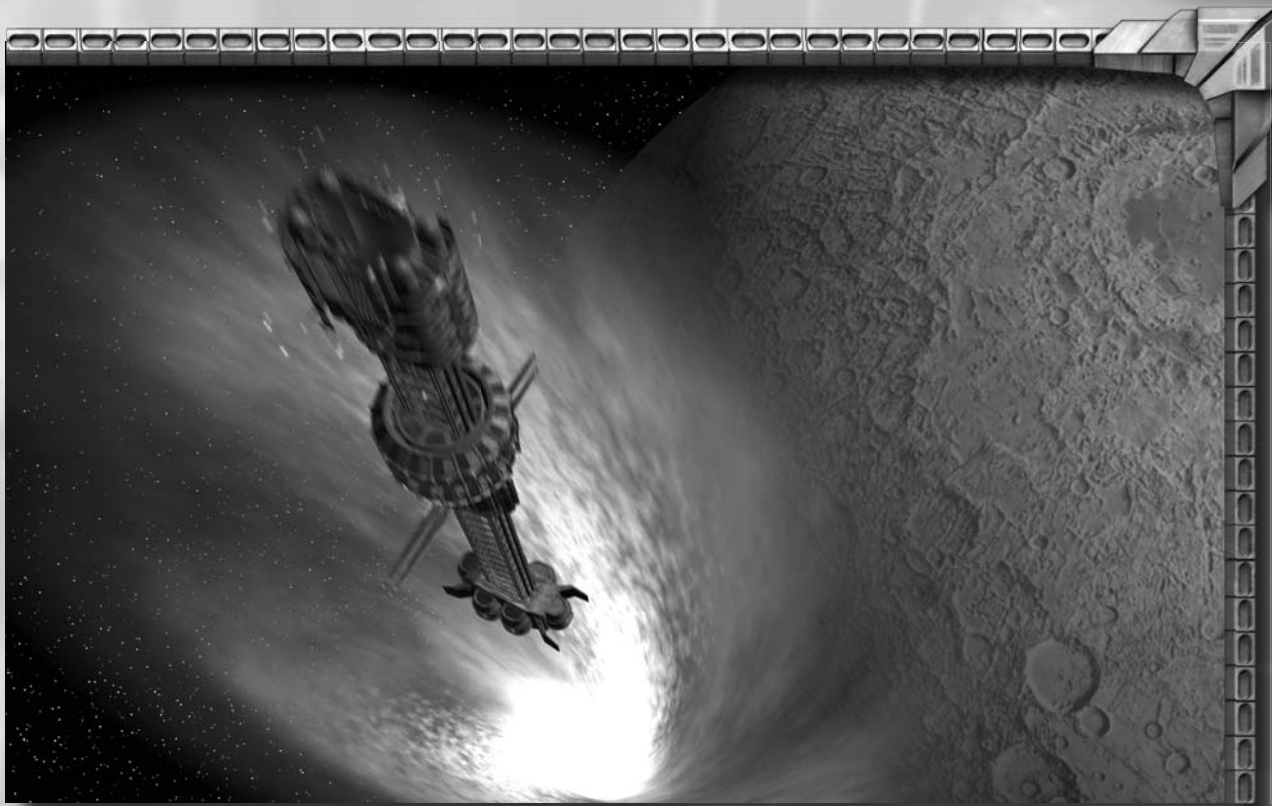
The conversation is quite likely to be short if the Player Characters do not offer any retort at all and could even result in a minor scuffle if heated words are traded – especially if they came from a non-Human. Obviously a fist fight is not on the books for being the best thing for the mission at hand and other crewmen will be quick to break it up.

Should the characters actually leak something to Holbrook, it will make his response to the incoming signal later in the trip all the more expected, but it will not have any direct affect on the mission until then. Meriweather is a sceptic and will not believe anything the characters have to say about anything – everything is a conspiracy to her.

Destination Minus 9 Days...

In an offhand remark by a passing ensign, you were invited to an off-duty poker game in the mess hall tonight. Your invitation came from a very attractive member of the piloting staff and you can remember a wink at the end of the conversation...

There is indeed a recurring late night poker game that goes on in the mess hall between several of the pilots and ship defence crew. It is normally between six or seven crewmen



every other week and they bring a few dozen credits each to win or lose over the course of the evening. The characters are generally invited for two reasons: for the crew to get a better feeling of the strangers that they are living amidst at the moment and to hopefully get a crack at their cash! After all, anyone that is hired on Senatorial orders must be loaded, right?

This event is good grounds for the characters to make friends in the common crew (which could be very helpful later), learn about some of the other crew members and perhaps even make a few credits in the process.

Destination Minus 8 Days...

There is a vicious rumour that you have heard circulating through the crew. It seems that the sensor suites of the Halloween picked up a commercial transmitter hailing all ships in the area, something about a raider attack. It is against EarthForce and ISA regulations to ignore a distress hail and Captain Tabler ordered exactly that. It has people wondering why...

The rumours are true. The *Halloween* picked up a broadband transmission from a nearby IPX trade ship that had been attacked by Nightwatch raiders in the area (who believed that it might be the *Eyre*) and Captain Tabler

specifically ordered the sensor operators to block the transmission and the pilots to avoid that area of space. It has made many members of the crew wary of the characters – as it is obvious that the captain made that choice to keep the current mission as a priority instead of saving those abandoned spacers.

If the characters later bring this up to the captain, she will simply explain that the Senator gave explicit orders of what to do on this mission – and picking up stranded civilians or breaking communications silence are not on that very short list.

This, of course, could lead to interesting situations between the characters and any crew members that might have ever lost friends or family in similar distressing situations. Arguments, distrust and even malicious action could very well be in the characters' future if they do not somehow earn back the trust of the crew.

Destination Minus 7 Days...

'Hey you', one random crew member comes up to you shakily. He is kind of young, but wears his uniform well enough. His rank bar shows him to be an ensign and the name beneath it reads 'Glass'. He seems to have been waiting for you out in the hall and is holding up his finger for you to talk to him.

'I have a question', he asks, his tone still a touch quivery, 'What is the Eyre? I looked it up in the database and it said that it was some explorer guy on Earth. What's he got to do with us being out here?'

Howard Glass accidentally picked up on some wayward thoughts about the mission in passing the characters earlier this day and now has that single word stuck in his head – the *Eyre* – that is giving him major problems concentrating. So, he decided to ask the source. He cannot tell them how he knows the word, or they might turn him in to the Corps; the characters cannot really tell him what is going on, or he may say something to someone else and get them all into a lot of trouble. Essentially, Glass is likely opening up a very big can of worms.

Due to Glass' lack of worldly knowledge, the characters should be able to convince him that they have no idea what he is talking about, or steer him in a completely different direction of thinking. If Glass is simply ignored, he will think his 'hunch' is that the characters are hiding something – and he will go to others to discuss his feelings. More crew members will need to be dissuaded from talking about it and it could become a shipwide mess very fast.

Destination Minus 6 Days...

Claxons erupt throughout the ship, ripping you away from whatever you were trying to occupy your time with and you run to the communications console just as it lights up with an urgent message: GO TO THE OBSERVATORY.

If the characters follow the instructions, they will soon be packed shoulder-to-shoulder with each other and a handful of other crew members who had the same idea. With a little pushing and shoving, they can see what is going on.

Floating by are chunks of what you originally believe to be asteroids; but appear to actually be blackened, twisted chunks of spacecraft. Whatever destroyed them did so quickly and efficiently, making you wonder if the Eyre is amongst the wreckage...or the cause of it.

What actually happened was that a small Nightwatch cruiser found the *Eyre* roughly a week ago and attempted to communicate with it in order to demand surrender. Its hails were answered with molecular slicer and heavy pulse fire – which made short work of the Nightwatch 'annoyances'.

Lieutenant Holbrook is amongst the viewers in the observatory and he will notice the Nightwatch symbol on the cruiser as a particular chunk floats by. If the characters are not completely consumed with the scene, they should receive a Notice check (DC 15) to see his obvious dismay over the craft. This might lead to further questioning, but they should

easily be able to see dismay on his face; he obviously knew about this ship and is sad to see so many of his fellows die out here in alien space.

Destination Minus 5 Days...

There is a definite feeling of fear and trepidation in many of the crew as you walk through the hallway, with more than a few of them giving you awkward or even dirty glances. Something is going on here and you obviously have not been let in on what that is.

What is going on is that the ship has just officially crossed over into what was once marked as Vorlon Empire territory in the decades before their relatively recent evacuation of the galaxy. Sheridan and the rest of the ISA swear that the Vorlons are no longer a threat, but to be wary of automated defence platforms throughout the area. One of the pilots recently let slip that the ship is now farther than any recorded EarthForce vessel has ever gone before and survived, which has put many of the crewmen on edge. With the main reason rumoured (truthfully) that they are going into this dangerous territory to be the characters' mission – they are quite likely to receive a cold shoulder from most, possible hostility from others.

If the characters ask someone they know (Tabler, Beier or someone they have befriended on board) about the tension they are causing, it will be explained to them in plain words: 'We are going somewhere that no other ship has survived before and it is solely to take you there.'

Destination Minus 4 Days...

Captain Tabler has sent for you to come to her private office on the deck above this one and you are quickly escorted to her.

The characters will be brought through the bridge access and up to the bridge itself before being escorted to Tabler's office.

When you step onto the bridge you immediately feel a dozen pair of eyes burning into you as the various crew members stare at you. You are not quite sure if it is anger or fear, but you know that something recently happened here that is putting more than a little blame in your laps.

You are briskly walked through the bridge to a side office where Captain Tabler is sitting on the edge of her desk, talking to Flight Commander Beier. Both of them are slightly pale in the face and are sipping eagerly from glasses of brown liquor. As soon as the door closes, Tabler finishes off her glass in a wincing gulp and holds up a data crystal in her fingers for you to see.

'This is a transmission that Holbrook picked up 20 minutes ago', she says as she plugs the crystal in the socket on her desk, 'It has all the proper codes of the Eyre. Play.'

Her command to the office computer triggered her monitor screen to light up and your jaw goes slack when the image focuses.

The screen is dark and smoky, as if it is lit by emergency lighting in the midst of a fire. A single Human steps forward, his Psi Corps insignia standing out on his uniform. You cannot look away from his black eyes – eyes as black as pitch – and the numerous wire harnesses that he has shoved into his head and neck. Sparks erupt from a badly spliced junction behind him and his mouth opens wide as if to scream.

'Warning to all Vorlon puppets,' his voice is grating and low, almost mechanical and comes forth perfectly clear even though his mouth does not move from the gaping position, 'You attack, the Machine defends. The Machine defends. The Machine defends. The Machine...' The mechanical voice continues for several seconds, starting again with a twitch and a shower of sparks a moment after the last words stop. Similar to a broken data recording, the man in the screen seems stuck in some way.

'So,' Tabler says with a heavy sigh, 'it seems that there might be more waiting for you on that ship than a bunch of frightened scientists. The signal is strong and Holbrook says we can follow it...' she pauses and tries to give a weak smile, 'you have about four days to prepare.'

The characters are probably going to have a lot of questions after seeing that (even though the players will now know more of what is going on) and neither Tabler nor Beier have the answers. They were informed that there were some major cybernetic projects and the Psi Corps experiment on board the *Eyre*, but they had no clue what that actually comprised of. After seeing the wet-wired telepath and the nightmare-inducing message delivery, both officers are ready to explain a bit more about why they are involved.

The bridge crew has been ordered not to mention what they have seen, but whispers will start to circulate and this transmission will soon be the cause of some major conflicts on board the *Halloween*.

Destination Minus 3 Days...

'Hey, hey,' a voice from behind you gets your attention, 'You and I have some words between us we do.' Turning, you find the requisitions sergeant – Cedric, you think his name was – looking very concerned at you. 'You got some explaining to do. Come into my office.'

If the characters ignore him, he will become angry and loud for a moment or two, proclaiming that the characters are going to everyone killed, but he will go back to his office afterwards.

If the characters choose instead to go and talk with him, they will follow him into the storage access.

'Okay,' Cedric locks the door behind him and turns around, his face a mix of fear and anger, 'that loony ensign was rambling about an evil transmission this morning, so I went and found Holbrook the comms grunt. He told me that we are headed toward some ship that called us up and told us to go away. He used the words: the machine. What do you know about all of this, because I remember a similar message all too well...' he rubs his prosthetic leg for emphasis. 'So, what's this all about, really?'

The characters have the opportunity to talk to Cedric Johnson about his past dealings with the Shadow-implanted telepaths from the Civil War, what they were capable of and how they basically took over a full warship in minutes. He sees no reason to hold back all the grisly details; since he believes the characters must be Shadow-experts (as they are the reason why they are going after this ship).

Cedric will do his best to find out why the characters are looking for a Shadow-controlled ship, how anything Shadowtech survived their exodus and why it would be in Vorlon territory. Obviously the characters will not have all the answers that he wants, not that he would likely trust their responses as anything but conspiracy-ridden lies, but they might explain a few things to him regardless.

The conversation will be eventually interrupted by an incoming communication on Cedric's office link from Captain Tabler. She will tell him that she requires all of the White Rabbit investigators' equipment to be loaded onto Commander Beier's assault shuttle in the next 48 hours. This could make the characters wonder what is in the crates and will make Cedric question why they do not know (if they make it known that they do not).

Destination Minus 2 Days...

The silence of the ship cruising through the void is broken suddenly by the high-pitched whine of a PPG powering up behind you – a sound that is unmistakable.

'Turn around,' a familiar voice says firmly, 'and keep your hands where I can see them.'

As you turn to face the sound, you see an unshaven and sweaty Lieutenant Holbrook holding a PPG steady at your face. In his other hand is what looks like a detonator switch.

'You alien-worshipping scum are not going to take us to that ship! You saw him... it... you saw it! That thing killed my boys and I won't let you sacrifice another single Human soul to that thing!' Sweeping his arm to one side, you can see a pair of thermite charges strapped to his waist.

'Tell the captain to turn this ship around, or I'll burn a hole straight through the hull!'

Holbrook has officially lost it. Late in the evening after he picked up the *Eyre's* message he contacted his cell's superiors at Nightwatch and told them of the destroyed Nightwatch raider vessel (see *Destination Minus 6 Days...*). His contact was sad to inform him that his two teenage sons had been recruited for that ship and that if the ship was destroyed – his children were likely dead. This more or less shattered Holbrook's resolve and now he is willing to try and hijack an EarthForce vessel to keep away from the characters' destination.

Although there are a dozen different ways to undertake this event, it is likely to at least end in a minor fist or fire fight. Holbrook has sabotaged the hallway doors and it will take roughly 20 minutes for anyone to hack his system virus to help the characters. The detonator Holbrook is carrying is not a dead man's switch and requires a move action to trigger the thermite on his belt. Thermite burns at well over 1,000 degrees for a few moments, which will cause a localised atmospheric burn. Not only will everything in the hallway suffer 3d10 damage instantly, but any survivors will need to begin fighting hypoxia due to lack of oxygen in the room after the explosion.

Destination Minus 1 Day...

'No! No!' a wavering voice shouts out from a few tables over. 'So cold! So cold!'

You and nearly everyone else in the mess hall crane your necks to see what is going on, but are surprised to see that squirrelly ensign Glass leap up onto his table. His hands are clamped tightly on the sides of his head and a thin trickle of blood drips from both of his nostrils.

'Make it stop!' he cries out painfully, looking right at you when he opens his eyes...

...and his eyes are black as the void itself.

Howard Glass is currently being scanned by the augmented telepath in the *Eyre*, the Machine ripping through his

Telepath Characters

Just like what happened to Glass, any telepathic characters in the group will need to make a DC 25 Will save or be painfully subjected to 1d6 rounds of a *Deep Scan* that must be resisted each round. Unless totally successful, the *Eyre* will know that the characters will be coming on board and will have all of its defences active before they even set foot on the ship.

synapses to discover if he is a Vorlon servant. It is very painful and any characters with a decent Medical skill can help sedate the poor ensign and get him restrained in the brig for his own safety. If they try to question him first, all he will repeatedly say is 'the Machine is looking for me, for you, for all of us!'

Zero Day – Destination Reached

'It's time...we've arrived. Get your gear', Beier commands as he opens the door to your quarters. 'We have our orders', he nods in self-assurance, 'I'll fill you in on the shuttle.'

The *Halloween* has reached the strongest point of the signal they were tracking and Beier has received his orders from the Senator about the situation on board the *Eyre*. Eventually the characters will be ready to get onto the assault shuttle and get strapped down for what Beier says might be a 'bumpy ride'. When they are fully ready, they will get one last communiqué from Tabler before launching.

'Halloween to White Rabbit – we will wait here for 24 hours for your signal. Jump point opening in seven...six...five...four...' the shuttle's engines pushes it out into the black of space as she continues to count, '...one. Good luck, all of you.'

SKELETONS IN THE CLOSET

The characters are now on Flight Commander Beier's assault shuttle in hyperspace and quickly approaching the *Eyre*. They are about to enter the part of the scenario that is dangerous, creepy and the most revealing about why the characters are actually out here at all.

'Alright folks,' Beier says over the intercom, 'there she is.'

The cockpit view panel slowly fills in the strangest-looking science vessel any of you have ever seen. Long and slender, bristling with sensor arrays and what might be weapon turrets, the Eyre is a cold and black spear in the crimson backdrop of hyperspace. As you draw rapidly closer to it, a chill ripples through you – the ship is a patchwork of old Human ingenuity, new plating styles like that of the Halloween and small sections of something else, something dark. It has seen some recent action, has several rends and gashes in its hull and small fires can be seen along its internal edges. At least two breaching pods can be seen clinging like ticks to its hull, making you wonder how this thing is still here at all.

'Sensors say that she still has most of her atmosphere in the main decks,' Beier says as he looks up from his screens. 'The Senator gave us direct command codes to the hangar door so we would not risk alerting the... the... uhm... it,' he says with a nervous laugh, 'so, here's to hoping this works.'

A few clicks and bleeps emerge from a small speaker on the console and you watch as the portside hangar door begins to yawn open, revealing emergency lighting flickering inside.

'Damn,' Beier half-laughs, 'it worked. Now we have to go in.'

The characters' shuttle will quickly find a place in the hangar, at which point Beier will turn the shuttle around again so it is facing outwards. The characters should have no trouble realising that such a manoeuvre suggests a quick getaway – which should not leave them feeling very confident about the mission at hand.

'Okay,' Beier says as he unbuckles himself from his seat, turning around to face you, 'our orders are simple. If we find anyone alive and able to be rescued, we are supposed to sedate them immediately.'

He stops to hand out a slim, clip-fed needler to each of you. 'If we reach the main laboratory, we are to take any data crystals we can grab before leaving. Then...'

He walks over to one of the White Rabbit crates, fingers a fast security code to each of them and then lifts out a small metal box that is labelled: CAUTION: RADIOACTIVE MATERIALS.

'When we decide to withdraw we are to set these charges and head back to the Halloween rendezvous point. The charges are both timed and signal-fed, so even if we do not make it Captain Tabler can detonate them from the Halloween. These are kind of heavy, who wants to carry the other two?'

The boxes are fusion bombs – stable weapons of mass destruction that are more than capable of destroying a vessel the size of the *Eyre* two or three times over. The fact that there are *three* of them means that they do not want

Takedown 9 Needlers

The needlers that Beier gives to the characters are exactly like the ones found in *Babylon 5 the Roleplaying Game* (see page 138), but have a clip fed mechanism that allows each pistol to carry six darts. In this case, the darts are loaded with a powerful tranquilliser used by bounty hunters to incapacitate their targets.

Takedown 9 is a mixture of animal tranquilisers and natural painkillers that, when injected into a target, causes complete muscle paralysis in moments. Anyone shot with it must immediately make a Fortitude save at DC 26 or lose 1d6 Dexterity. Each round the chemical is still active in the bloodstream (2d6 rounds), that same save must be made or an additional 1d3 Dexterity is lost. This continues until the victim has an effective Dexterity score of zero, or when the chemical has run its course. This ability loss returns at a rate of one point every ten minutes.

anything larger than an atom to survive the detonation. If the characters ask why EarthGov is destroying the ship, Beier's only answer is 'it is better than the alternative, which is bad for all of us.'

On Board the EAS Eyre

The Eyre has been thoroughly demolished from the inside out by the awakened Shadowtech, making it a dangerous web of exposed wires, jagged panels and dead bodies. From the moment the characters step off the shuttle they should realise that something horrible has happened here.

The Random Encounter table used to figure out exactly what the characters will find as they try to move through the various puzzling rooms of wreckage on their way to the main laboratory. Each time the group (Beier will suggest they stick together) moves into a new room or passageway, roll 2d6, adding +1 for each room beyond the first that they have looked in. The table explains which event for Games Masters to run for the characters.

NOTE: It will be important for the Games Master to note how many and what type of rooms the characters move through in order to retrace their steps on their way out – likely in a hurry.

Random Encounter

2d6	Room Event
2-3	Untouched
4	Exposed Wiring and Torn Panels
5	Arcing Power Conduit
6-7	Shadowtech Drone
8	Shadowtech Drone Pack
9	Slaughtered Corpses
10	Malfunction in Internals
11	Control Nexus
12	Core Laboratory

Each of the following entries has a rating for 'Automated Defence Notice', this is the DC for the Shadowtech Automated Defences to notice the characters and attempt to attack them. All automated defence systems use the Notice skill of the Shadowtech Core Telepath (see page 125) and will use the default DC listed unless the characters roll Stealth checks – which will replace the DC.

Once per minute the Automated Defence Systems get a Notice check at a random member of the group. If it fails, the system missed the character and there is no further danger until the next check occurs. If the system defeats the DC, a random character is targeted with a powerful bio-electric blast from exposed Shadowtech filaments. This attack has a +5 modifier and deals 1d6 damage.

Untouched

Automated Defence Notice: DC 25

For whatever reason, this area is completely barren of damage or any sign of what is happening to the rest of the ship. It seems quite safe.

This is a room that has not yet been ravaged by the Shadowtech filaments. It likely has a communications terminal in it, which will *automatically* trigger the Defence Systems for this room, but could be used to download the Eyre's core computer records with a Computer Use check at DC 28.

Exposed Wiring and Torn Panels

Automated Defence Notice: DC 20

This area has been torn to shreds. Wire harnesses and conduits hang like jungle vines all around you and several wall and ceiling panels have been torn and bent backward, marked with the bloody handprints of the madmen that must have damaged it.

This is a room that was obviously cannibalised for any and all its useful parts in order for the Core to set up its massive control web of the entire ship. There is little left here to seriously study, but if a character takes a closer look with a Forensics or Medical-based skill at the handprints on the torn panels he will discover that the blood was thick and coagulated when it was applied. This could imply that the hands that made the prints were already dead. There is a 15% chance that the characters might find something of worth and get to roll on the Random Salvage table below.

Random Salvage

1d6	Item(s) Found
1	EA Researcher Identificard
2	Recorder w/ Data Crystal that has 2d6 minutes of classified data on it
3	First Aid Kit (1d3 uses left)
4	Combat Knife
5	Auricon EF-7 PPG Pistol
6	Molecular-Aspect Projection Rifle*

* This is a special prototype weapon that can only be found up to three times (that is how many were made); any further rolls if this result should be re-rolled. Statistics for the MAP rifle are found on page 123.

Arcing Power Conduit

Automated Defence Notice: N/A

This area is a crackling and popping shower of sparks, with the occasional arcing bolt of power from the

Skeletons in the Closet



ship's reactor slicing the air. Anything that remains in this room for long is likely to be burnt to a crisp in just a few minutes.

This room does not have a defence system per se, but instead is being used as a catalyst or power converter by the Core. Anyone who moves through the room has a 25% chance of being between two conduit arcs when they go off – dealing 1d6 damage that ignores DR automatically. There is a 10% chance that the characters might find something of worth and get to roll on the Random Salvage table.

Shadowtech Drone

Automated Defence Notice: DC 18

You are glad at first to see a living soul on board this death trap vessel, even if he must be suffering from delusions the way he is staggering back and forth. You are just about to open your mouth when he turns toward you and you can see that his face and chest are a map of imbedded wires and harnesses. His eyes are lifeless and pale and seem to be looking through you as much as at you.

'Biological components located... acquiring...' its mechanical voice churns out as it lifts a bio-mechanical hand toward you and steps forward.

This area is already occupied by what could be called a Shadowtech drone, likely one of the boarding Nightwatch members or original crew, who is convinced that the characters are just extra biological matter to be added to the resource assets of the Core. Even though it is not truly dead, it feels no pain and is programmed like a machine to serve the Core. In this case it must try to acquire the characters – which will require them to be torn into smaller chunks to be carried! There is a 15% chance that the characters might find something of worth and get to roll on the Random Salvage table.

Shadowtech Drone Pack

Automated Defence Notice: DC 20

Like a scene out of an old horror-vid, this area is filled with shambling bodies covered in wires and mechanical parts that are driving them to tear apart the walls and floors – freeing more wires and conduits for whatever has spread through the

ship. Some of them are wearing EarthForce colours, others in lab coats and still others in what looks like old Nightwatch uniforms.

'Acquiring biological assets...' they chime as one eerie pack, turn their wicked fingers and other appendages toward you!

This is one of the primary packs of Shadowtech drones that are moving throughout the ship, tearing it apart to reclaim all of the Shadowtech parts for the Core. At this point they are collectively focussed on the gathering of biological components from the characters. This could be a very dangerous encounter and most characters might want to regroup elsewhere before taking on all 2d3+1 Shadowtech drones. There is a 20% chance that the characters might find something of worth and get to roll on the Random Salvage table.

Slaughtered Corpses

Automated Defence Notice: DC 16

The smell hits you before your eyes can adjust to the flickering emergency lighting and you are forced to suck in a gasp at the potent odour of decay. As you look about the area you can see at least half-a-dozen bodies, or most of them anyway, strewn about like so much rubbish. They are wearing various types of clothing and have all suffered massive bodily trauma. The scene looks like something from an industrial accident.

This room is one of the places where the Shadowtech drones have been bringing any 'biological components' they find throughout the ship. It is a disgusting sight that might cause those of a delicate disposition to retch. Even so, there is a 25% chance that the characters might find something of worth and get to roll on the Random Salvage table. Almost anything that is found will be covered in blood or some other bodily leakage and that should be noted to the characters.

Malfunction in Internals

Automated Defence Notice: DC 20

This ransacked area seems off to you from the first moment you enter. The artificial gravity is lighter than normal, or is it the air that is heavier? There is a thrumming sound from behind the walls and something is simply not right with this area.

The room has been damaged either by some carried over damage effects from when the Nightwatch ships attacked, the scavenging Shadowtech drones or perhaps the infestation of awakened Shadowtech filaments and it is a dangerous room to stay long in. Although the status quo is extremely creepy and makes the characters feel awkward and ill, every minute they remain in the area there is a chance that

the malfunction will alter the room in some way. Every minute or so, roll 2d6 and compare it to the chart below. Should the characters want to stick around long enough to search, there is a 15% chance that the characters might find something of worth and get to roll on the Random Salvage table.

2d6	Area Situation	Game Effects
2	Loss of Gravity	Effects of Zero Gravity immediately apply (see page 289) ¹
3–5	Electrical Outage	Room is considered 100% darkness; the Defence System ignores this for the purposes of Notice and attack rolls
6–9	No Change	—
10–11	Exploding Conduit	1d3 targets in room suffer 1d6 damage that ignores DR
12	Vented Atmosphere	Effects of Suffocation/Hypoxia begin to apply (see page 280) ¹

¹ These rules are found in the *Babylon 5 Roleplaying Game 2nd Edition* core rulebook, on the page listed

Control Nexus

Automated Defence Notice: DC 16

This entire area has been ripped apart at the walls and ceiling, wire harnesses and power conduits strung from tears in the deck to a central 'knot' of sorts. This ball of solder and plastic looks like a painful hammock made of sharp points – some of which have blood on them. You cannot help but wonder what sort of madman was able to create this display of electronic lunacy.

This area is one of the few control nexus points the Shadowtech drones have made as alternate control sites for the Core to move to in case the main laboratory is compromised. There is a 25% chance that there will be a single Shadowtech drone in the area, probably working on more wire splicing or upkeep of existing soldering. It will ignore the characters unless disturbed, or if the Defence System succeeds in a Notice check against one of them.

Besides the normal chance for equipment and the like in the room, a DC 15 Investigate check to search the room will uncover a hotwired computer terminal that can be quickly patched (DC 12 Computer Use) in to the ship's main data records. The information that can be downloaded from the terminal is massively encrypted (DC 40), but will be key to the overall goal of the mission.

Skeletons in the Closet



Also, there is a 20% chance that the characters might find something of worth and get to roll on the Random Salvage table.

Core Laboratory

Automated Defence Notice: N/A (if the Core is destroyed, the Automated Defence System will go from 'N/A' in this room to DC 8)

Doors marked 'AUTHORISED SCIENTIFIC PERSONNEL ONLY' slide open automatically in front of you, as if they are on some kind of reactionary trigger. Flickering lights and showers of sparks fill your view as you walk into a massive room filled with a veritable forest of wire harnesses, power conduits and flexible cables soldered to one another. Like a bird's nest of glowing and sparking twine the room is almost mind-boggling due to the fact that, even though it looks like chaos incarnate, there is a pattern to all of it – a goal, in fact.

A few laboratory workers are wired to specific stations, their cold and dull eyes staring into the ether as their minds work the repairs of the vessel around them. Black objects like the pieces of the hull you saw on your approach are hardwired to the walls, held in place by bands of what actually look like meat or bone. A massive central computer terminal stands just a few strides from where you are, a blinking prompt foretelling its functionality.

'Trespassers...' a familiarly voice says as its owner emerges from the electronics jungle. It is the same Psi Corps officer from the message you saw while on board the Halloween, except his skin has taken on a greater pallor of ivory and he seems to have even more wire harnesses jutting uncomfortably out of his body. 'The Machine will not tolerate your presence. You must be terminated.'

He lifts one of his hardwired hands and the glow of growing power begins to form at his fingertips...

The Psi Corps telepath is 'the Core', the central processor for the re-awakened Machine of the Eyre. He will now try to kill the characters with his powerful bio-fusion blasts and he will likely be a very tough battle for most characters – especially if they were wounded on their way here.

There are a number of things in this room that the characters may want to grab for the sake of the mission:

- ⑤ The computer terminal is just a few keystrokes from downloading its main data stores to a super-compressed data crystal. The lead technician got the process this far before he was killed by the Core and it waits for a brave character to spend 1d3 rounds triggering commands and passing a DC 12 Computer Use check. If successful, the data crystal will contain *everything* about the trip, the technology, what

happened. It is likely to be the most important goal of the entire mission.

- ⑤ All of the Shadowtech drone lab technicians are working on assembling Shadowtech devices from internal programming. Grabbing one away from them could be a huge technological boon for research purposes.
- ⑤ The Core is wearing a hardwired Shadowtech-infested telepathic booster made by the Psi Corps, which is what actually started all of this mess (see next chapter). Even though it likely means killing the Core and removing its head, the device is worth a great deal to Miss Becker and the Psi Corps.
- ⑤ Also, there is a 50% chance that the characters might find something of worth and get to roll on the Random Salvage table.

If Beier is still alive at the point where the characters have found something to bring back for the Senator (or have abandoned trying), he will try to get the characters without the fusion bombs to hold off the Core, long enough for those who do to arm them. If they have armed them elsewhere on the ship, Beier will simply order a retreat once they have something of worth to the mission.

Get the Hell Out of Here!

If the characters manage to destroy the Core, or retreat from the room altogether, the automated systems of the *Eyre* will begin to try and track them down for capture or destruction. This means that all of the Automated Defence Systems that do not have 'N/A' as their rating instead lower their respective DC by 5.

For the characters to escape the ship (and the summary fusion bomb detonations) they have to re-trace their steps back to the shuttle hangar (and why Games Masters should note all the rooms the Player Characters pass through). The characters are free to stick around and keep rolling more and more rooms if they really feel like it, but with the added ferocity of the Defence Systems and the narrative possibility of a fusion bomb killing them all instantly – this is unlikely.

Getting back to the shuttle should feel like a hectic chase scene. Defences systems should be blasting at them every once in a while, Shadowtech drones might claw at them as they pass open doors, or even have some random mechanical failures (like doors that spontaneously open or close). The players should not feel as though they are definitely going to make it out – because if a Defence System blast catches them badly, they might not.

For the particularly sinister Games Master that has at least one Player Character alive who has a decent Pilot skill score (or any, really) by the time they reach the shuttle, a random Defensive System blast should either kill or knock out Beier. This will give the characters a dilemma of deciding how to get off that ship before it detonates. Taking off in the shuttle should not be harder than a DC 12 Pilot skill check, but it should take a few moments to warm engines and the like – during which Shadowtech drones could be pounding on the hatch with their hands or bio-mechanical tools and the Defence Systems could fire a few audible shots at the shuttle's hull.

Back to the *Halloween*

Once the shuttle is launched, the physically dangerous part of the scenario is primarily past. The trip back to the rendezvous point should be actually pretty soothing until the *Eyre* is atomised by a number of fusion bomb explosions just a few hundred thousand miles behind the character's shuttle! The resulting EMP shockwave, when added to the energies of hyperspace, will cause all of the shuttle's systems to fluctuate and eventually blink out. This will leave the shuttle floating dead in hyperspace – not the best place to be when you do not have a jump engine of your own to even try and bring back online!

The characters should be given some time to try and get systems back online, argue with one another about what to do and figure out that those fusion bombs went off *way* ahead of schedule. Just when things are looking the absolute bleakest, a jump point will open from realspace and two Black Omega Starfuries will fly in and grab the shuttle in their grapples, pulling them toward realspace.

A STORY UNTOLD

The characters have just been picked up in their electrically-drained shuttle by a pair of Black Omega Starfuries and are currently being hauled into realspace through a jump point created by the *Halloween*. As the characters will no doubt look out of the viewports to see what is going on, they should get the following description.

The two black fighters with the emblazoned Omega symbol pull you through the vortex; the red swirls of hyperspace giving way to the twinkling black of realspace. Even though you are glad to not be spinning out of control any longer, you have to wonder why these fighters are saving you – as they were not on the Halloween.

As the fighters drag you along, the sleek form of the Halloween comes into view. Strangely though, it has a smaller ship that bears the bold Psi Corps logo on its hull linked to it via a stiff umbilical.

This may not be a rescue at all...

The shuttle is brought on board the *Halloween* and you are greeted coming off the ramp by Captain Tabler, Colonel Dratten, Doctor Gerardi and Senator MacHenry herself.

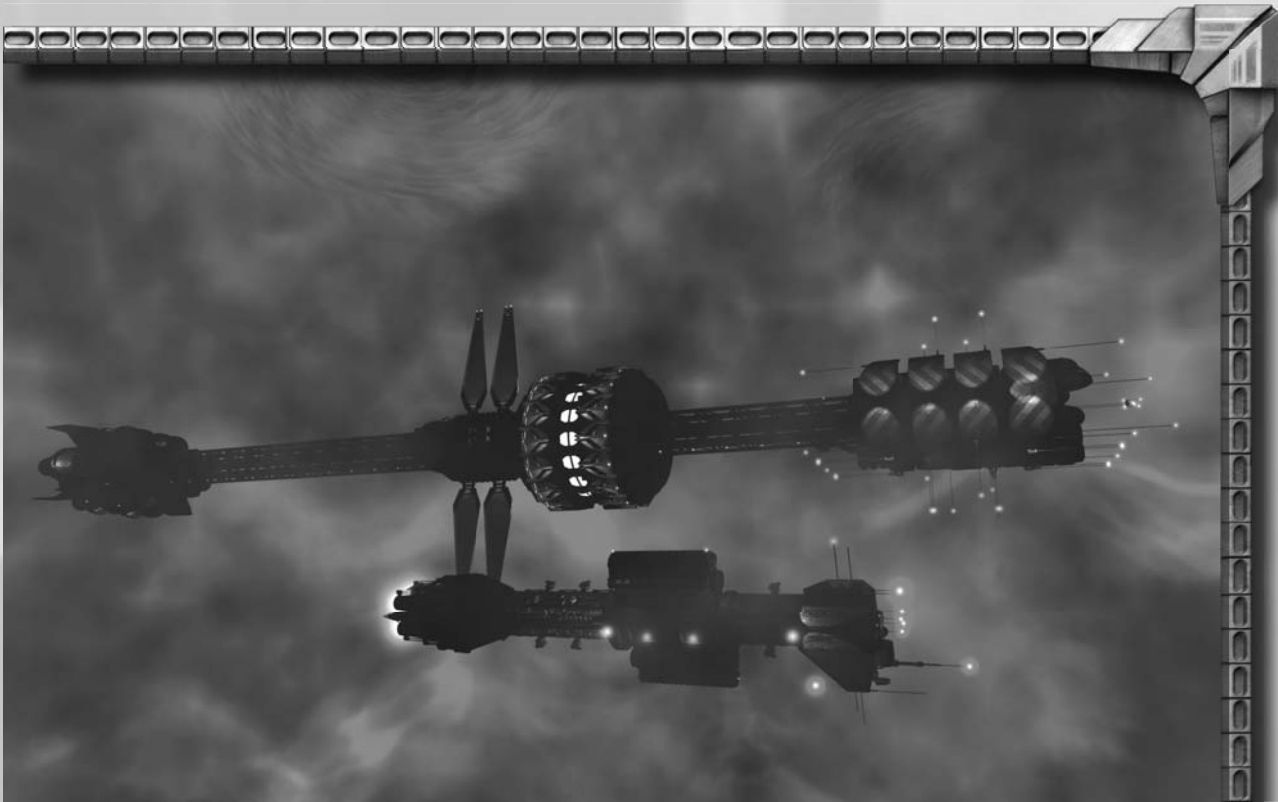
They came on board a Psi Corps Shadowcloak with Miss Becker (who is currently scanning the crew for any knowledge of the *Eyre*). When the characters come forward, Senator MacHenry will step forward to meet them.

'You made it!' she says with a near-genuine smile, 'when I heard that the fusion bombs were triggered prematurely, I had hoped you were not with them. It is good to see you all.' She pauses and holds out her hand, 'What did you manage to salvage? It was not a total loss, was it?'

This is where the characters can give MacHenry the story of everything that happened, or their version, or only the necessary facts. Without Becker there to scan them they can probably get by with anything they want to unless Beier is still alive and conscious (he will report as ordered). This is also where they can choose to hand over anything they picked up as salvage on the trip. MacHenry's response will differ depending on what they tell her and what they were able to salvage.

If they give/tell her nothing of substance:

'Oh,' her politician's grin wavers and becomes a slight frown, 'what a terrible waste of resources and technology. I was hoping



What Really Happened to the EAS *Eyre*?

Depending on whether or not the characters were able to decrypt the data stores, or if they asked for the whole story as their reward, the following is the chain of events that actually led up to what occurred in *Leap of Faith*.

1. All of the Omega-X destroyers were scrapped or destroyed in 2261 during/just after the Earth Civil War; President Luchenko had the project halted, but MacHenry secretly had it put into storage until they could begin again without being scrutinised.
2. The Warlock program was put into place, using some of the Shadowtech in its construction.
3. After the success of the Warlock, MacHenry initiated the 'Warlock-X' or, Nemesis Project. It was to create a Warlock with even more Shadowtech in it in order to gain an edge on the rest of the galaxy.
4. The EAS *Eyre* was deployed to test several Shadowtech systems and components to be later used in the Nemesis Project. MacHenry chose the edge of Vorlon Space in order to avoid any other governments' spies.
5. Being in Vorlon space awakened some form of defence mechanisms in the Shadowtech that began to cause systems to malfunction all over the ship. A telepathic booster being tested by Psi Corps on the vessel was used to try and send a hail to any local telepaths, but only managed to put the Shadowtech into an even more offensive mode – which linked to the booster and turned the Psi Corps operative into the Core of the Machine.
6. The Core Telepath begins turning the entire ship into the Machine, hardwiring any crew members found into drones of the Machine. It was during this time that the ship sent out the last distress call that EarthGov picked up on.
7. The ship is attacked by former-Nightwatch Raiders; possibly on orders from someone in the know. With the Core in control of Shadowtech weaponry, it was a slaughter. The Nightwatch ships did cause a little damage to the *Eyre*, which then must have slipped into hyperspace to perform repairs.
8. The ship is found by the *Halloween*...

The rest is variable, depending on what the characters did while on board the vessel.

that you would have been able to bring back at least some of the data they had managed to collect before everything went wrong. At least the ship did not fall into enemy hands; there is that saving grace to all of this.' She holds her head in her hand for a moment. *'Do not worry; you will be rewarded as promised.'*

'Captain Tabler will drop you off at any transfer point outside of Earth Alliance space in the next two days. During that time', she hands you each a data crystal, 'I need you to record what you will require as payment for your services, then give it to Captain Tabler before you disembark. She will make sure I get it in a prompt fashion and then I will arrange for your requests to be filled. You did a great service for Earth by taking this leap of faith for me; it will not soon be forgotten. Just remember that my generosity does have limits.'

If they give her little or nothing, but tell her what happened:

'That sounds horrible', she says with a shake of her head, 'all those people. It is a tragedy, really. I am glad that you were able to get out safely, though. It sounds like that whole place was one big nightmare. At least you were able to make sure that ship never left hyperspace again. I would have liked some of the data to have survived, but ensuring it was not found was the priority, making this a success, even if it is bittersweet.'

'Captain Tabler will drop you off at any transfer point outside of Earth Alliance space in the next week. During that time', she hands you each a data crystal, 'I need you to record what you will require as payment for your services, then give it to Captain Tabler before you disembark. She will make sure I get it in a prompt fashion and then I will arrange for your

requests to be filled. You did a great service for Earth by taking this leap of faith for me; it will not soon be forgotten. Try to remember that I'm going out on a limb to reward you, so don't go too far.'

If they give her any salvaged technology samples or incomplete data:

'Excellent,' she says, looking at what you have given her, 'it was not a total loss, then. Good. It is a shame that so many lives were wasted, but they will not be in vain. The Eyre has taught us a lot about what we are dealing with and I think that the rest of the project will go much easier with what you have given us to work with. Thank you.'

'Captain Tabler will drop you off at any transfer point outside of Earth Alliance space anytime in the next month. During that time', she hands you each a data crystal, 'I need you to record what you will require as payment for your services, then give it to Captain Tabler before you disembark. She will make sure I get it in a prompt fashion and then I will arrange for your requests to be filled. You did a great service for Earth by taking this leap of faith for me; it will not soon be forgotten. While no one else will know about this, you will always be true Humanists in my book.'

If they give her the complete data stores from the Core Laboratory:

'This is a mark IV encryption crystal,' her politician's façade crumbles and she grins widely, 'the only terminal that had those on hand was the main data storage system. Which means...' she pauses and looks at the crystal in her hand as if it were a fine gemstone, 'this has everything on it. Everything. You just saved us 50 years of research. You have no idea how grateful I – no – Earth is to you. This mission could not have gone any better.'

'Captain Tabler will drop you off at any transfer point you wish to go to, taking all treaties and such into account of course. During that time', she hands you each a data crystal, 'I need you to record what you will require as payment for your services, then give it to Captain Tabler before you disembark. She will make sure I get it in a prompt fashion and then I will arrange for your requests to be fulfilled. You did a great service for Earth by taking this leap of faith for me; it will not soon be forgotten. Whatever you need, let me know and I will see what I can provide for you.'

As soon as the Senator is finished debriefing the characters, she will excuse herself to make good her report and make sure all the legitimate records do not show anything of what actually happened with the Eyre. In fact, other than asking for their reward of her, she will not likely see them

Having a Senator in your Pocket

If the characters managed to get the last response category due to their diligent ability to get the data stores, they can immediately add +10 to their Earth Alliance (Political) Influence, even if they did not have any before. The Senator will nearly always take their calls or their appointments, so long as no one ever speaks of what has happened on this mission.

again before her and the others leave on the Shadowcloak. She will excuse herself with the following statement, which should cement the gravity of the situation fully in the minds of the characters.

'It goes without saying', Senator MacHenry says, 'that this entire mission is classified well beyond top secret. No one knows why you were out here and no one tells anyone of what they have seen. Not that anyone would ever believe you anyway.' She grows firm and cold in her facial features. 'Right now Miss Becker is removing any memories of the specifics of this mission from any and all members of the crew, even that leftover Nightwatch pawn that tried to take you hostage. I hate having to rely on the Corps for anything, but they had a lot at stake here too, so we made a deal.' She sighs, exhausted but satisfied. 'What I am saying is that if you mention the specifics of what you did when working with White Rabbit Investigations...well...there were a few things that Clark showed us how to do all too well. That's all I am saying. Please do not make me stoop to that level.'

Aftermath

The characters will spend the next period of time (depending on their dealings with the Senator) on board the *Halloween*, heading toward their desired destination. During that time there will be a few facts that must be taken into consideration if the characters choose to notice them.

1. The crew – with Tabler and Beier (should he have survived) being exceptions – does not remember anything about the last two weeks. Most of them think the mission is just beginning and that they are truly just ferrying the 'White Rabbit Investigations Team' to their chosen destination. Even Holbrook treats them as if nothing happened at all.



2. Ensign Glass was taken away by the Psi Corps when Miss Becker was scanning/altering everyone. They discovered his latent telepathy and combined with the record of him being scanned by 'The Machine' and he is headed to a Psi Corps research facility.
3. Captain Tabler seems far less interested in getting her new 'Warlock-X' once she finds out about the *Eyre* trying to absorb all of its crew. In fact, if the characters have gotten close to her, she is thinking about retiring early from EarthForce altogether.
4. The characters will need to write down their payment requests and give them to Captain Tabler. These can be anything that Senator MacHenry can effectively arrange for with her considerable Influences. Games Masters should be wary of too great a reward, but they should reflect a Senatorial bribe of secrecy after all.

With the entire *Eyre* mission becoming a phantom in the record books of the Earth Alliance, the characters will be some of the only people in the galaxy to know that these events actually took place at all. If they keep their secrets, they may even be contacted from time to time by any of the personalities they worked with in this scenario for more freelance work as they have been so 'professional'. Their status as 'White Rabbit

Investigators' could be reinstated and they could see more classified missions; although not likely as classified as this one.

Colonel Dratten could make use of them in his security force, or perhaps as a good way to work outside his contracts without compromising them. Doctor Gerardi might need tight-lipped testers for his new devices, or perhaps just good and dependable delivery escorts. Miss Becker could arrange for all sorts of Psi Corps missions that they cannot risk being attached to (or do not want to risk any telepath lives when mundanes are available). Captain Tabler might call on them for help after she retires – if she retires. Flight Commander Beier is a soldier's soldier, but he knows the power of having friends across the galaxy.

Whatever they have learned from all of this, they had best keep it to themselves. Those who choose to try and go public will soon find themselves discredited and scandalised, or *worse*.

Whichever direction the characters take next is up to them and the Games Master. Who knows, maybe *Leap of Faith* will lead them to other oddities and strangeness in the galaxy and beyond.

CHARACTERS

Earth Alliance Secret Service

4th Level Human Soldier/3rd Level Agent; hp 23; Init +7; Spd 30 ft.; DV 17; Atk +7/+2 close combat or +9/+4 ranged; SQ Stunning Attack, Co-ordinated Unit +1; Fort +8, Ref +8, Will +6; Str 12, Dex 16, Con 16, Int 12, Wis 12, Cha 14

Notable Skills: Bluff +6, Computer Use +6, Intimidate +8, Intrigue +7, Investigate +7, Notice +10, Sense Motive +10, Stealth +5

Feats: Dodge, Fluency (Human), Improved Initiative, Iron Will, Resist Scan, Skill Focus (Notice), Weapon Focus (PPG)

Equipment: Secured channel link, armoured uniform (DR3), slim needler w/ 6 darts of Takedown 9 (see page 113), combat knife, Auricon EF-7 PPG pistol w/ 1 cap

Senator Tessa MacHenry

8th Level Human Diplomat; hp 12; Init +1; Spd 30 ft.; DV 15; Atk +3 close combat or +5 ranged; SQ Strong Diplomacy, Swift Diplomacy, Aide; Fort +3, Ref +3, Will +10; Str 9, Dex 13, Con 13, Int 16, Wis 14, Cha 17

Notable Skills: Appraise +9, Bluff +14, Computer Use +10, Diplomacy +16, Intimidate +13, Intrigue +11, Knowledge (Secret Projects) +12, Linguistics +10, Notice +9, Sense Motive +14

Feats: Contact, Fluency (Human, Centauri, Narn), Iron Will, Resist Scan, Skill Focus (Linguistics)

Equipment: Secured Gold-channel link, diplomat's attire (DR1)

Colonel Arthur Dratten

10th Level Human Soldier; hp 36; Init +2; Spd 30 ft.; DV 19; Atk +10/+5 close combat or +12/+7 ranged; SQ Co-ordinated Unit +3; Fort +9, Ref +5, Will +5; Str 10, Dex 14, Con 15, Int 14, Wis 14, Cha 13

Notable Skills: Appraise +5, Bluff +8, Computer Use +5, Diplomacy +10, Intimidate +13, Intrigue +6, Notice +6, Sense Motive +8, Technical (mechanical) +6

Feats: Brawler, Contact, Fluency (Human, Minbari), Hobby (Diplomacy), Lightning Reload, Point Blank Shot, Precise Shot, Spacecraft Proficiency, Veteran GROPOS, Weapon Focus (PPG), Weapon Specialisation (PPG)

Equipment: Secured channel link, diplomat's attire (DR1), Auricon EF-7 PPG pistol w/ 2 caps

Doctor Tyrone Gerardi

6th Level Human Scientist/3rd Level Diplomat; hp 13; Init +1; Spd 30 ft.; DV 15; Atk +3 close combat or +5 ranged; SQ Improved Diplomacy, Strong Influence, Mental Agility, Primary Area of Study (Xenobiology), Peripheral Studies (Electronics, Xenobotany, Alien Artefacts), Alien Technology Familiarity (Shadows, Centauri); Fort +4, Ref +6, Will +13; Str 8, Dex 12, Con 13, Int 19, Wis 16, Cha 14

Notable Skills: Appraise +7, Bluff +5, Computer Use +12, Diplomacy +6, Investigate +10, Knowledge (xenobiology) +13, Knowledge (Shadowtech) +10, Operations (systems) +10, Notice +8, Technical (electronics) +10

Feats: Contact (x2), Fluency (Human, Centauri, Interlac), Iron Will, Lightning Reflexes, Resist Scan

Equipment: Secured channel link, diplomat's attire (DR1)

New Weapon – Molecular Aspect Projection (MAP) Rifle

Designed to be a personal-level phasing pulse cannon, the MAP is two long to be a pistol but is much shorter than a standard rifle. It uses a small phasing organelle from a Shadow vessel to generate a single molecular pulse that emits forward at remarkable speeds and range. It deals terrible damage on anything it hits, but can only generate a single pulse every few seconds.

Item	Cost	I/R	Dam.	AoE	Critical	Ammo	Range Inc.	Size	Weight	Dam. Type	Features
MAP Rifle	N/A	I	3d8	—	18–20/x2	N/A ¹	50 ft.	Med.	18 lb.	Energy	Ignores DR

¹ This weapon can only fire every three rounds, but does not need ammunition.

Miss Yolanda Becker

8th Level Human Telepath P-11; hp 20; Init +2; Spd 30 ft.; DV 16; Atk +4 close combat or +6 ranged; SQ Discipline Focus (Biokinetics, Communication, Scanning), Maintain Concentration; Fort +3, Ref +4, Will +7; Str 10, Dex 14, Con 12, Int 17, Wis 16, Cha 16

Notable Skills: Bluff +12, Computer Use +10, Diplomacy +8, Intrigue +8, Investigate +8, Operations (piloting) +6, Notice +10, Telepathy +13

Feats: Adaptive Mind, Combat Telepath, Dodge, Fluency (Human, Centauri), Mindshredder, Weapon Focus (PPG)
Equipment: Secured channel link, armoured Psi Corps uniform (DR2), Auricon EF-7 PPG w/ 2 caps

Captain Tanya Tabler of the EAS Halloween

7th Level Human Officer (Fleet); hp 18; Init +3; Spd 30 ft.; DV 18; Atk +7/+2 close combat or +10/+5 ranged; SQ Rallying Call 1/day, Way of Command; Fort +4, Ref +5, Will +7; Str 10, Dex 16, Con 14, Int 14, Wis 10, Cha 16

Notable Skills: Bluff +5, Computer Use +8, Diplomacy +5, Intrigue +8, Knowledge (astrophysics) +8, Notice +7, Operations (systems) +15, Pilot +5, Sense Motive +8, Technical (electronics) +8

Feats: Contact, Fluency (Human, Interlac), Iron Will, Martial Artist, Skill Focus (Operations), Spacecraft Proficiency, Veteran Commander, Weapon Focus (PPG)
Equipment: Secured channel link, EA uniform, Auricon EF-7 PPG w/ 1 cap

Flight Commander Steven Beier

5th Level Human Officer (Pilot); hp 14; Init +7; Spd 30 ft.; DV 17; Atk +5 close combat or +8 ranged; SQ Rallying Call 1/day; Fort +3, Ref +4, Will +5; Str 10, Dex 17, Con 15, Int 14, Wis 12, Cha 13

Notable Skills: Appraise +4, Athletics +4, Bluff +7, Computer Use +5, Intrigue +5, Notice +6, Operations (sensors) +10, Pilot +13, Technical (electronics) +6

Feats: Dogfighter, Fluency (Human, Drazi), Improved Initiative, Skill Focus (Pilot), Spacecraft Proficiency
Equipment: Secured channel link, armoured flight suit (DR 2), Auricon EF-7 PPG w/ 3 caps, combat knife

Standard Crewmember of the EAS Halloween

3rd Level Human Officer (Fleet); hp 10; Init +2; Spd 30 ft.; DV 14; Atk +4 close combat or +5 ranged; SQ Rallying Call 1/Day; Fort +2, Ref +3, Will +3; Str 12, Dex 14, Con 13, Int 12, Wis 10, Cha 12

Notable Skills: Computer Use +4, Intrigue +4, Investigate +4, Notice +5, Operations (piloting, systems or sensors) +10, Sense Motive +3, Technical (electronics or mechanical) +6

Feats: Fire Control, Fluency (Human), Skill Focus (Operations), Spacecraft Proficiency, Weapon Focus (PPG)

Equipment: Secured channel link, EA uniform

Lieutenant Austen Holbrook

4th Level Human Officer (Fleet); hp 12; Init +2; Spd 30 ft.; DV 15; Atk +6 close combat or +6 ranged; SQ Rallying Call 1/Day; Fort +3, Ref +3, Will +3; Str 14, Dex 14, Con 14, Int 10, Wis 8, Cha 14

Notable Skills: Bluff +8, Computer Use +8, Intrigue +7, Knowledge (Nightwatch) +8, Notice +6, Operations (Sensors) +9, Sense Motive +4, Stealth +7

Feats: Contact, Fluency (Human), Skill Focus (Operations), Skill Focus (Stealth), Spacecraft Proficiency

Equipment: Secured channel link, EA uniform, unregistered W&G 10 PPG w/ 2 caps

Ensign Howard Glass

3rd Level Human Officer (Fleet); hp 10; Init +2; Spd 30 ft.; DV 14; Atk +3 close combat or +5 ranged; SQ Rallying Call 1/Day, Telepathic Ability (P-0); Fort +3, Ref +3, Will +6; Str 10, Dex 14, Con 15, Int 12, Wis 12, Cha 10

Notable Skills: Computer Use +3, Concentration +5, Intrigue +5, Notice +6, Operations (systems) +8, Sense Motive +5, Technical (mechanical) +7

Feats: Fluency (Human), Iron Will, Latent Telepath, Spacecraft Proficiency

Equipment: Secured channel link, EA uniform, toolkit, oxy-pills

Requisitions Sergeant Cedric Johnson

5th Level Human Officer (Fleet); hp 14; Init +1; Spd 20 ft.*; DV 15; Atk +6 close combat or +6 ranged; SQ Rallying Call 1/day; Fort +3, Ref +2, Will +7; Str 12, Dex 13, Con 14, Int 14, Wis 16, Cha 13

Notable Skills: Appraise +7, Bluff +6, Computer Use +4, Intrigue +8, Investigate +10, Knowledge (conspiracy theories) +8, Notice +7, Operations (systems) +6, Sense Motive +5, Subterfuge +5, Technical (electronics) +5

Feats: Contact, Fire Control, Fluency (Human), Data Access, Skill Focus (Pilot), Spacecraft Proficiency

Equipment: Secured channel link, EA uniform, multi-tool, personal data recorder

*Due to his prosthetic leg

Shadowtech Drone

5th Level Shadowtech Construct; hp 35; Init +1; Spd 20 ft.; DV 15; Atk +8 close combat; SQ Ignores Nonlethal Damage, Natural DR of 3, Immune to Telepathy (except Jamming), Automatically Passes all Con-based tests; Fort N/A, Ref +1, Will +10; Str 16, Dex 12, Con N/A, Int 3, Wis 1, Cha 1

Notable Skills: Athletics +5, Computer Use +5, Notice +5, Operations (piloting, sensors and systems) +15*, Pilot +15*, Technical (electronics and mechanical) +15*

Feats: Brawler, Weapon Focus (bio-mech claws)

* This skill only applies if the drone is merged with the device



Bio-Mech Claws: Shadowtech drones have hardwired hands and instruments on their extremities that can be used to cut, tear, rend or otherwise maim their targets. They are considered to be armed at all times and deal 1d4+3 points of damage with a successful strike, with a critical threat range of 20/x2.

Shadowtech Core Telepath

10th Level Shadowtech Construct P-10; hp 60; Init +2; Spd 20 ft.; DV 17; Atk +10 close combat or +10 ranged; SQ Ignores Nonlethal Damage, Natural DR of 4, Immune to Telepathy (except Jamming), Automatically Passes all Con-based tests, Bio-Fusion Blasts; Fort N/A, Ref +2, Will +12; Str 14, Dex 14, Con N/A, Int 5, Wis 5, Cha 3

Notable Skills: Athletics +6, Computer Use +10, Notice +8, Operations (piloting, sensors and systems) +20*, Pilot +20*, Technical (electronics and mechanical) +20*

Feats: Brawler, Weapon Focus (bio-mech claws), Weapon Focus (bio-fusion blasts)

* This skill only applies to the vessel the Core Telepath is merged with.

Bio-Mech Claws: The Shadowtech Core Telepath has hardwired hands that are coursing with biometric fusion energy piped into the body from the vessel. It is considered to be armed at all times and deals 1d6+2 points of damage with a successful strike, with a critical threat range of 20/x3.

Bio-Fusion Blasts: The Shadowtech Core Telepath has hardwired hands that are coursing with biometric fusion energy piped into the body from the vessel. It can focus this energy every other round as a projectile weapon that deals 2d6 points of damage with a successful strike, with a critical threat range of 19–20/x2.

NOTE: If the Shadowtech Core Telepath is ever successfully ‘jammed’ using another powerful telepath, not only can it not take any actions, but the entire vessel will begin to go haywire – with every room acting as per as though an ‘Arcing Power Conduit’ (see page 114) is present until the jamming ceases or the Core Telepath is destroyed – which returns the ship to standard protocols.

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The Roleplaying Game

Second Edition

The Lurker's Guide to Freedom Station

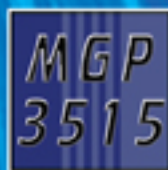
Before there was Babylon 5, before the League of Non-Aligned Worlds had a place to bring all their commerce, there was Tirrith Transfer Point Alpha. Years passed, wars were waged, and the station took on a new name... Freedom Station. Although not as popular as other stations, positioned far away from the core of the galactic governments, Freedom Station is a massively popular stopping point for raiders, pirates, exiles and smugglers.

This huge, slowly spinning cylinder of dense polymers and mass-produced alloys is home to over 5,000 permanent residents of Tirrith, Human, Hyach and a multitude of other species. At least that is what the official census says. That number is roughly ten times too small and those who commonly visit or stay on Freedom Station know the difference to what the records read and what is really going on.

Freedom Station is a guide to the people and history of this controversial space station. It looks at the League's original version of the Babylon Project, how it failed, and what rose from the ashes. Freedom Station is a powerful reminder that law and justice mean drastically different things depending on where in the galaxy you go...



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