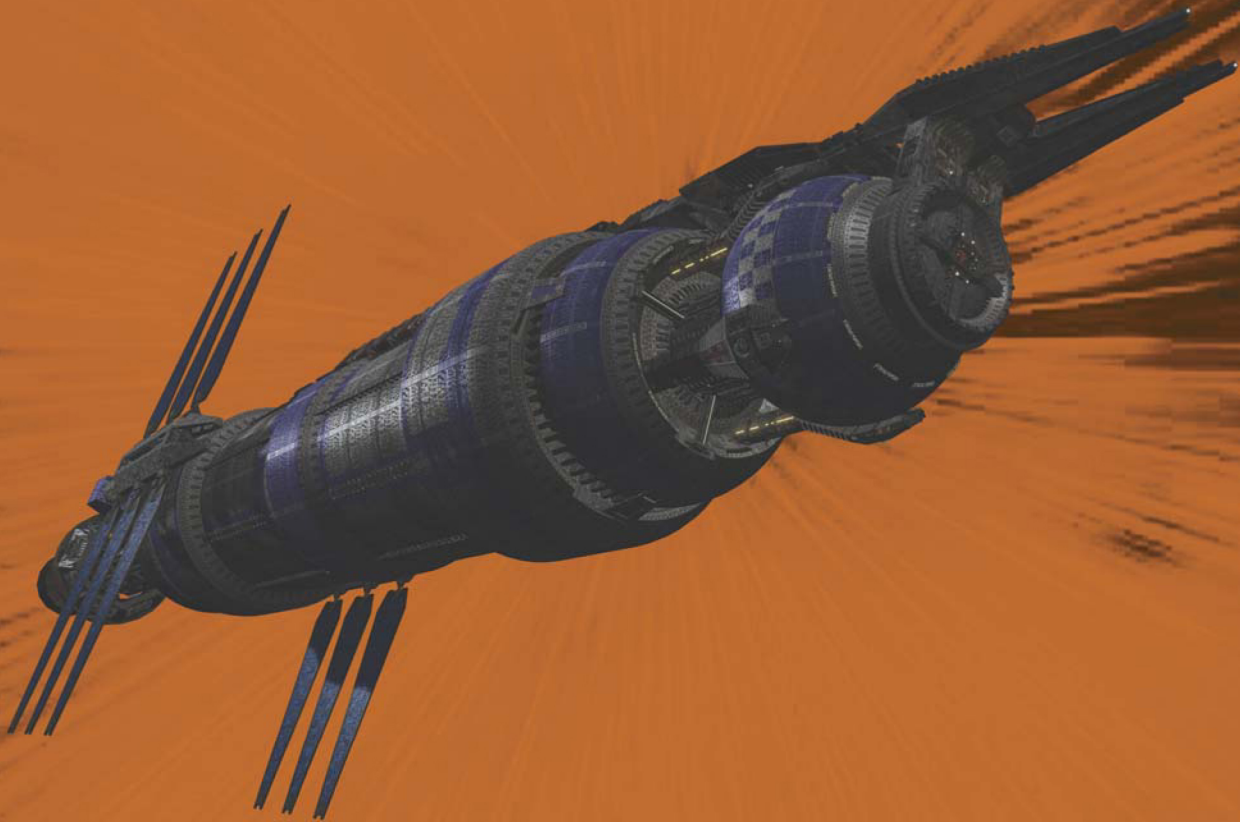




**The Roleplaying Game**  
Second Edition



# **Guide to the Station**

**Babylon 5 created by J. Michael Straczynski**

# GUIDE TO THE STATION

## CREDITS

### Author

Greg Lynch

### Editor

Richard Ford

### Cover Image

Brandon Bray

### RPG Manager

Ian Belcher

### Production Director

Alexander Fennell

### Proofreading

Ron Bedison

### Special Thanks

J. Michael Straczynski, Fiona Avery, Isabelle Richard, Skye Herzog

## CONTENTS

Introduction	Page 2
The Babylon Project	Page 3
Babylon 5 at a Glance	Page 8
Travel on Babylon 5	Page 11
Blue Sector	Page 13
Red Sector	Page 28
Green Sector	Page 56
The Garden	Page 63
Brown Sector	Page 72
Grey Sector	Page 79
Yellow Sector	Page 87
Downbelow	Page 91
License	Page 96

**Designation of Product Identity:** The following items are hereby designated as Product Identity in accordance with section 1(e) of the Open Game License, Version 1.0a: Any and all Babylon 5 logos and identifying marks and trade dress, including all Babylon 5 product and product line names; any elements of the Babylon 5 setting including but not limited to capitalised names, planet names, alien species names, ship names, organisation names, characters, equipment, setting and historic events, episode descriptions, any and all stories, storylines, locations, plots, thematic elements, documents within the Babylon 5 world, quotes from character or episodes, all artwork, symbols, designs, depictions, illustrations, maps and cartography, likenesses, poses, logos, symbols or graphic designs; any other unspecified incarnations of Babylon 5 creative property, including elements either derived or inferred from the Babylon 5 setting; and website support materials and all future incarnations, online community donations and all free game support items, except such items that already appear in the d20 System Reference Document and are already OGC by virtue of appearing there. The above Product Identity is not Open Game Content.

**Designation of Open Game Content:** Subject to the Product Identity designation above, the following portions of the *The Babylon 5 Station Guide* are designated as Open Game Content: all character statistics and creation rules, all new character classes and abilities, all new feats, powers and skills, all rules systems and mechanics, all statistic blocks and paragraphs specifically explaining rules mechanics or special qualities. The use of Product Identity in these circumstances is limited solely to mechanical effects and systems, not to the items previously stipulated as falling under the PI. Printed in China



Copyright © 2006 Warner Bros. Entertainment Inc.  
BABYLON 5 and all related characters and elements are  
trademarks of and © Warner Bros. Entertainment Inc.  
WB SHIELD: ™ and © Warner Bros. Entertainment Inc.  
(s06)



# INTRODUCTION

It is a time of danger and of hope, a time of unhealed wounds and new opportunities. It is the dawn of the third age of mankind, a dawn whose light casts shadows of the past as indistinct portents of things to come. It is the year 2258, and the human race, still beaten and bloody 11 years after its second great interstellar war, has built what may be humanity's finest achievement.

This achievement is not a ship, not a weapon, not a tool of death of any kind. It is something far grander. It is the galaxy's last, best hope for peace. It is Babylon 5.

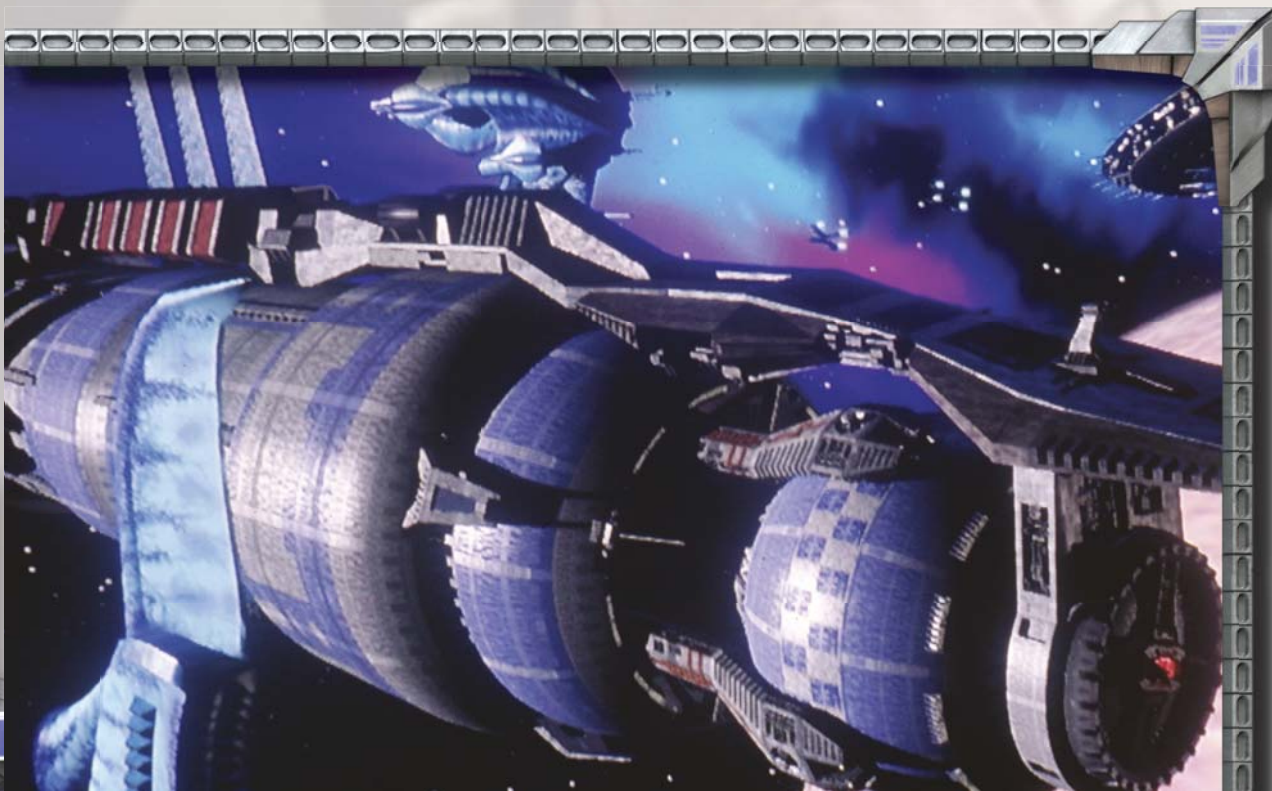
Five miles of metal and polymer, Babylon 5 was born of cutting-edge science and knowledge. Upon this technological stage, however, are played out the oldest of stories – of prejudice and vengeance, of cruelty and charity, of good intentions betrayed by ambition and the price of forgotten history. The *Babylon 5 Station Guide* is a complete guide to the famous space station, exploring the massive outpost of peace in unprecedented detail.

Within these pages, readers will find out have to navigate through the station, where characters can travel freely and where sealed security doors will turn them back, where to find the best food in the Zocalo and where they can stumble

across the most dangerous inhabitants of Downbelow. Each sector of the famous station is deeply detailed, offering both general information about the sector and a collection of sample decks, fully detailed with everything from low-rent housing to the magnificent Observation Dome in Blue Sector, from the zero-g maintenance facilities of Yellow Sector to the idyllic surroundings of Babylon 5's Garden. Readers will have the chance to look in on a meeting of the Babylon 5 Council, stop by Ambassador Mollari's quarters for a drink and go on security rounds with Mr Garibaldi and Officer Zack Allan.

Along the way, readers will have the opportunity to read Mr Garibaldi's security briefings on different areas of Babylon 5, study part of a single day's docking schedule for the busy station and take a look at the amenities and facilities available for public use throughout Babylon 5, from the baseball diamond in the Garden and how to identify which public restroom is the right one for which race.

Babylon 5 is a living, breathing place, always changing and never stagnant. This station guide is designed to reflect that, showing not only what is where, but also how all the different elements of life aboard Babylon 5 fit together to tell a story like none told before.





# THE BABYLON PROJECT

**T**he Babylon Project is a sign of humanity's final maturation as one of the great space-faring governments, an indication that the human race has taken a great step forward in recognising its place and position within the galaxy at large.

Until the middle of the 22<sup>nd</sup> Century, humanity was a race anxious to explore, but confined by its own technology. Unaware of the existence of hyperspace, or at least unaware of how to access it, the human race was consigned to puttering about in its own solar system, the vastness of interstellar space tantalisingly close, but stubbornly beyond its reach. Only through the use of agonisingly slow 'sleeper' ships – vehicles that would hold the crew in suspended animation for years (or decades) at a time – could humanity hope to ever reach the stars.

## INTO THE STARS

This era of frustratingly slow travel came to a sudden end when humanity made its first official contact with an alien race when a ship from the Centauri Republic came to Earth in 2156. Remarkably similar to humans in outward appearance, the Centauri first claimed Earth was indeed a lost outpost of the Centauri themselves, a tale that was

proven false when Earth scientists matched Centauri DNA against human and identified hundreds of distinct differences.

Once official contact was made with another spacefaring race, human technology began its fastest advancement in history, eclipsing even the days of the Industrial Revolution or the great technology boom of the late 20<sup>th</sup> and early 21<sup>st</sup> Centuries. The Centauri taught humanity of the existence of jump gates – massive technological devices that could be used to hurl a ship into or bring it back out of hyperspace – thus giving humanity the greatest gift it ever received: access to the stars.

Humanity quickly learned how to build a ship with jump capability, relying upon the hyperspace routes and gates leased from the Centauri to venture out into the larger galaxy. Before long, human scientists were able to unlock the secrets of jump gate construction, and it seemed to humanity at the time that the entire universe lay open before them.

The existence of Earth was hardly unknown to the other spacefaring races (see the First Contact sidebar), but most of them paid the planet and its inhabitants very little attention. Earth was in a mostly unexplored corner of the galaxy, one felt to have little value, possessed of only one inhabited planet. Thus, when humanity first spread its wings beyond its own solar system, they found dozens of unclaimed planets and moons ready for the taking. Aside from the occasional spot of trouble with a small group of raider ships, humanity was able to plant its flag across multiple star systems without ever coming into conflict with another race.

Even after humanity ventured into the stars, most other spacefaring races continued to ignore the newcomers. The Narn Regime, the Minbari Federation and the Vorlon Empire, as well as the majority of the members of the League of Non-Aligned Worlds, paid little mind to the new arrivals in space. Only the Centauri Republic maintained frequent contact with Earth, a fact that allowed the Centauri to set up a near-monopoly on Earth trade that lasted for decades.

Unfortunately, Earth only had a few decades to explore and expand in peace. War was coming quickly.

### First Contact

**Though the first official contact the human race ever had with an alien civilisation was with the Centauri, it has since been proven that other alien races, particularly the Vree, had visited Earth for centuries. These instances were the cause of many of the so-called U.F.O. sightings of the 20<sup>th</sup> and 21<sup>st</sup> Centuries.**

**Though the Vree finally admitted in a landmark case tried aboard Babylon 5 that they had abducted humans from Earth in the past, the veracity of any contemporary claims that alien races colluded with Earth governments for various nefarious purposes remains unproven.**

**The Vree have offered an official apology for the abduction of human beings from Earth, but otherwise do not care to discuss the matter.**



## THE DILGAR WAR

By the time Earth had claimed a handful of uninhabited systems as its own, the drums of war echoed through the galaxy. A belligerent race known as the Dilgar discovered that the star their homeworld orbited was about to go nova. Desperate to find a new home for their people, they began an aggressive expansionist movement, cutting a swath through many of the people of the League of Non-Aligned Worlds. The Dilgar did not merely conquer, however. They destroyed.

The Dilgar eradicated entire planetary populations, unleashing biogenic weapons and enormous mass-drivers upon civilian targets, claiming more and more bloody territory as their own. As their brutal advance continued, they were careful not to stir the anger of the major interstellar powers, such as the Centauri, the Minbari or, of course, the Vorlons, but they, as with the rest of the galaxy, paid little attention to the human newcomers.

The Dilgar advance brought them closer and closer to Earth, and the Earth Alliance knew if the aliens were not stopped, Earth itself would soon be directly in their path. Massive funds and manpower were diverted into EarthForce, beefing up humanity's military might to deal with the oncoming threat. Armed and ready, mankind entered its first major interstellar conflict.

The Dilgar were unprepared for the entry of EarthForce into the ongoing war, an error that became an advantage for EarthForce – an advantage humanity never ceased pressing. EarthForce's sudden involvement in the war won the appreciation and respect of many members of the League of Non-Aligned Worlds, races who had stood all but helpless in the face of the Dilgar advance now had a potent and fresh ally on their side. EarthForce began to slow the tide of the Dilgar onslaught, finally turning them back and forcing them, light-minute by light-minute, back to their homeworld. Along the way, the atrocities committed by the Dilgar, until then little but rumours, if even that, were uncovered and chronicled as fact. There was no mercy for the Dilgar, no quarter given, until the aggressors were confined again to their own homeworld. Imprisoned on the planet that had birthed their race, the Dilgar could only await the inevitable. Within a year, their sun went nova, blasting the planet clean of all life and forever consigning the Dilgar race to the history books. On occasion, there is a report of a Dilgar sighting, but the general consensus is that the race is now utterly exterminated.

In June 2258, this consensus is proven wrong when Dilgar Warmaster Jha'dur arrives at Babylon 5, claiming to be in possession of a serum that will grant immortality – at the price of one life for each life extended. Before she can make the formula for the serum known, however, the Vorlons destroy her

ship, killing the Dilgar. Hers was the last known sighting of a Dilgar.

In the aftermath of the Dilgar war, humanity came into its own as an important race amongst the spacefaring peoples of the galaxy. The goodwill engendered by Earth's unexpected but entirely welcome entry into the war against the Dilgar served humanity well, allowing this newest power to establish favourable trade agreements with many members of the League of Non-Aligned Worlds, as well as with the Narn Regime, a turn of fate that was not entirely welcome with the Centauri Republic. Earth founded more and more far-flung colonies and research stations as humanity stretched its wings across of the vastness of space.

Newfound respect and profitable trade agreements were not the only result of the Dilgar war, however. Humanity basked in the adulation of the other races, in its newfound martial strength, in its role as a saviour. Justifiable pride in accomplishment quickly gave way to arrogance, to a sense of infallibility and inherent superiority. Humanity no longer ventured amongst the stars in exploration and wonder, but strode between them with a sense of ownership and a self-induced air of invulnerability. As the old saying goes, pride goeth before a fall.

## THE MINBARI WAR

The Minbari Federation held itself aloof from much of the events of the time, preferring to remain reclusive. As humanity sought to further establish itself as a major player on the galactic stage, diplomatic missions ventured forth from Earth to establish relations with many cultures. The Minbari, however, were not interested in such relations and rebuffed human attempts to establish diplomatic ties. Concerned that the Minbari might pose a problem to the current expansionist agenda of Earth, EarthForce decided to send reconnaissance missions to Minbari space to see what might be learned of the enigmatic race.

Londo Mollari, at the time acting as the Centauri diplomat on Earth, strongly urged EarthForce to reconsider, warning them of the advanced technology possessed by the Minbari, but EarthForce was not to be dissuaded. A small task force, led by the *Prometheus* under the command of Captain Jankowski, was dispatched to Minbari space.

Purely by accident, this task force encountered a small group of Minbari ships, one of which was carrying the Grey Council, the ruling body of the Minbari. Utterly ignorant of each others' customs, the two groups eyed one another nervously, unaware they were about to change the course of history.

The Minbari made the first move, approaching the EarthForce ships with their gunports open – an act that



## The Babylon Project



in Minbari culture denotes openness and respect, but was misinterpreted by the anxious and panicky Jankowski, who saw it as a sign of hostility. The *Prometheus* and her support vessels opened fire on the Minbari, crippling the Grey Council's ship before fleeing through a jump gate.

The bombardment by the *Prometheus* devastated the Minbari ships, causing great loss of life. Among those killed in the battle was Dukhat, leader of the Grey Council.

The Minbari were mad with grief and rage over the death of their revered leader, and launched a holy war against the human barbarians who had attacked without warning or provocation. Unleashing the might of their warrior caste, the Minbari began a swift and unstoppable march into human space.

Within weeks, all humanity's illusions of power and enlightenment came crashing down. Not only did the Minbari have a vaster fleet, but they fielded ships far in advance of anything the human race could build. Mounting terrible weapons and shielded by a deflection field that made it impossible for EarthForce weapons to lock on, the Minbari cut a bloody swath through humanity's holdings in space.

The Minbari advance was inexorable, as world after world, fleet after fleet, fell before them. Humanity received a brief but important boost to morale when the Minbari flagship, the *Black Star*, was destroyed by Commander John

Sheridan of the *Lexington*. Ultimately, however, this minor victory merely cast into harsh light the hopelessness of humanity's cause in this war, as it marked the only victory an EarthForce ship ever achieved against the Minbari.

Humanity put up a valiant struggle, forcing the Minbari to pay for every step forward, but in the end, it was not enough. Two years after the death of Dukhat in a horrible misunderstanding, the Minbari entered Earth's solar system, the fire of their rage unleashed. The outer colonies of Earth's solar system were ravaged by the invaders, who then bypassed Mars to make their drive straight towards Earth itself. The remnants of EarthForce gathered for one final battle, knowing they could not win but hoping to buy a little more time for the civilian transports to flee the doomed world.

The Battle of the Line began as all other battles against the Minbari had – the brave defenders of Earth hurling themselves fruitlessly at the superior numbers and technology of the invaders. Then, just when it seemed the Minbari would sweep aside the last, pitiful forces standing between them and Earth itself, something happened which has baffled the galaxy ever since – the Minbari surrendered.

No explanation was offered, and none has been forthcoming, but by this miracle Earth was spared. The Minbari turned their ships about and jumped for home, leaving behind a beaten and bloody victor.





**'The humans, I think, knew they were doomed. But where another race would surrender to despair, the humans fought back with even greater strength. They made the Minbari fight for every inch of space. In my life, I have never seen anything like it. They would weep, they would pray, they would say goodbye to their loved ones and then throw themselves without fear or hesitation into the very face of death itself. Never surrendering.'**

**'No one who saw them fighting against the inevitable could help but be moved to tears by their courage... their stubborn nobility. When they ran out of ships, they used guns. When they ran out of guns, they used knives and sticks and bare hands. They were magnificent.'**

**'I only hope that when it is my time, I may die with half as much dignity as I saw in their eyes at the end. They did this for two years. They never ran out of courage, but in the end... they ran out of time.'**

**Londo Mollari, 'In the Beginning'**

## THE BABYLON PROJECT

In the aftermath of the Minbari War, humanity lay in ruins. Of all the major colonies and outposts established by humans, only Mars remained, a step the Minbari had skipped on their march to Earth itself. The once-great fleet of EarthForce was devastated, composed only of the few ships that survived the Battle of the Line long enough for the Minbari to surrender.

The Minbari surrender saved Earth in more ways than one. Certainly, the sudden and unexplained decision allowed humanity to survive and left Earth unmolested, but it also gave cause for concern to the other spacefaring races of the galaxy. Were it not for the confusion and trepidation surrounding the unfathomable Minbari surrender, surely another great power would have swept in on the heels of the departing Minbari, determined to claim and subjugate Earth for its own purposes. Considering the state of EarthForce at the time, any invader would have had an easy time of it. However, the uncertain fear over what the humans could have done to make the Minbari surrender at the moment of victory itself kept the scavengers at bay.

Still, humanity was in dire straits. Any other race that suffered the punishment humanity did would likely have retreated into its own territory to lick its wounds, quite possibly to become little more than a tiny power, a footnote in history. Humans, however, have a tenacity of spirit virtually unknown in the rest of the galaxy, a tenacity that allowed them to rebuild, to reclaim what was lost and start anew.

Having stared into the terrible face of racial extinction, humanity emerged from the Earth-Minbari War with a purpose and vigour and a yearning for peace. Even as Earth reassembled its martial strength, humanity knew it did not want to face another war. The terrible accident that triggered the war was something that must never be repeated – spurring humanity to take the lead in establishing a new method of diplomacy amongst the spacefaring races.

This new diplomacy was embodied in the Babylon Project, first proposed by Senator Natawe of Earth and modelled upon Earth's own United Nations. In the neutral space between the great powers of the galaxy, an enormous space station would be constructed, a station to serve as a means of communication between the races, to promote peace and understanding in place of enmity and war.

The cost of the Babylon Project was immense, but with the memory of the Earth-Minbari War still smouldering, the funding was passed with overwhelming approval from the people of Earth. It was soon proven, however, that conceiving of such an ambitious project and actually bringing it into existence were two entirely different things.

Construction of Babylon Station began only two years after the war ended, and came to an abrupt halt when part of the station's superstructure collapsed. Unwilling to let the Babylon Project die, Earth set aside yet more funds for the construction of Babylon 2, also destroyed during construction, ostensibly by terrorist activity. Stubbornly, humanity began work on Babylon 3, which was also destroyed during construction.

After the fate of the first three stations, securing yet more funding to build Babylon 4 was very nearly impossible, but Earth's government managed to tighten its belt in a hundred different places to free up the money needed for Babylon 4, the largest and most ambitious of the Babylon stations to date.

Determined to avoid any 'mishaps' similar to those that destroyed the second and third stations, construction of



## The Babylon Project

**'Plain old human stubbornness, I guess. When something we value is destroyed, we rebuild it. If it's destroyed again we rebuild it again. And again, and again, and again. Until it stays. That, as our poet Tennyson once said, is the goal, 'To strive, to seek, to find, and not to yield'.'**

**Commander Jeffrey Sinclair to Minbari Ambassador Delenn, 'The Gathering'**

Babylon 4 took place under the thumb of a heavy military presence, both within the station in the form of troops walking the half-built hallways, and without, in the form of wing after wing of Starfury fighters flying in a constant screen around the station.

Despite the complaints of some of the construction crew, it seemed the military presence had done its job well. Several months past schedule and several billion over budget, Babylon 4 was at last completed and ready to commence operations. Amid great fanfare, the station went online.

Fate was not yet through with the Babylon Project, however. Exactly 24 hours after the station became operational, it vanished without a trace. No evidence of what became of Babylon 4 has ever been discovered.

When Babylon 4 vanished as though it had never been, the bloom was definitely off the rose as far as humanity was concerned with the Babylon Project. Unwilling to throw good money after bad on a hideously expensive investment many people already felt was cursed, the people of Earth were willing to let the entire enterprise die a quiet death. Though the remaining adherents of the Babylon Project mounted a Herculean effort, they could not convince a sceptical government of the need to continue the project – to build a Babylon 5.

Unwilling to see so much effort come to naught, those senators still in favour of the Babylon Project turned to alien races to ask for funding for the station that would ultimately benefit them all. The other races of the galaxy, of course, knew as well as anyone what had happened to the previous four attempts at building a Babylon Station, making the senators' success in securing the necessary additional funding one of Earth's most impressive diplomatic missions to date. Even the Minbari agreed to help foot the bill, though they did have one caveat attached to their help – they insisted they be allowed to choose the EarthForce officer assigned as commander of the station. With the fate of the entire Babylon project on the line, the Minbari got their wish.

Thus, with the aid of many of the races Babylon 5 would come to benefit in the future, the mighty station went online in 2157, under the command of the man chosen by the Minbari – Commander Jeffrey Sinclair, decorated veteran of the Battle of the Line.

**'Is it worth it? Should we just pull back, forget the whole thing as a bad idea and take care of our own problems at home?'**

**'No. We have to stay here and there's a simple reason why. Ask ten different scientists about the environment, population control, genetics and you'll get ten different answers, but there's one thing every scientist on the planet agrees on. Whether it happens in a hundred years or a thousand years or a million years, eventually our Sun will grow cold and go out. When that happens, it won't just take us. It'll take Marilyn Monroe and Lao-Tzu and Einstein and Morobuto and Buddy Holly and Aristophanes... and all of this... all of this was for nothing unless we go to the stars.'**

**ISN Reporter Mary Ann Cramer interviews Commander Jeffrey Sinclair, 'Infection'**



# BABYLON 5 AT A GLANCE

**T**hough the entirety of this book is about the space station known as Babylon 5, about how it works and what lies within its massive hull of steel and polymer, it is useful to begin the discussion with a look at the station as a whole, providing the general information before delving into the details.

Babylon 5 was constructed in a miraculously short period of time, considering the sheer size of the endeavour and the vast amount of security emplaced around the building site to make certain the fate that befell Babylons 1 through 3 did not recur. Over the course of some ten months from 2254 to 2255, a nearly endless parade of cargo ships made the journey from Earth to the uninhabited corner of neutral space at Epsilon Eridani the Babylon Project had chosen for the station. In 2255, the station officially went online, though construction was not yet finished and, due to cutbacks in the Babylon Project's budget, probably never will be (see Downbelow, page 91).

The station is constructed primarily of steel mined from the asteroid belt between Mars and Jupiter, as well as a large amount of sturdy, lightweight synthetic polymer. The interior of the station is made almost entirely of synthetic material.

Babylon 5 is approximately five miles long, from the tip of Grey Sector that extrudes over the Docking Portal to the fusion slush tanks at the tip of Yellow Sector on the other side. The width of the station varies widely depending upon which sector one is looking at. The majority of the station rotates constantly on its long axis, providing artificial gravity for the areas inside the station. Naturally, the intensity of the gravity varies with location on Babylon 5 – it is weakest in the centre of the station, where the turning axis is, and strongest in the areas closest to the hull. Those regions of Babylon 5 that do not rotate remain constantly at zero gravity.

## NAVIGATING THE STATION

As any newcomer to the station can attest, finding one's way around the massive installation is tricky, and for first-timers, it is absolutely intimidating. Part of the reason for this is that the station's physics are

counter-intuitive. One does not walk the length of the station, one boards an elevator or a core transfer shuttle to move from one end of the station to the other. If the walls of the station were transparent, it would appear to an external observer that half the people inside were walking upside down.

Of course, the other reason finding one's way in the station can be difficult is that the station itself is so very big. With literally dozens of decks wrapped around one another, the means of differentiating one small part of the station from another small part is necessarily, though sometimes irritatingly, complex.

The most basic and simple means of determining different areas in the station is by colour. Each major sector of the station serves its own purpose, and is assigned its own colour. Clearly marked on the walls and at the entrances to each sector, it is always easy to tell one sector of the station from the others. The different sectors of the station are:

- 5 Blue Sector: Operations, Customs, Personnel Quarters, Docks
- 5 Red Sector: Habitation, Commercial
- 5 Green Sector: Ambassadorial Wing, Gardens
- 5 Brown Sector: Habitation, Life Support, Waste Recycling
- 5 Grey Sector: Engineering, Rotation Drivers, Cargo Storage
- 5 Yellow Sector: Fusion Core, Power Management

## The Earth Alliance Space Station Babylon 5

**Location:** L5 point, Epsilon 3, Epsilon Eridani star system

**Function:** Diplomatic forum and centre for trade

**Capacity:** 200,000 terrestrial beings, 50,000 non-terrestrial/exotic





Only Red Sector is fully open to the public. Parts of Green Sector (the Gardens) and Brown Sector (habitation areas) are open to the public. All other sectors of the station have restricted access.

Of course, when trying to find a particular part of the station, finding the right sector is much like finding the right city when one is looking for a single specific house – better than nothing, but still not good enough.

Each deck of Babylon 5 is numbered by sector, thus there is a Deck 1 in Blue Sector, in Red Sector and so on. Each of these decks is further divided into 16 segments.

Directions in the station are given by three indicators – the colour of the sector, the wedge and finally the deck number. Thus, if a character's quarters are in Red 30-12, the quarters are in Red Sector, on deck 30, in the 12<sup>th</sup> wedge. Note that when the discussion involves an entire deck, not just part of one, only the deck's number is given (for example, Grey 17 refers to the entire 17<sup>th</sup> deck of Grey Sector).

Additionally, each room on the station is designated by its own number. Each deck is numbered individually, the rooms on that deck all incorporating the deck's number into the room number. For example, Lieutenant Susan Ivanova's quarters are Blue 2216, meaning they are in Blue Sector, the 22<sup>nd</sup> deck, room 2216. To precisely locate them aboard Babylon 5, they are Blue 22-4, room 2216.

One thing many newcomers have difficulty adjusting to is the sense of direction aboard the station. As the station generates artificial gravity through rotation, meaning that no matter where one is in Babylon 5 (so long as one is in a part of the station that actually has gravity), 'up' is always the centre of the station, the rotational axis of the station. All decks are numbered starting closest to the rotational axis, meaning that Deck 1 of any given Sector is always the uppermost deck.

The decks of Babylon 5 occasionally vary in height, but more often vary in terms of the distance between them. The space between any two decks is packed with sewer and water lines, power conduits, data lines, air vents and a host of other mechanisms tied into the complex infrastructure of the station, and the actual space between the ceiling of one deck and the floor of another can range between a few feet to a dozen yards, depending upon where in the station it is.

### Babylon 5 Technical Specifications

**Length:** 7,962 metres

**Diameter:** 840 metres at widest point

**Solar Panel Span:** 2,070 metres

**Displacement:** 2.5 million metric tons

**Gravitation:** 0g to 1.41 g

**Typical Gravitation:** 0.9g to 1.35 g

**Cargo Capacity:** 15,000 metric tons (dry), 5,000 metric tons (wet) during any 24 hour period

**Dock Workers:** 1,500

**Station Personnel:** 6,500

### Reading the Signs

Shortly after the station opened for business, a visiting EarthForce admiral suggested wryly that perhaps the station should have been called Babel-On 5. Virtually every language on Earth, from English to Tagalog, is spoken by someone on the station. English, of course, is the official language of the Earth Alliance, and the language in which all employees of the station are expected to conduct business. Thus, most every human being is able to speak it.

The aliens aboard Babylon 5 are another matter. Many of them can speak English, but many cannot. The Pak'ma'ra, for example, speak a language so very alien that none of them have mastered English, just as no member of another race has mastered Pak'ma'ra. Other aliens are simply passing through the station, and have no interest in or need to learn English.

In order to compensate for the vast numbers of totally unrelated languages spoken aboard the station, the designers of Babylon 5 created a simple series of codes composed of lines and dots. Posted throughout the station, these codes allow inhabitants to find their way around quickly and easily, no matter what language they speak. For example,



a Vree who needs to find a security station but cannot read English to recognise the word 'Security' can find it by looking for a sign with two dots between two horizontal lines. Of course, what he will do when he gets there and cannot find anyone who speaks Vree is another question entirely.

For a list of symbols see the example B5 Visitor Guide booklet.

## Public Toilets

This may seem an odd topic for discussion, but it proved particularly troublesome for the designers of the station. Just as every biological species must consume food for nourishment, so each species must purge itself of the waste left over once the food's nourishment has been extracted. However, not every species does so in the same way.

In order to make the station accommodating for all visitors, human and alien alike, the designers chose to incorporate public toilets on every deck of Babylon 5, with the exception of the restricted areas of the station. However, upon conducting further research, they learned that biological differences between the species made their initial ideas of a single male and single female restroom on each deck impossible. While a number of alien species can use a toilet designed for human use, most cannot. Without delving into unseemly details about how the acids excreted by the Vree react with porcelain or even worse, about the various odours emitted by the Pak'ma'ra and their effects on humans, suffice it to say that with a little extra research, the station's designers realised they would need multiple toilet facilities catering to multiple races. Some races, such as the Markab, were loathe at first to share the information, fearing to give away any knowledge of their biology, but eventually all the races submitted the requested information. Except the Vorlons, of course. Generally, it is just assumed that Ambassador Kosh's encounter suit takes care of whatever needs he has in that regard, assuming he actually has any.

**Human:** These toilets are designed for human use, though they can also be used by Centauri, Narn, Minbari and Brakiri. The Minbari, however, rarely use them, as they have elaborate rituals that must be performed before making use of such facilities.

**Exotic I:** These toilets are designed for use by Abbai, Drazi and Markab.

**Exotic II:** These toilets are designed for use by Gaim, Pak'ma'ra and Vree. The Vree protested strongly when they discovered the Pak'ma'ra would have access, and few of them will use a public toilet, for fear of finding (and smelling) a Pak'ma'ra while inside.

Other races not included in this list are advised to check BabCom for the appropriate toilet facilities for their race. If no such public toilet exists, the individual in question will have to use the facilities in his room (assuming they can be appropriately modified) or return to his ship when the need strikes.

## Construction of the Station

Though it may come as a surprise, considering the multi-billion credit price tag attached to the building of Babylon 5, economy and price were the watchwords in its planning and execution. Each Sector of the station was designed to be assembled with minimum time and trouble, leading to a massive standardisation of parts, from the bolts holding bulkheads together to the length of the bulkheads themselves.

All the parts of the station were fabricated on Earth or one of the Earth Alliance colonies, all intended to be snapped together easily on site. What this means in practice is that every deck of any particular Sector of the station will look very much like all the other decks of that Sector. Obviously, there are some exceptions to this rule – the Zocalo, for example, is not mirrored in every deck of Red Sector, nor are there observation rotundas on every deck of Blue Sector – but for the vast majority of the station, the rule holds true. For example, Blue Sector resembles nothing so much as a big ball attached to the front of Babylon 5, and many new additions to the station's staff imagine the interior reflects that. In fact, a cross-section of Blue Sector would reveal that deck 10 is identical in layout to deck 15, which in turn is identical in layout to deck 20. A closer look will reveal that not only are those decks identical in size, they are virtually identical in layout as well. The extra area of any given deck, such as the area between the hull and the 'edge' of the deck in Blue Sector, is given over to station infrastructure systems, storage areas or other essential components of the station that require the extra room. In Blue Sector, for example, this extra area is given over to fuel storage tanks, used to refill the tanks of ships docked in the station.



# TRAVEL ON BABYLON 5

One of the first things a new arrival on Babylon 5 learns is that sometimes it takes a long time to get from Point A to Point B. This point seems academic on a space station that is five miles long, but such a distance seems much farther when it actually comes time to traverse it.

The designers of the Babylon station obviously foresaw the necessity of mass transit inside the station, and incorporated several elements into its design to make travel easier. Though it is very nearly a station-wide pastime to grouse about the slow travel of the station's various lifts, even those who grouse loudest must concede that the transit system, as it stands, is perfectly adequate, considering the demands placed upon it.

## Core Shuttle

The primary means of travel from one sector of the station to another is the Core Shuttle, a mass transit tram that runs from the aft end of Blue Sector to the middle of Brown Sector. The Core Shuttle runs through the centre of the station, experiencing minimum spin and keeping the gravity in the Core Shuttle at less than 0.1 g.

There are actually three separate trams operating on the Core Shuttle line. The trams are operated by the computer, rather than a human driver, and have run without incident since the opening of the station.

Any Core Shuttle tram may be boarded at any of the following stations:



- Blue Sector Station 1
- Red Sector Station 1
- Red Sector Station 2
- Red Sector Station 3
- Garden Station 1 (Green Sector)
- Garden Station 2 (Green Sector)
- Garden Station 3 (Green Sector)
- Brown Sector Station 1
- Brown Sector Station 2
- Brown Sector Station 3

Because the Core Shuttle operates in such low gravity, it can take some time for passengers to board or disembark from the tram. Each stop the Core Shuttle makes takes approximately three minutes, though that time will, of course, vary depending upon how many people are boarding or disembarking. The tram's doors will not close if someone is in the way, nor will the tram move if the doors are open. On average, a ride from one end of the core shuttle line to the other end will take about 15 minutes. Waiting times at a Core Shuttle station average less than four minutes.

The Core Shuttle operates in extremely low gravity, meaning the passengers aboard the tram are required to take certain precautions. Each seat aboard the Core Shuttle tram is equipped with padded shoulder harnesses, which must be used by the passenger. Passengers are allowed to stand during transit if there are no available seats, but in such cases, the passenger must maintain a firm grip on the safety straps attached to the ceiling. There is no way the tram itself can recognise if one of the passengers is violating this requirement, however, and there have been a few bumps and bruises caused by the inertia of such acceleration or deceleration in low gravity.

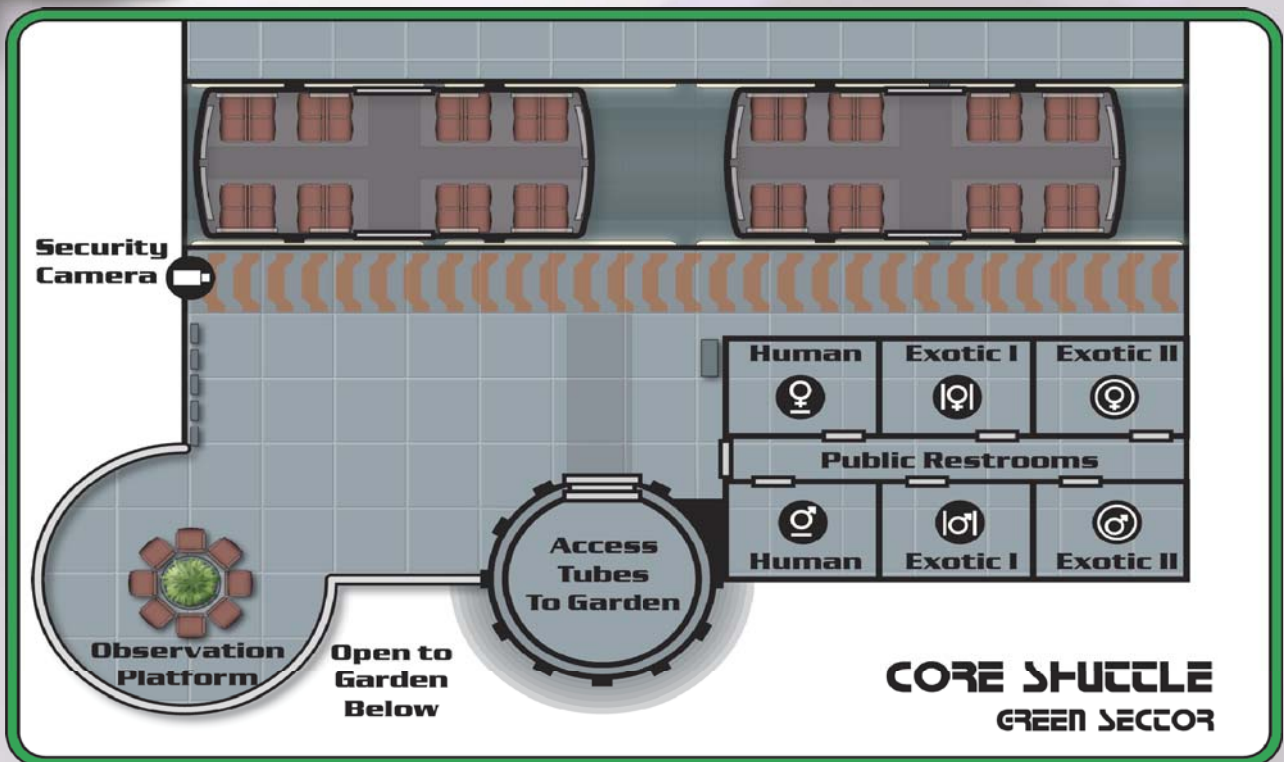
Each tram of the Core Shuttle has enough seating for 30 humanoids, with enough standing room for another 25.

The Core Shuttle cannot be stopped while in transit unless it is overridden by a commlink with command authority. Such authority resides only with the station's command staff and high-ranking security officers (lieutenant and above).

An interesting historical sidebar to the station's transit system, and one which humanity's comedians have not yet allowed to die, is the positively inane comment made by one of the senators on the Babylon 5 Oversight Committee. When the final station plans were being approved, and the first of the major budget squeezes was hitting the station, Senator Aston Kelly suggested that there would be significant savings if the Core Shuttle and the station's complex lift system were scrapped in favour of a series of staircases.

In 2257, Senator Kelly lost his bid for re-election.





The Core Shuttle only runs through public areas of the station.

## Lift System

The Core Shuttle offers a quick and easy way of moving from one part of the station to another, but it does not go everywhere. Babylon 5 also uses a complex series of lifts to move about from one part of a Sector to another.

### Blue Sector

Blue Sector has four transport tubes, running between wedges 2 and 3, 6 and 7, 10 and 11 and 14 and 15. Each tube has a single freight/security lift running the entire length of the sector, as well as two passenger lifts.

### Red Sector

Red Sector has six transport tubes, three of which offer Core Shuttle access. These three run between wedges 16 and 1, 5 and 6 and 11 and 12. The other three begin on Deck 10, the first habitable deck of the Sector, and run between wedges 3 and 4, 8 and 9 and 13 and 14. Each tube contains three passenger lifts. The three tubes with Core Shuttle access also have a single freight/security lift.

### Green Sector

With only three inhabited decks between the maintenance

systems that support the Garden and the station infrastructure facilities inside the hull, Green Sector scarcely needs lifts at all – indeed, it is the one area on the station where Senator Kelly's stairway idea would be feasible. Those it does have run between wedges 16 and 1, 5 and 6 and 11 and 12. Each tube has a single lift.

### Brown Sector

Like Green Sector, Brown Sector has only three transport tubes that run between wedges 16 and 1, 5 and 6 and 11 and 12. Each tube has a single freight/security lift running the entire length of the sector, as well as two passenger lifts, which are locked out of restricted areas without proper security credentials.

### Hallways

Though the Core Shuttle and transport tubes can take someone to virtually any deck in the station, actually moving around on the deck is going to require walking. There were discussions early in the planning stages of the Babylon Project of placing moving walkways throughout the station, but allowing for two-way traffic made this idea practically unfeasible. When the station's construction budget was cut again and again, the few remaining proponents of a moving walkway system finally gave in.

How far one must walk in Babylon 5 depends, of course, upon where in the station one is, and circumnavigating one of the outer decks can entail walking as much as three kilometres.

## Travel on Babylon 5



# BLUE SECTOR

**B**lue Sector is the nerve centre of Babylon 5, the brain of the station itself. From this orb mounted on the front of the station, a crew of EarthForce personnel direct the day-to-day operations of Babylon 5, from its docking procedures to its Starfury patrols. The machines that power and drive the station are located in the aft sectors, but the decisions that affect them are made here. It is here, or more specifically, in Command & Control (known to EarthForce personnel as the Observation Dome) that all the station's vital functions reside.

All the facilities for handling incoming ships, including docking bays, dock workers and cargo transfer terminals are also found in Blue Sector, along with the private quarters of EarthForce personnel and many of the permanent dock workers. Most of Blue Sector is restricted, with only authorised persons allowed free access to all areas. Everyone else will be confined to their own docking bay, customs, observation rotundas and the Central Corridor.

## TRAFFIC

Babylon 5 sees a great deal of traffic every day, with an average of 50 to 100 arrivals and departures. Most of these ships are from the Earth Alliance, whether they be corporate transports, military warships or privately owned traders plying the spaceways. However, about 35% to 40% of incoming vessels to Babylon 5 are from alien space. Primarily these are traders and cargo vessels, but from time to time an alien warship will pass through Babylon 5 space on its way to another destination, something that always makes the EarthForce personnel aboard the station a little nervous.

Situated in neutral territory between the five major spacefaring powers, Babylon 5 is perfectly suited to be a centre of trade for the galaxy.

Hyperspace distance from major homeworlds:

- 5 Earth – 36 standard hours hyperspace
- 5 Narn – 44 standard hours hyperspace (12.2 standard light years)
- 5 Centauri Prime – 48 standard hours hyperspace (75 Centauri light years)
- 5 Minbar – 42 standard hours hyperspace
- 5 Vorlon Homeworld – 96 standard hours hyperspace

To illustrate the hectic schedule of Babylon 5 and its docking systems, a partial list of ships arriving in the course of a single day is displayed on the following pages.

## WELCOME TO BABYLON 5

With an average of 50 to 100 ships arriving every day through the jump gate, all bringing visitors and cargo, Babylon 5 is a hub for diplomats and traders. On any given day, the station is a thriving and bustling environment, with visitors constantly streaming through customs, bargaining in the Zocalo or taking advantage of the multitude of facilities available on board Babylon 5.

Whether arriving by shuttle from a large space liner or warship, or travelling on board a smaller spacecraft, a visitor will enter Babylon 5 through the Docking Portal and proceed through the Central Docking Hub that links 60 pressured holding bays to space outside. From here, any cargo is unloaded by the army of dock workers living on the station while passengers disembark and make their way through customs, monitored by EarthForce security teams. Once identified and scanned for weapons or other illegal goods, the visitor is now free to travel through the station though certain areas, particularly in Blue and Green Sector, remain off-limits to unauthorised personnel. This still leaves many areas to explore, with hotels, bars, casinos and shops all supporting a thriving leisure industry on Babylon 5. Few visitors stay long, as space travel can be incredibly expensive, with most arriving and then departing with business complete within just a few days. There are few permanent residents on Babylon 5 aside from station personnel and lurkers in Downbelow who have no money to leave the station anyway.

The vast majority of personnel on the station are human, though aliens can also find work in civilian areas, often in business and diplomatic areas such as translation, information gathering and menial tasks. Though operated by EarthForce, most of the 8,000 personnel are actually civilian contractors, performing the myriad of tasks vital to keeping the station functional, including unloading cargo, sanitation, maintenance and food preparation. More sensitive or vital duties,

**'This is Lieutenant Commander Laurel Takashima. Our docking bays stand ready to receive you. Babylon 5 is open for business.'**

Lieutenant  
'The Gathering'

Commander

Laurel

Takashima,



## Babylon 5 Docking Schedule

### Incoming Vessels

15 April 2258

Attn: Lieutenant Commander Susan Ivanova

Ship Class & Name	Station ID Number	Scheduled Arrival Time	Actual Arrival Time	Point of Origin	Docking? Docking Bay Number	Offload Assistance?	Manifest Number (Attached)
Earth Alliance Corp. Freighter Beveret	EAC-4864	04:25	04:52	Mars	No	Yes. 1 cargo loader	#6452
Earth Alliance Corp. Freighter Huntington	EAC-3187	04:30	04:40	Earth	No	Yes. 1 cargo loader	#6387
EA Civilian Trader Breaker's Hope	TEA-7031	04:40	10:28	Europa	Yes, 24	No	MANIFEST MISSING
Vree Transport, Name Unknown	Vr-096	04:55	04:55	Denizala	No	No	#V3855
Abbai Transport Alquence	Ab-0043	05:10	05:50	Abba	Yes, 47	No	Diplomatic Cargo
Centauri Transport Rogonthal	Cn-9983	05:25	05:55	Centauri Prime	Yes, 16	No	Diplomatic Cargo
EAS Nova Dreadnought Manassas	EAS-58	06:30	06:42	Earth	No	No	None
Minbari Flyer, Name Unknown	Mn-866	06:40	06:43	Minbar	Yes, 21	No	None
Earth Alliance Corp. Freighter Edgars	EAC-1003	07:10	07:40	Mars	No	Yes. 1 cargo loader	#6448
Vorlon Transport, Name Unknown	Vor-008	07:25	12:48 (13 April 2258)	Vorlon	Yes, 14	No	Diplomatic Cargo
Centauri Morgrath Frigate Pollus	Cn-9947	07:50	09:25	Centauri Prime	No	No	None
Earth Alliance Shuttle Oxford	EAC-8441	08:05	07:42	Orion	Yes, 3	No	Personal Baggage
Narn Hauling Frigate T'Posk	Nr-753	08:20	08:55	Kotak	No	Yes, 2 Maintenance Pods	#6512
EA Civilian Trader Outbound	TEA-6824	08:20	11:45	Sinzar	No	Yes, 1 Maintenance Pod	#6597
Minbari Morshin Carrier Nalion	Mn-721	08:35	08:50	Davala Than	No	No	None
Brakiri Transport Edolios	Bk-6624	08:55	08:30	Brakos	No	Yes, 1 cargo loader	#6531

such as weapons technicians, command staff and security are all EarthForce, however.

## Command and Control

The nerve centre of the entire station is Command and Control, also known as C&C or the Observation Dome. From here, EarthForce officers can monitor and regulate every aspect of Babylon 5's operation

quickly and efficiently. This is the main territory of the station's first officer and Commander Ivanova spends much of her time here, ensuring the station runs smoothly, cataloguing incoming ships and bringing major problems to the attention of the commander. Being responsible for the fate of every sentient being on the station is often a stressful exercise and all technicians and officers assigned to Command and Control are forbidden to work double shifts and are regularly monitored by Medlab staff for stress-related illnesses.

**Blue Sector**



## Blue Sector

EA Civilian Trader Constant	TEA-2541	09:25	09:10	Cyrus	Yes, 56	No	#6610
Vree Transport, Name Unknown	Vr-208	09:40	09:48	Vreetan	No	Yes, 1 cargo loader	#6676
EAC Spaceliner Borealis	EAC-024	10:10	10:45	Earth	No	No	#6682
Drazi Skyfire Transport Ylagros	Dz-258	10:15	11:08	Zhabar	No	Yes, 1 Maintenance pod	#6730
Earth Alliance Shuttle Tigris	EAC-3255	10:15	10:45	Mars	Yes, 35	No	#6704
EA Civilian Trader Five Kings	TEA-5428	10:35	12:42	Earth	Yes, 51	No	#6599
EAS Hyperion Heavy Cruiser Mjolnir	EAS-0008	11:50	11:15	Earth	No	No	None
Earth Alliance Corp. Freighter Explorer 2	EAC-2268	12:35	12:58	Mars	No	Yes, 1 cargo loader	#6672
Brakiri Transport Bariole	Bk-5989	12:50	13:20	Ekalta	No	Yes, 1 cargo loader	#6490
EAC Spaceliner Jupiter	EAC-061	13:45	11:30	Earth	No	No	#6566
Centauri Transport Barandi	Cn-548	13:50	14:37	Centauri Prime	No	No	Diplomatic Cargo
Hurr Transport Huqgoth	Hu-0021	14:10	18:24	Androma	Yes, 38	No	#6419
Balosian Transport Jeh'dhan	Bal-0048	14:35	09:41	Balos	Yes, 31	No	#6472
Minbari Transport Tellish	Mn-861	14:45	15:05	Minbar	No	Yes, 1 cargo loader	#6578
Narn Heavy Shuttle G'Tak	Nr-796	15:05	16:04	Narn	Yes, 8	No	Diplomatic Cargo
Earth Alliance Corp. Freighter Venus	EAC-3150	15:10	15:45	Earth	No	Yes, 1 maintenance pod	#6548
EA Civilian Trader Lariat	TEA-5851	15:20	12:45	Mars	Yes, 24	No	MANIFEST MISSING
Earth Alliance Shuttle Amazon	EAC-4111	15:35	15:00	Orion	Yes, 40	No	#6559

Continued...

### NOTES

To: Station Commander Jeffrey Sinclair

From: Lt Commander Susan Ivanova

RE: Disbursement of funds

Commander, Lt Commander Susan Ivanova respectfully requests permission to withdraw sufficient funds to purchase 57 copies of the latest edition of the Oxford English Dictionary, highlight the page containing the word 'schedule' and send one copy to the captain of each of these ships.

Principally, the officers in Command and Control keep a constant watch on environmental controls, jump gate operation, navigational assistance, security patrols, the defence grid and sector surveillance, with dedicated and trained personnel for each. From their stations, officers and technicians can perform a variety of tasks, affecting the entire station, from routine maintenance to focused scans in specific sectors. Only authorised personnel are permitted

within the Observation Dome and even ambassadors will be politely, but firmly, removed.

## Jump Gate Operation

One of the principle duties of Command and Control is to operate the jump gate also in orbit around Epsilon III and



aid ships travelling to and from Babylon 5 via a system of beacons that provide an invisible navigation grid outside the station.

The security systems of Babylon 5 are programmed with a series of defensive measures to make it far more difficult for unauthorised ships to enter the Epsilon system. However, as it serves a diplomatic station open to all races the jump gate is left open except under the most extraordinary circumstances.

Ships moving to within one mile of Babylon 5 are required to submit to the station's control in order to facilitate the movement of dozens of vessels within the same area, all trying to enter or leave the station. During busy periods, ships will be allocated to stationary orbits near beacons to avoid becoming navigation hazards to other spacecraft, where they will wait until cleared for entry to either the station or the jump gate. Large vessels, such as liners or freighters, are brought into the one mile boundary in order to unload their cargo or disembark passengers via shuttles and then positioned in orbit away from Babylon 5 and the transit routes to and from the jump gate. With anything from 50 to 100 new ships arriving each day and dozens more already in orbit at various locations around the station, it soon becomes clear just how much training is required to prepare an EarthForce officer for duty in Command and Control, and how stressful this kind of work can be. Since Babylon 5 first went online in 2257, there have been no incidents of collision or near-collision between visiting spacecraft, a fact of which all the crew on board are proud.

## Sensor Scans

Command and Control have access to a multitude of sensors and scanners to warn of incoming threats and provide superior surveillance capabilities. These are constantly monitored by the Central Computer, with any anomalies immediately reported to the appropriate station in the Observation Dome to be dealt with by the officer in charge.

Externally, Babylon 5 utilises XP-7 tracking units, standard to many EarthForce military ships. However, the station enjoys the parallel operation of several units, a system denied to the all but the largest warships, and are further boosted in range and capability by relays tied into the navigation beacon network. These allow the officers of Command and Control to constantly monitor all space traffic in the vicinity, even permitting them to make sensor scans behind the shadow of Epsilon III, an area blind to ships orbiting with Babylon 5. Once a vessel arrives within the navigation network, the full array of scanners can be employed, allowing an extensive amount

of data to be collected. Within a minute, the officers of Command and Control will be able to determine how many life-signs are on board any given vessel, what its offensive capabilities are and even the output of its power plant, allowing them to make judgements on whether the target is preparing for a fight or not.

In addition, Command and Control can also access the Hyperspace Early Warning System (HEWS) that constantly scans for traffic arriving through hyperspace, comparable to those employed in the defence of large colonies and some homeworlds. Nominally, this detection system allows the tracking of incoming targets in hyperspace up to two days in advance, though in practice this is rarely the case. Any vessels wishing to avoid detection can take advantage of hyperspace eddies and gravitational waves in order to misdirect sensors, reducing the average detection time of any real threat to a couple of hours or even less. HEWS cannot provide anything like the detail of information available to Command and Control through the tracking units in normal space and generally provides only a 'silhouette'; an identifiable signature that the Central Computer can match with its archives to determine the class of ship approaching.

Babylon 5 also has many internal scanners and sensors that can be fine-tuned to search for specific energy signatures. However, the efficiency of these is greatly impaired by the sheer number of structures and life-signs on board and so skilled operators are required to get the very best results. In 2258, the interior sensors of Babylon 5 are incapable of pinpointing life-signs from within large groups or the firing of a single PPG. They can, however, automatically register large numbers of life-signs gathering in abnormal patterns (large groups are expected in the Zocalo, for example, but a riot starting elsewhere in Red Sector may be quickly detected) or a protracted fire fight. Unusually high energy readings will be detected almost instantly. Plans have been made to upgrade Babylon 5's internal sensors but so far, budget constraints have halted any upgrading.

## Customs

The first thing any visitor sees of Babylon 5 after they leave their docking ship is the customs area, staffed by security guards trained at filtering innocent travellers from smugglers and wanted criminals. Thousands of people file through customs everyday, usually without incident, and so security aims to take any arrested individuals away to be processed without causing a delay or backlog. A small restaurant is located just within the customs area and serves as both a meeting place and lounge for those enduring long waits for their visitors due to delayed transports or over-scheduled docking plans.





## Starfury Recovery System

Though work is underway to perfect a system for allowing Starfury pilots to simply fly back up to the Cobra bays and park their fighter craft right where they started, thus far the technology to do this with an acceptable risk level simply does not exist, due to the limitations inherent in the design of the bays and the Starfuries themselves. While an entire squadron of Starfury fighters can be launched from Babylon 5 in a single round, it takes nearly 30 minutes from the time the Starfury returns from a mission to the time it is again in position to be launched – barring any repairs which might be needed.

Upon returning from a mission, a Starfury must be flown into the station's docking portal just like any other ship coming in to dock with Babylon 5. After flying along the docking corridor, it is diverted through a set of blast doors to begin its journey back to the Cobra bays.

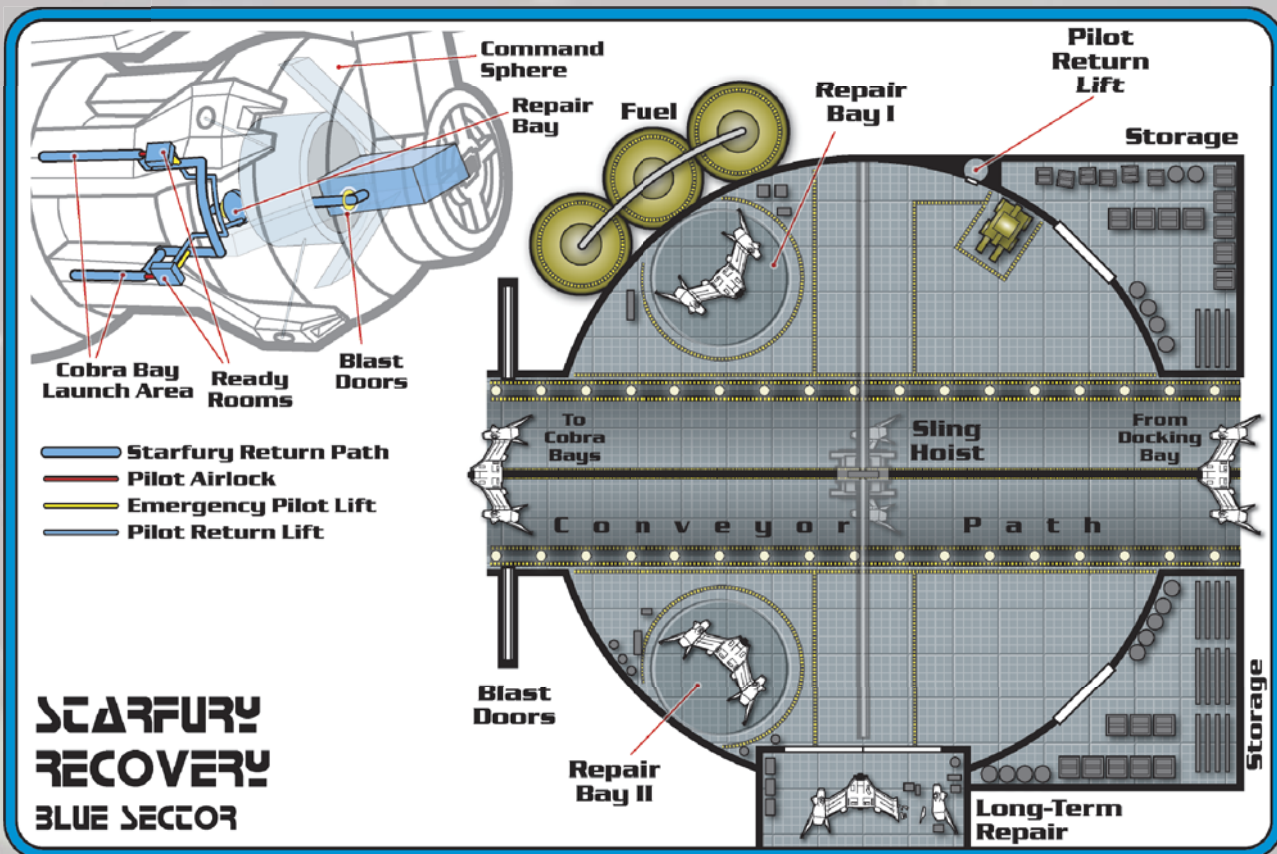
5 **Blast Doors.** These blast doors cover the entrance to the Starfury recovery system, and are always closed unless a Starfury is coming in for a landing. The doors have Damage Reduction 24 and 200 hit points.

5 **Repair Facility.** Upon entering this area, all Starfuries settle to the deck and the pilots disembark. The fighter is then hoisted on a set of slings and, if it saw combat or the pilot reported anything unusual in its operation, hauled off to one side for inspection. Once the deck chief inspects the Starfury, it will either be sent on toward the Cobra Bays or kept in this area for appropriate repairs. A Starfury simply returning from a short mission with no combat, no hyperspace jumps and no reported problems will receive a cursory inspection from the deck chief and moved straight through to the lift system. In a worst-case scenario, a damaged Starfury will be scrapped, scavenged for usable parts while the remainder is sent on the first stage of its journey to the Fabrication Furnaces in Grey Sector.

5 **Conveyor Path.** This path is followed by Starfuries that need no serious inspection on their return.

5 **Repair Bay I.** This repair bay is devoted to repairs to the Starfury's fuselage, engine and thruster systems.

5 **Pilot Lift.** This lift returns pilots to the Ready Room (Area 14 on Ready Room map) following completion of a mission.



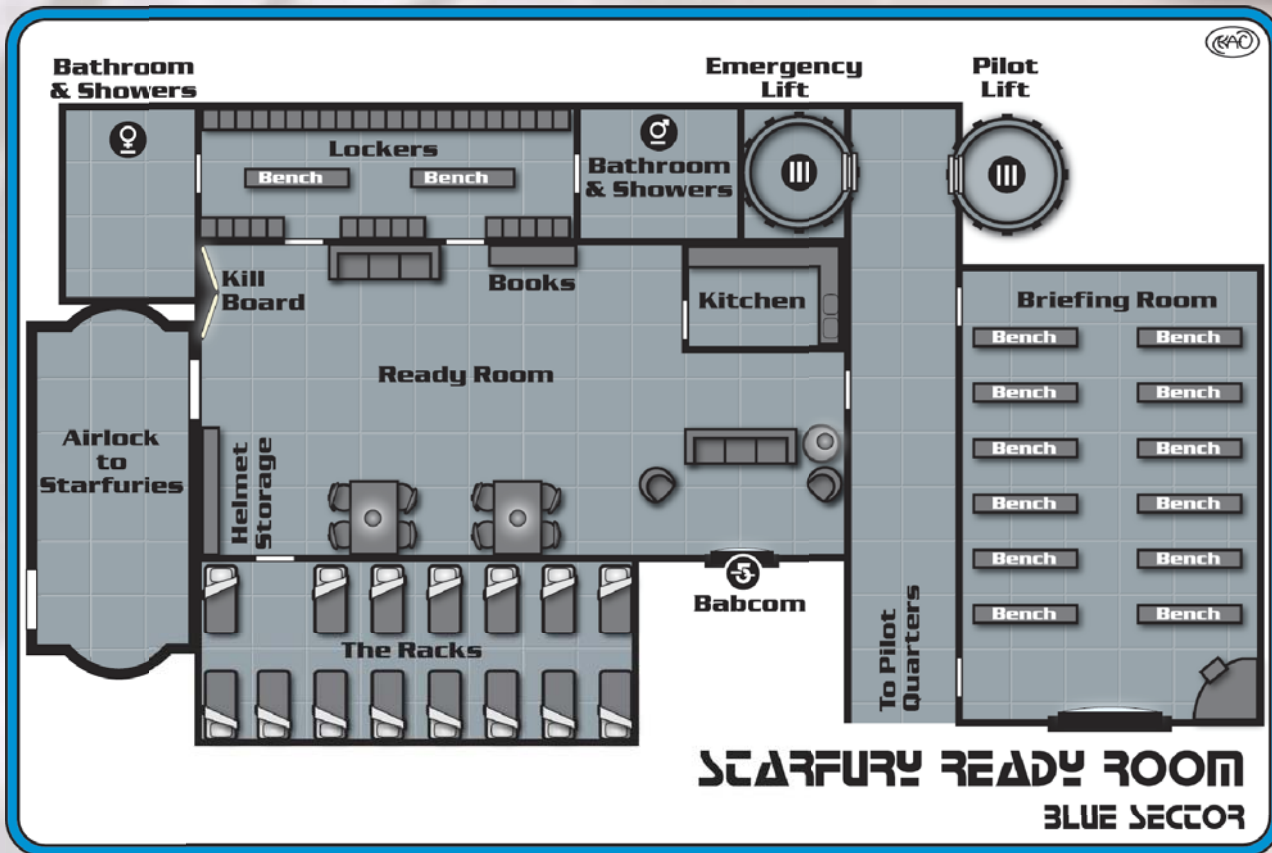


- ⑤ **Repair Bay II.** This repair bay is devoted to repairs to the Starfury's weapons systems, onboard computer, life support and other ancillary systems.
- ⑤ **Sling Hoist.** This hoist and sling system hangs from the ceiling and is capable of moving a Starfury to any location with the repair facility.
- ⑤ **Storage Room.** This storage area holds spare parts, repair components and computer systems for Starfury repair.
- ⑤ **Long-term Repair.** A Starfury so badly damaged it barely made it back to the station (or had to be hauled back) may take a long time to repair. In order to keep the repair bays clear for less damaged craft, a badly beaten Starfury is hauled into long-term repair here. This area is large enough to hold ten Starfury fighters.
- ⑤ **Fuel Storage.** Fuel for the Starfury's thruster systems is stored here, in a 25,000-litre tank.
- ⑤ **Blast Doors.** A second set of blast doors separates the repair facility from the remainder of the lift and conveyor system used to return Starfuries to the Cobra Bays.
- ⑤ **Lifts and Conveyors.** A complex series of huge lifts and sturdy conveyor belts are used to take the Starfury on a slow, doglegged journey back to the Cobra bays.
- ⑤ **Cobra Bays Staging.** Upon arriving in the Cobra bay, the Starfury is settled into another enormous sling and trundled slowly over to its launch harness, where it can be seated and rotated down to be launched again.
- ⑤ **Airlock.** This airlock, large enough for 20 people in flight suits, leads to the Cobra Bays.
- ⑤ **Ready Room.** The ready room itself is plush by comparison to what most pilots are used to, featuring multiple tables, chairs, sofas, BabCom access, food and reading materials.
- ⑤ **BabCom Terminal.** The ready room includes two BabCom terminals for the use of the pilots.
- ⑤ **Kitchen.** This small kitchen area sees little use, except to make popcorn and occasionally heat up a can of soup.
- ⑤ **Locker Room.**
- ⑤ **Bathroom and Showers, Female.**
- ⑤ **Bathroom and Showers, Male.**
- ⑤ **Helmet Storage.** Pilots who are at ready status must remain in their flight suits at all times, but wearing the helmet itself for a 12-hour shift is considered egregious. Thus, ready pilots may stow their helmets in this area, ready to be picked up at a run on the way to the airlock.
- ⑤ **Racks.** Pilots on standby status may choose to spend their time in their quarters or here in the ready room. On standby, pilots are allowed to sleep, and many take advantage of that privilege in one of the 15 cots set up in this dimly lit room.
- ⑤ **Corridor.** This corridor leads directly to the quarters of the Starfury pilots.
- ⑤ **Kill Board.** A common sight in most Starfury ready rooms, this board contains the names of all Starfury pilots aboard Babylon 5, and lists the number and kind of kills they have made while on duty at the station. Above the kill board, engraved on the wall, is a list of the pilots killed in the line of duty.
- ⑤ **Emergency Lift.** In case an attack on the station somehow damages the airlock, preventing the pilots in the ready room from reaching the Cobra bays, they may take this emergency high-speed lift instead. The lift ascends directly to the conveyor platform used to bring the Starfury fighters back to the Cobra bays from the station's docking area. If forced to use this means of reaching their Starfuries, pilots will need one minute longer than usual to launch.
- ⑤ **Briefing Room.** Before any planned mission or sortie, the Starfury pilots assemble here to receive their mission briefing. Usually, this is conducted by

## Starfury Ready Room

Located in Blue 50-9, the Starfury ready room is always occupied. The ready squadron is required to remain here, awaiting orders to launch, and the standby squadron can almost always be found here as well. As for the off-duty squadron, unless they are moved up in the order by the launching of one of the squadrons, they will rarely be found here.

Fortunately for the pilots, the planners of Babylon 5 created a ready room that is, by comparison to even the greatest ship of the line, the very lap of luxury itself. Pilots willing away the hours here have a multitude of diversions ready for them, small perks the designers believed would keep morale high. Thus far, it seems to have worked.



Lt Commander Susan Ivanova, but if she is unable to attend due to other duties, the briefing will be carried out by the senior pilot of the squadron. Obviously, in the case of an attack on the station or other emergency, there is no briefing prior to launch.

The briefing room contains several benches with raised writing surfaces mounted in front of them, enough seating space to accommodate 50 pilots. The benches face a raised platform with a lectern in the centre, from which Ivanova or the senior pilot delivers the briefing. The wall behind the lectern is given over to a holographic display used to show patrol routes, jump points, enemy assets or anything else of importance to the mission.

- ⑤ **Pilot Lift.** This lift returns pilots to the Ready Room after completion of a mission.

## BLUE SECTOR DECK 1

The first deck of Blue Sector is wrapped around the station's central docking hub and, discounting the C&C, is one of the most vital decks of the sector, home to many of the station's services and home as well to many of the station's dock workers.

Most of this deck is open to anyone with clearance to be in Blue Sector, including dock workers and other maintenance personnel. However, one section of this deck, the area encompassing segments 3 through 6, is off limits to all but EarthForce officers and enlisted men stationed there.

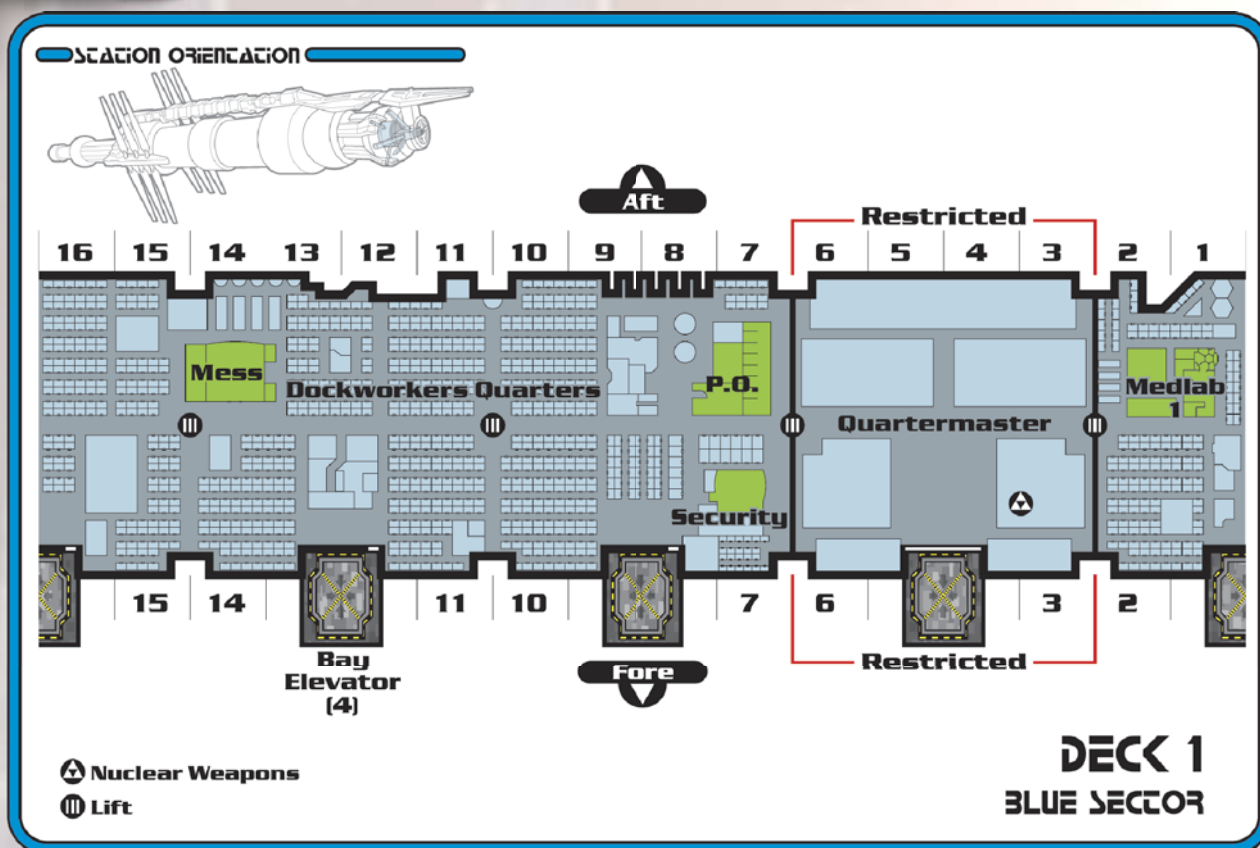
- ⑤ **Lift Stations.** There are four lift stations on this deck, two of which are restricted access only.

- ⑤ **Bay Elevators.** Impossible to access from this deck without a security credentialed identicard, these are the shafts of the bay elevators, used to transport ships and cargo from the docking hub to the docking bays of Blue Sector and the cargo storage facilities in Grey Sector's spine.

- ⑤ **Dock Workers Quarters.** These rows of housing units are home to many of the station's dock workers. These rooms are equivalent to cheap rooms.

- ⑤ **Quartermaster's Storage.** Filling the majority of the restricted area of this deck is the Quartermaster's Office, where EarthForce personnel keep careful records of everything entering or leaving the station. More importantly for reasons of security, this is the storage area for the lion's share of the station's personal weaponry, containing literally hundreds of





PPG pistols, PPG rifles and other hardware. In case of an attack on the station, this is where much of the weaponry used to fend it off will come from.

- 5 **Nuclear Weapons Storage.** Unknown to all but a few aboard Babylon 5, a small alcove in the Quatermaster's Office contains a nuclear weapons storage locker. Inaccessible to anybody except Commander Sinclair and Lt Commander Susan Ivanova, and then only through voice identification and a pass code, this locker contains five man-portable nuclear weapons with a 10 kiloton yield.

- 5 **Medlab 1.** This is the premier Medlab aboard Babylon 5, the daily workplace of Dr Stephen Franklin.

Medlabs aim is to treat all ailments for all species on Babylon 5 and there are many trained xenobiologists within the medical teams skilled at curing the illnesses of many aliens, from Narn to Pak'mara. Medical care on the station is not, unfortunately, a free service though Dr Franklin is quickly gaining a reputation for using his own discretion as to how resources should be allocated from Babylon

5's medical budget. Very few severe cases will ever be turned away, even if the suffering patient is a lurker with no financial history at all. The various costs for medical care are listed on the Medical Services Prices table, though many regular visitors to Babylon 5 will take out medical insurance that will cover them for all eventualities, not least because the station has a reputation for being dangerous at times. All EarthForce personnel and permanent civilian contractors on the station are automatically covered by this insurance.

### Medical Services Prices

Medical Service	Cost
First aid	150 credits
Long term care (per day)	850 credits
Treatment of poison, radiation or disease	600 credits
Medical insurance (one year)	495 credits

Medlab is a fairly extensive facility and includes a hermetically sealed Isolab used to treat patients

requiring alternate atmospheres or those with infectious diseases who must be quarantined from the rest of the station. In addition, it also contains Babylon 5's main medical research laboratory, which is used to study new alien diseases and biologies, as well as the implications of cross-species infection, a growing threat in these days of free trade and diplomacy.

Though a sizeable number of beds are available between all the Medlabs, none are really set up for difficulty or highly unusual medical cases requiring extreme periods of rest. When patients arrive with more complex ailments, the medical staff of the station will normally do their best to stabilise the illness before the patient is moved to more specialised facilities off-station, usually either on Earth or the patient's own homeworld.

**Post Office.** In terms of communication for the residents and serving personnel on the station, the Post Office can be more important than StellarCom. Talking to friends and loved ones may make an EarthForce officer's day but getting a surprise package containing items hard to find on the station (fresh foods are particularly well received) can make their entire week. All packages are scanned and reviewed by customs before being passed on to the Post Office, located just off the Central Corridor. The transport contracts for these packages are granted only to a few trusted corporations and are partly subsidised by EarthGov.

According to the posted hours, the post office is open from 8 a.m. to 5 p.m. Earth time every day except holidays. It is the holiday exception that drives residents of Babylon 5 to distraction. Though the post office is administered by the EarthForce Postal Service, it has taken its role as part of a multiracial and multicultural space station to heart. Thus, the holidays on which the post office is closed include all major Earth holidays from every Earth culture, as well as all major holidays of the Centauri, Narn, Minbari and each member of the League of Non-Aligned Worlds. What this means to the potential customers of the post office is that it is closed on all but 50 to 60 days each year, depending upon where on the calendar each individual holiday falls.

**Mess Hall** has facilities for feeding up to 100 people at any one time and is open for use by all EarthForce personnel serving on the station. However, it has never enjoyed a high reputation for good food and so it remains busiest at the start of shifts, with officers often taking breakfast here but enjoying better fare later in their shifts by frequenting one of the many cafés or restaurants on Babylon 5.

**Blue Sector Security Station.** Boasting the largest complement of security personnel anywhere on the station other than Security Central, Blue Sector security has a total of 58 security personnel assigned to it.

## BLUE SECTOR DECKS 2 THROUGH 10

Decks 2 through 10 of Blue Sector are home to the station's dock workers, maintenance personnel and other Earth Alliance employees who are not part of EarthForce. These people have only limited access to the rest of Blue Sector, and may only travel to Deck 1, the Central Corridor, the docking hub and the Observation Rotundas. In addition, they may be allowed temporary access to more sensitive areas of Blue Sector if their duties require. For example, a maintenance worker normally would not be allowed on Deck 22, but if the water stops flowing in Lt Commander Ivanova's quarters, a maintenance worker would be given temporary access to the deck in order to repair the problem.

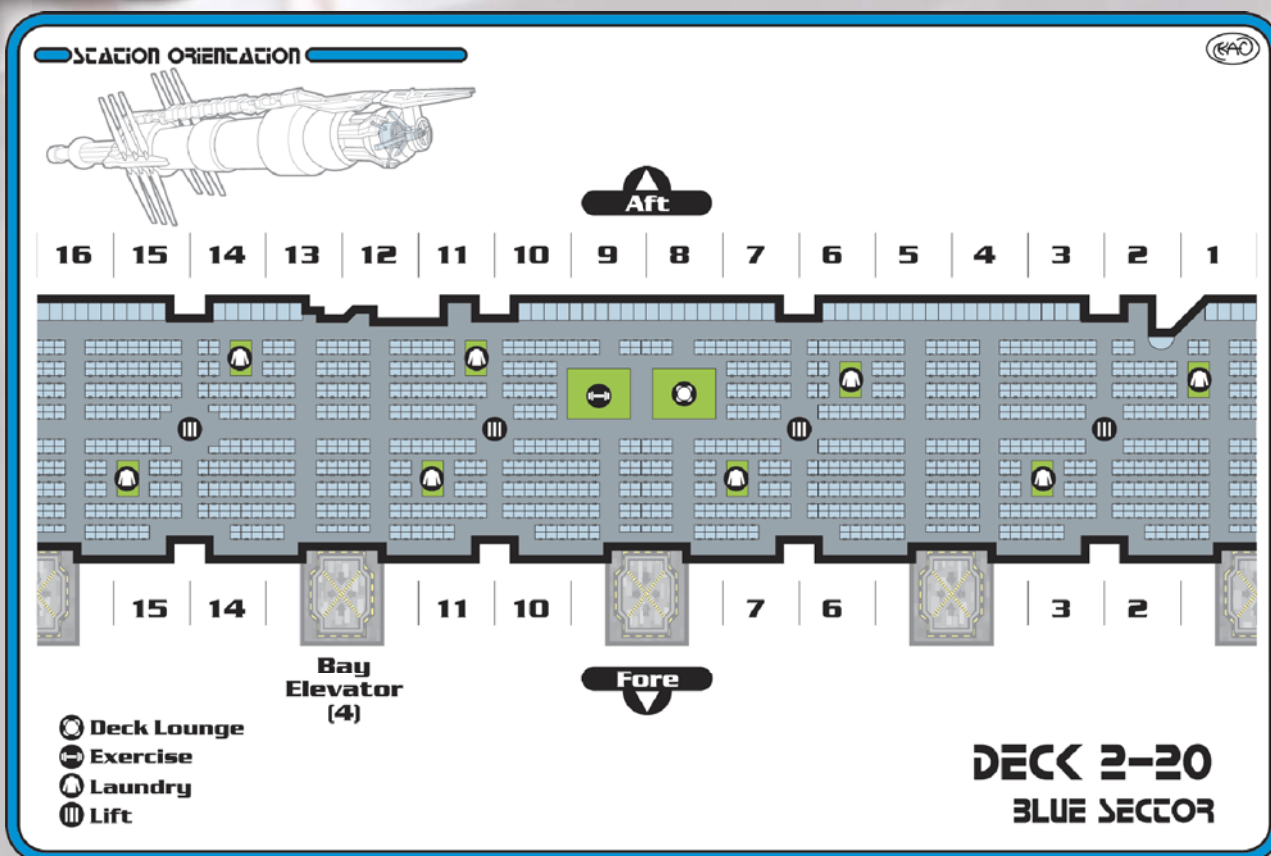
Not all dock workers and other facilities workers live in these decks. Housing here is provided free of charge as part of the terms of the worker's employment, but he may live elsewhere if he so desires, applying half the cost of his housing in Blue Sector to any higher rent he may pay elsewhere. For example, the cost of housing for a cheap room in Blue Sector is calculated as 750 credits per week. If the worker prefers a room in Red Sector, to be closer to the 'action' on the station, he may do so, applying a credit of 375 credits per week against his rent of 500 credits per week for a room in Red Sector. Obviously, this is a poor financial decision for most, but on the other hand, it is difficult for a dock worker with a family to live in a room as small as a cheap room, and many choose to relocate to Red Sector despite the added expense, simply so they might have a larger living area.

Those who want a little more excitement close by also sometimes chose to take a room in Red Sector, as these decks in Blue Sector are utterly devoid of any kind of entertainment – they are little more than corridor after corridor of housing.

**Lift Stations.** There are four lift stations running through Blue Sector.

**Worker Quarters.** These large blocks of housing are made up of multiple 'cheap' rooms, provided to the dock workers, maintenance workers, gardeners and other employees of the station who are not members of EarthForce. Each deck contains enough housing for 300 people.





5 **Exercise Facility.** Though any resident of these decks is welcome to go to the Garden to take their exercise there, those who are interested in fitness usually find it much easier to simply use the exercise facility built into the deck. Equipped with a variety of basic exercise machines, free weight, stationary bicycles and other equipment, these facilities are somewhat rudimentary, but effective. On the lower decks, where the gravity is somewhat less than on the upper decks, the free weights are particularly popular – a man who would be a lightweight in standard gravity is able to lift a great deal more in the lower gravity toward the centre of the station. The exercise machines, on the other hand, are all calibrated with the effective gravity of the deck in mind.

5 **Deck Lounge.** This is a somewhat sparse recreation and meeting facility, consisting mostly of tables, chairs, a few video game terminals, several BabCom terminals and other basics. Many decks have organised 'deck committees' to discuss various issues of importance, such as maintenance, the poor availability of education, access to station services and businesses and other points of concern, and use these lounges as meeting areas.

Additionally, those who cannot afford the rental fee for one of the observation rotundas may use this facility for free to host an event.

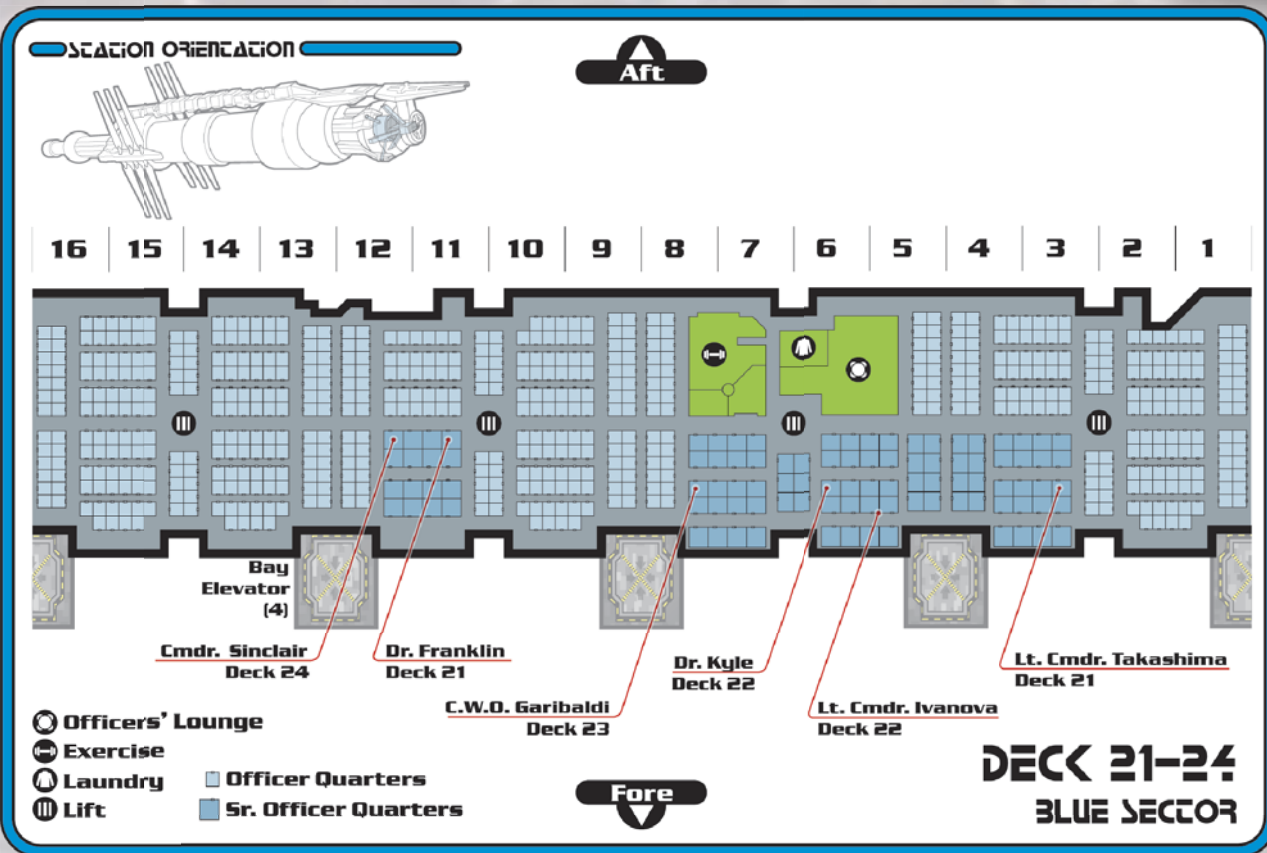
5 **Laundry.** These areas on the deck house dozens of clothes washing and drying machines for use by the residents.

## BLUE SECTOR DECKS 11 THROUGH 20

Decks 11 through 20 of Blue Sector are functionally identical in layout to decks 2 through 10, except instead of dock workers and other maintenance personnel, they are intended as housing for EarthForce enlisted personnel and their families. Unlike the employees quartered on the decks below them, however, EarthForce enlisted men and women must obtain special dispensation from their superior officer to relocate their living quarters to Red Sector, a dispensation that is rarely given. This leads to some very crowded rooms on these decks, and most EarthForce personnel with families end up requesting a transfer off of Babylon 5 and back to a planet-bound colony, where they can have a bit more breathing room to raise their children.

Blue Sector

## Blue Sector



## BLUE SECTOR DECKS 21 THROUGH 24

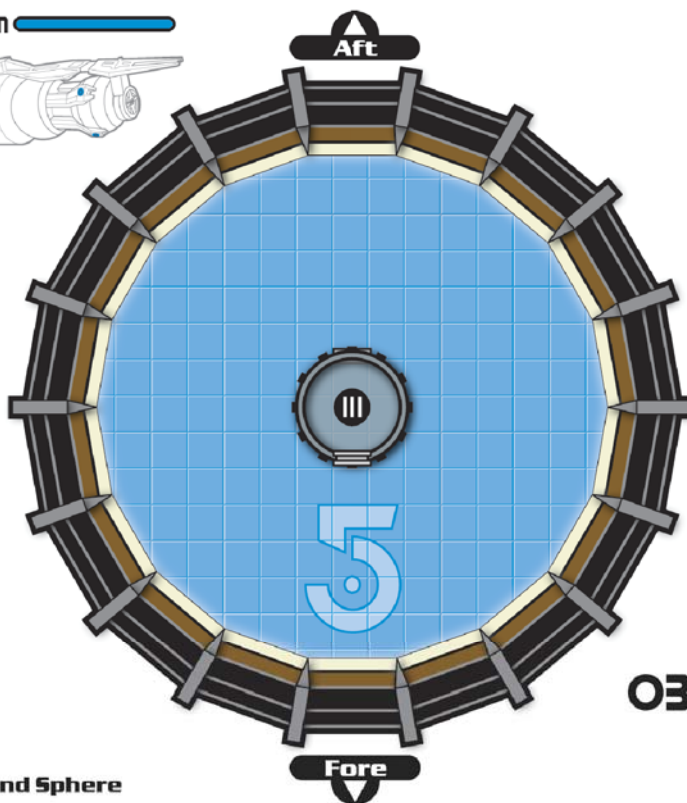
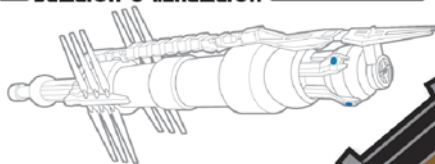
Beginning with Deck 21, the layout of decks in Blue Sector changes to accommodate the people living there. This is, in the terms used by the enlisted men, 'officer country'. From lieutenants, such as the men and women manning stations in C&C, to the commander of the station himself, these four decks are home to all of them. A number of the quarters on these decks are empty, as the final amount of EarthForce personnel assigned to the station was lower than initial projections indicated, another casualty of the station's budget cuts. However, these empty quarters do provide the station with an easy means of accommodating EarthForce officers visiting the station, either waiting for repairs to their ships or merely here on an inspection tour. Visiting members of EarthGov, such as a senator from the Babylon 5 Oversight Committee, will also be housed on one of these decks for the duration of his stay on the station.

These decks are off-limits to anyone who is not in EarthForce, and even enlisted men and woman must have reason for being here.

- 5 **Lift Stations.** There are four lift stations running through Blue Sector.
- 5 **Officer Quarters.** These are blocks of officer-level housing assigned to all non-senior EarthForce officers aboard the station.
- 5 **Senior Officer Quarters.** The equal of any housing on the station except, perhaps, the ambassadorial quarters in Green Sector, these areas denote housing meant for the station's senior officers. In 2259, in an attempt to make a tiny dent in the station's cost to the taxpayers of the Earth Alliance, EarthGov decreed that all senior officers aboard Babylon 5 would have to pay a weekly premium for these posh accommodations. Captain Sheridan, displeased by this idea, appropriated the money from the station's military budget.
- 5 **Exercise Facility.** A vast improvement over the facilities in the lower decks of Blue Sector, this exercise facility provides the officers living on the deck with a first-rate gym to remain in top physical shape.



## STATION ORIENTATION



Lift Up to Command Sphere

OBSERVATION  
ROTUNDA  
BLUE SECTOR

- 5 **Officers' Lounge.** Next to the deck's exercise facility is an officers' lounge, though since it is unstaffed and it is against regulations to consume alcohol there, meaning it is relatively deserted most of the time.
- 5 **Sinclair's Quarters.** This is the location of Commander Jeffrey Sinclair's quarters on Deck 24.
- 5 **Ivanova's Quarters.** This is the location of Lt Commander Ivanova's quarters on Deck 22.
- 5 **Garibaldi's Quarters.** This is the location of Chief Warrant Officer Michael Garibaldi's quarters on Deck 23.
- 5 **Franklin's Quarters.** This is the location of Dr Stephen Franklin's quarters on Deck 21.
- 5 **Laundry.** No officer has ever seen the inside of this laundry facility, but it is manned almost around the clock by enlisted men who have drawn laundry duty.
- 5 **Takashima's Quarters.** These are the quarters of Lt Commander Laurel Takashima on Deck 21.
- 5 **Kyle's Quarters.** These are the quarters of Dr Benjamin Kyle on Deck 22.

BLUE SECTOR  
OBSERVATION ROTUNDAS

There are four Observation Rotundas, mounted on the Command Sphere support struts ahead of the Cobra Bays. They are large, circular constructions mounted on the exterior hull of the station, designed to give an unrestricted viewpoint into space. They are often booked out for private ceremonies and political meetings by both corporations and ambassadors. This generates a strong revenue stream for the station's operation and, so far, public access is restricted... though any private individual is free to pay the fees to hire an Observation Rotunda. During quiet hours, they are often used as a relaxation area for diplomats and EarthForce personnel.

Observation Rotundas rent for 500 credits per half hour.

Blue Sector

## CENTRAL CORRIDOR

The Central Corridor is a wide access way that runs around the entire circumference of Babylon 5 between Blue and Red Sectors. It is a 24 hour hub of activity with several small traders and cafes situated along its walls to take advantage of the large amount of pedestrian traffic that constantly streams through. Access points throughout its length allow easy travel between locations within Red and Blue Sectors and the constant stream of visitors going to and from customs to other parts of the station are the main targets for the traders who ply their business here. Security retains a high presence in the Central Corridor as thieving from traders and even muggings are not unknown.

Using the Central Corridor to travel between locations situated in Blue and Red Sectors on foot will reduce travel times to 15 minutes, rather than 20. The Central Corridor is 18 metres wide and stretches for 1.2 kilometres.

There are two main areas of permanent commercial establishments along the Red Sector side of the Central Corridor, all of which are open every day during their regular business hours. Other businesses marked on this map are mobile – traders selling items from a cart or small portable stand, for example – and while the ones listed below are the true ‘fixtures’ of the Central Corridor, they may not be there every day or always be in the same place. Usually, however, these mobile traders find a spot and stick with it. Though there is no means of establishing a proprietary claim on any one bit of the corridor, the concept of ‘owning’ a spot in the Central Corridor is a common agreement amongst the traders. A trader who arrives early one day to set up in a spot normally used by someone else is considered a claim-jumper by the other traders, and can at the very least expect harsh words. More than once, security has been called to break up a fight between two traders claiming the same spot.

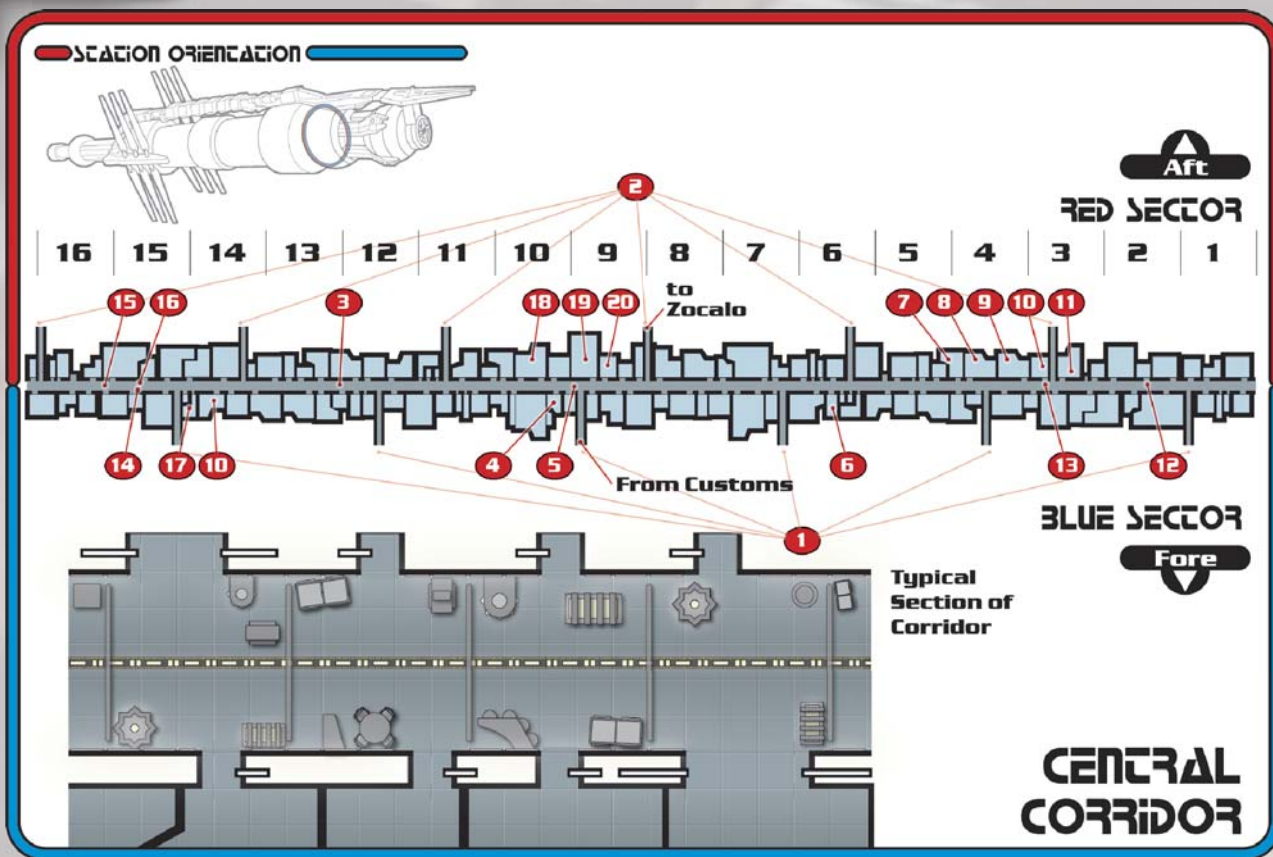
Though traders might become attached to a particular spot, the entire length of the Central Corridor sees about the same amount of traffic over the course of the day, and no one section of it is better than any other for attracting business. Traders who sell their wares from mobile carts or portable stands are forbidden by law from using any cart or stand that extends more than three metres out from the wall.

1. **Access to Blue Sector.** These doorways mark entrances to Blue Sector from the Central Corridor.
2. **Access to Red Sector.** These doorways mark entrances to Red Sector from the Central Corridor.
3. **Babylon BBQ.** A regular sight in the Central Corridor almost since the day the station went online, Danny Ulrich (Human Male Trader 1/Worker 2) comes here every day to sell barbecue sandwiches from a hand cart. The barbecue, of course, is all

synthetic, but Ulrich’s sauce helps make up for that. Ulrich was a construction worker on Babylon 5 from the beginning of the project, and after staying on the station through the entire finish-out process, decided he was here to stay. When budget cuts to the station’s operating budget deprived him of the job in maintenance he had hoped for, he opted to go into business for himself instead. Ulrich rolls his cart into the Central Corridor at 11:00 every day, then returns to his home in Red Sector at 20:30, or whenever he runs out of food (usually by 18:00). Sandwiches cost 6 credits.

4. **From Far Stars.** Ideally suited to catch and fleece wide-eyed tourists as they step through customs, G’Hrath (Narn Male Trader 3) has made a tidy business for himself selling cheap bits of plastic and metal he hawks as religious and cultural trinkets from a dozen or more alien races. G’Hrath can usually be found here between 07:00 and 20:00, working long hours to work the most crowds.
5. **Rose’s Cookies.** A popular franchise found in virtually every shopping venue in the Earth Alliance, Rose’s Cookies is no less so on Babylon 5, though unlike everywhere else, they cannot claim to be baked fresh daily. Mary Henricks (Human Female Trader 1) is the proud owner of this particular franchise. Even more so than most traders in the Central Corridor, she considers this spot next to Blue Sector her own personal property, and does not take kindly to anyone attempting to set their own cart up anywhere in the vicinity. Most other traders in the corridor simply avoid her. Rose’s Cookies is usually present from 10:30 to 19:00 every day except Sunday. Cookies cost 3 credits.
6. **Babylon Guide.** Though maps of the station are freely provided to anyone requesting one at customs, Roland Garrett (Human Male Trader 2) makes a tidy profit from selling them to those who are unaware of this. His maps are, in truth, more detailed than those provided by the station. Garrett seldom keeps regular hours, but still manages to be here almost every day.
7. **Bright Day.** Open only for breakfast, this popular eatery is designed to catch the morning rush of ships coming into the station, and is having the side effect of luring many officers away from the Mess Hall (see page 21) to eat here instead. Bright Day is owned by Thluush (Abbai Female Trader 2), and is open from 06:00 to 11:00 every day except Abbai holy days.
8. **Jump Point.** Doing a brisk business with freighter captains, cargo crews and tourists alike, the Jump Point is the first of many bars most people will see on Babylon 5. It offers a variety of moderate quality drinks at inflated prices, as the owner, Rento Jullard (Centauri Male Trader 3) gladly takes advantage





of both his bar's location and the laziness of his customers. The Jump Point is open daily from 12:30 to 01:00.

9. **Miles Investigations.** Babylon 5 is a big station with a large population, and from time to time, people need the help of a private investigator. Art Miles (Human Male Agent 4/Lurker 2/Soldier 5) and his partner Jack Brody (Human Male Agent 3/Soldier 5) help to serve that need, working cases from missing persons to marital infidelity to bail jumping. Recently, they have been investigating the disappearance of three people in Grey Sector.
10. **Babylon Store.** This store, owned by Lars Therman (Human Male Trader 2) sells an array of cheap Babylon 5 souvenirs. These are not licensed by EarthGov, by the Babylon 5 Oversight Committee or by any other official agency affiliated with the station. Even with an inventory centring around key chains, coffee mugs, shirts and post cards, Therman has managed to make a decent living for himself with his store, and the Babylon 5 Oversight Committee is now considering opening an official Babylon 5 store somewhere in the Zocalo. Most items in the Babylon Store sell for between

20 and 30 credits. The store is open from 09:00 to 18:00 on weekdays.

11. **Old World Café.** The face of the Old World Café is a man named Boris Valenkov, a man who came to Babylon 5 on the promise of construction work. However, the same fate befell him as befell so many others – the promised work never materialised, the day jobs he could find became more and more infrequent, and within four months, he and his family were just another helpless group of immigrants swallowed up by Downbelow. In November 2257, however, while gambling at the Hard Luck, he managed to win a substantial stake. Rather than gambling the money away again, as most do, Boris saw it as his second chance. His small café, offering good food at only slightly inflated prices, has done well, and Boris and his family now live in a large set of quarters in Red Sector.
12. **Flowers by Ira.** A small cart full of imported flowers that seems to be here in the Central Corridor every day and virtually around the clock, Flowers by Ira is actually more than it seems. The owner of the cart Ira Lowentz (Human Male Trader 2), is a cog in one of the largest dust-smuggling operations on the station.

**Blue Sector**



By the arrangement and colours of the flowers he puts in display, he lets smugglers know where and when to pick up and drop off cargo and payments without ever requiring them to meet. This little operation has been going on for some months now, with Chief Warrant Officer Garibaldi, who would never look twice at a cart full of flowers, none the wiser. Of course, Ira does sell his flowers, charging 30 credits per bouquet.

13. **Oasis.** Owned by a Vree trader named Ch'lisk (Vree Male Trader 1), this cart offers a variety of human and non-human non-alcoholic drinks, though as with all other businesses in the station, all the drinks here must be tolerable to humans.
14. **Taste of Narn.** Offering an assortment of small, easy to carry snacks, this cart is owned by G'Brall (Narn Male Trader 2/Soldier 1), an ardent Narn nationalist, and his mate Na'Fell (Narn Female Trader 2/Worker 1), of similar disposition. Neither of them will sell goods to Centauri customers, and have been known to verbally provoke passing Centauri in the past. The inevitable fights that result have caused security officers to loiter in this area whenever they know a Centauri transport is coming into the station. Taste of Narn is open every day from 10:00 to 21:00, manned either by G'Brall or Na'Fell at all times.
15. **We Carry.** A poorly written sign hangs on the front of this cart, owned by Graath (Drazi Male Worker 4). Considering Graath's command of English, however, the sign is not surprising. Graath and his three children rent themselves out as porters, carrying luggage and other goods throughout the station. Graath charges 25 credits per hour for his services. Though he does not advertise it, Graath will also hire himself out as a bodyguard or simple muscle, for which he charges 40 credits per hour.
16. **Icon Emporium.** Considering the sheer number of Centauri gods, it is little wonder that Troth Fellon (Centauri Male Trader 3) needs two carts to run his business. Fellon is a quiet, unassuming fellow, traits that put him at odds with the perception most people have of the Centauri, but that do little to soften the hostility washing his way from G'Brall on the other side of the corridor. Fellon's business is in selling Centauri religious trinkets to travelling Centauri. His best-selling items are icons of Ilarus, the goddess of luck and Treveith, god of travel. Though few would believe it, Fellon is one of the wealthiest people on the station – though he keeps his wealth hidden and untouched in a number of accounts flung across the length and breadth of the Centauri Republic.
17. **Babel.** There are literally dozens of languages spoken on Babylon 5, and though it is usually possible to navigate the station using only English, relying on

only one language can be problematic, particularly for new arrivals to the station. Nina Jenkins (Human Female Trader 2) has the solution to that problem in the form of cross-language dictionaries. Available in both pocket-sized print form, and as a data file that can be loaded into a hand computer, Jenkins offers the following language translation programs:

- a. English to Brakiri
- b. English to Centauri
- c. English to Minbari
- d. English to Narn
- e. English to Vree

Though there have been a few requests, Jenkins does not stock translation programs for any human language other than English. A printed dictionary costs 50 credits, while a data file costs only 40.

18. **Tariff Services.** This shop is actually an installation put in place by EarthGov. Traders coming through Babylon 5 are often unaware of the complexities and minutia in Earth Alliance tariff regulations – this facility was established to explain them. Tariff Services is open every day from 09:30 to 16:00 hours, though there is never any telling who will be working there. Explaining to alien races why the Earth Alliance is taking such a large amount of their money is a singularly thankless and unpleasant job, one no one wants to hold for very long.
19. **Escape Hatch.** The largest bar in the Central Corridor, the Escape Hatch is known for its pervasive sports theme. Ten BabCom terminals throughout the bar constantly show sporting events from Earth and colonies in the Earth Alliance, as well as all Babylon League baseball games. Striving to bring in a steady clientele, the Escape Hatch offers meals as well, though the food is generally of very poor quality. Still, the bar is very popular with the station's StarFury pilots, who will often be found here or in the Dark Star (see page 52). The Escape Hatch takes its name not from some association with space travel, but from the fact that its back door leads directly into Red Sector. The Escape Hatch is managed by a man named Lee Rollins (Human Male Worker 2), though it is owned by the Zephyr Group, a restaurant and entertainment based corporation on Earth.
20. **Carried Away.** One of the least successful businesses in the Central Corridor is Carried Away, a luggage and packaging service establishment. The lack of any steady business has the owner, Jonas Calloway (Human Male Trader 1) very nervous, as he can only afford to remain in operation another few months at this rate, and certainly expects to be out of business by the end of 2258. He has searched for someone to buy his store, but has, unsurprisingly, found no one willing to take it on.



# RED SECTOR

The principle business and housing district of Babylon 5, Red Sector is the first portion of the station outside of customs that newcomers see. For many, it is the only area they will ever see, as most have no reason to venture anywhere else. With ample housing running from the affordable to the luxurious and dozens of businesses within easy walking distance, Red Sector can provide everything a visitor to the station might desire, whether he is staying for a day or a year.

More people live in Red Sector than anywhere else on the station, with nearly half the station's population quartered here in residences that range from simple, cheap rooms to posh hotel suites costing up to 4,000 credits per night.

Red Sector is also home to the station's new Alien Sector, a larger and more integrated facility than the original area in Green Sector. Initially conceived as a way of keeping all requirements for alternate atmospheres in private quarters in a restricted part of the station, the first alien sector was placed in Green Sector for ease of maintenance and configuration, as the station's life support would already be required to provide for multiple requirements to accommodate the ambassadors and their staff. A range of quarters were originally set aside for the use of aliens who could not survive in standard atmospheres without breather masks or encounter suits, but it was soon felt that this unnecessarily segregated these races from the rest of the station. With additional funding contributed by various alien governments, most from within the League of Non-Aligned Worlds, more quarters throughout Red Sector were refitted to provide sealed alternate atmospheres upon request. The Alien Sector in Green Sector is still in operation, however, and is even requested by some races who enjoy their privacy.

Unlike the original Alien Sector, the facility in Red Sector contains several sizes of quarters, dependent upon the desires (and finances) of the alien. The new Alien Sector boasts easy access to the shops and businesses of Red Sector, as well as to the docking facilities in Blue Sector.

With the exception of Yellow Sector, Red Sector is the longest part of the station, though a little more than half its length is taken up by the Garden (see page 63).

## ALIEN MARKET

As mentioned above, Red Sector is home to the station's new Alien Sector, a portion of the sector set aside for those aliens who cannot breathe in a human-tolerable atmosphere. The move to create the new alien sector was opposed by Mr Garibaldi, though he knew it was a lost cause. He

also knew where it would lead. With a large portion of one deck given over to atmospheres humans cannot tolerate, it became all too easy for his security patrols to simply skip that area on their way through the sector. Many of the aliens residing in the Alien Sector have taken advantage of that, setting up a large, impromptu market in the midst of a methane-choked hallway. There are no permanent stores or other establishments in this market, just aliens buying, selling and trading things among themselves. This would not be cause for concern were it not for the things the aliens are buying, selling and trading – restricted and illegal items change hands frequently in the new Alien Sector, making this new alien market one of the best places on the station to come for illicit goods – provided one can enter and do business without suffocating.

## INFRASTRUCTURE

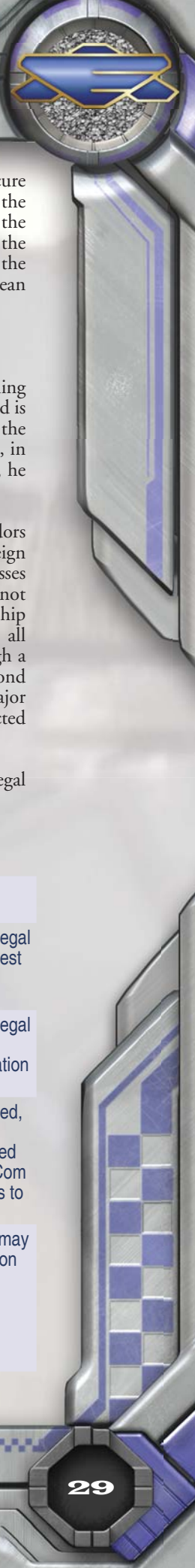
Though it exists primarily as a housing and business district, Red Sector has a vital role to play in the infrastructure of the station as well. At the centre of the sector, like a donut around the Core Shuttle tube, is Babylon 5's vast water reservoir. Despite the many and huge differences between the known races of the galaxy, there is one thing they all have in common – every one must have water to survive. The amount of water may vary, with the Abbai requiring more than the Brakiri, but each must have it.

Babylon 5's water reservoir has a capacity of 1.5 million gallons, though it is never full. With an average of a quarter of a million souls on board the station at any given time, the demand for water runs constantly high. From the middle of Red Sector, it is pumped throughout the station, used, and cycled through the primary waste management facilities in Brown Sector, then the secondary facilities around the rim of Red Sector, before returning to the central reservoir to begin the process all over again.

Babylon 5's waste management systems are extraordinarily efficient, but it is impossible to achieve a 100% recycling rate. Every day, Babylon 5 loses about 1.5% of its water, which must be replaced. Generally, this is accomplished by cargo ships hauling chunks of water ice from nearby space to the station, where the ice is ground up and fed directly into the secondary waste management systems of Red Sector.

## BUSINESS DISTRICT

The Red Sector Business District runs from Red 7 to Red 28 and comprises a loose collection of hotels, bars and a small number of shops and stores, all serving the main habitation centres of Red Sector. The area is ripe for expansion and new business concerns are moved in by the



week, as Babylon 5 continues to grow in prosperity and demonstrate to the entire galaxy the success of its mission.

Charges for hotel rooms typically run between 100 to 600 credits per night, depending on the quality of service being offered, and even the lower class establishments are reasonably luxurious by the standards of most races. Many visitors to Babylon 5 spend just a few days on board and so even these high charges (twice as expensive as a typical on-planet hotel) tend to be more acceptable than those demanded for quarters. In addition, the services provided by the hotels tend to be very good, with all rooms given BabCom terminals with access to StellarCom if required.

## BUSINESS LICENSES

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

Most business on Babylon 5 takes place under the auspices of Class B business licenses. Start-up businesses generally try to come in under one of the other programs rather than pay the monthly renewal fee for a Class A during their first year. Large, multi-system concerns often secure Class C licenses as part of their bid to upgrade to the coveted

Class D. Class D licenses require the company to secure diplomatic assistance. This practice makes it easy for the somewhat corrupt or just mildly dishonest among the diplomats on the station to line their pockets. While the license itself does not cost much, the priority access to the StellarCom system for business communication can mean literally billions of credits a year.

### Running a Business

Under the economic system of the Earth Alliance, running a business on Babylon 5 is quite easy. All that is required is for the entrepreneur to acquire a business license with the name of the business and he is ready to go. Of course, in the case of a retail or food establishment, for example, he will also have to rent space and acquire an inventory.

While the diplomatic quarters of the various ambassadors assigned to the station are legally defined as the sovereign territory of the government that sent them, businesses owned by aliens aboard Babylon 5 are most certainly not defined that way. No matter what the race or citizenship of the business owner, he is expected to abide by all Earth Alliance law in conducting his business. Though a comprehensive list of the ins and outs of the law is beyond the scope of this book, the following represent the major points to which all businesses on Babylon 5 are expected to cleave.

- ⑤ No business owner may trade in banned or illegal materials.

### Business Licenses by Class

Class	Qualifications	Cost	License Duration	Benefits
A	Presentation of proper ID.	200 cr.	1 month, renewable.	May rent stall space in the Zocalo; may secure restricted, non-illegal items with Security for demonstration purposes; allowed to request telepathic monitoring of a business; negotiation with Security approval.
B	Presentation of proper ID, 1 year's worth of tax receipts, 1 business reference.	1,000 cr.	1 year, renewable.	May rent stall space in the Zocalo; may secure restricted, non-illegal items with Security for demonstration purposes; allowed to hire telepaths to monitor negotiations; priority access to BabCom station communications for conducting transactions.
C	Presentation of proper ID, 3 years' worth of tax receipts, 4 business references.	5,000 cr.	1 year, renewable.	May rent multiple stall spaces in the Zocalo; may secure restricted, non-illegal items with Security for demonstration purposes; may carry non-functional demonstration items onto the station; allowed to hire telepaths to monitor negotiations; priority access to BabCom station communications for financial transactions; priority access to Babylon 5 jump gate and docking bays.
D	Presentation of proper ID, hold a class C license for at least one year, 5 years' worth of business receipts, 4 business references, diplomatic sponsorship.	10,000 cr.	1 year, reviewed on each renewal.	May rent multiple stall spaces in the Zocalo and in other areas; may secure restricted, non-illegal items with Security for demonstration purposes; may carry one functional demonstration item onto the station; allowed to hire telepaths to monitor negotiations; priority access to BabCom station communications for financial transactions and business communications; priority access to Babylon 5 jump gate and docking bays.



- 5 All business owners must be in possession of a business license, which must be displayed prominently in the place of business.
- 5 No business owner, whatever his race, may sell food or drink that may be poisonous or otherwise harmful to customers.
- 5 All businesses, in addition to the cost of the business license, must pay annual taxes to the Earth Alliance equal to 5% of gross income for the year.
- 5 All business owners are responsible for ensuring any employees they hire are legally able to work within the Earth Alliance.
- 5 All business owners are required to pay their employees a wage equal to or in excess of the minimum wage in the Earth Alliance, currently 8 credits per hour.

## TAXES

Though the law requires all businesses to pay annual taxes to the Earth Alliance equal to 5% of the business' gross income for the year, regardless of whether or not the owner of the business is a citizen of the Earth Alliance, many businesses can and do get around this restriction. Doing so, obviously, requires the services of an accountant.

A clever accountant can reduce and even eliminate the taxes owed by a business. A very clever accountant can even reduce a business' tax burden below 0%, meaning the business owner will receive a payment from the Earth Alliance, not the other way around. The following chart details the time and difficulty required for this.

Tax Burden Reduction	Profession (accountant) Skill DC	Time Required
1% Reduction	15	1 hour per 5,000 credits of gross income
2% Reduction	20	2 hours per 5,000 credits of gross income
3% Reduction	25	4 hours per 5,000 credits of gross income
4% Reduction	30	8 hours per 5,000 credits of gross income
5% Reduction	35	16 hours per 5,000 credits of gross income
6% Reduction <sup>1</sup>	40	32 hours per 5,000 credits of gross income
Each additional %	+5	Double time

<sup>1</sup> This indicates the accountant has reduced the tax burden of the business below 0%, meaning the business owner is entitled to a refund from the Earth Alliance. To calculate the amount of the refund, simply subtract 5 from the percentage on the table above. For example, if a business with a gross income of 10,000 credits gets a 6% reduction in its taxes, the business will receive a payment from the Earth Alliance equal to 1% of its gross income for the year. In this case it would be 100 credits, for a total savings of 600 credits.

Obviously, it can quickly become counterproductive to hire an accountant explicitly to lower a business' tax burden, as the accountant's fees will soon outstrip any savings his work provides. This, of course, is part of the reason larger companies tend to keep accountants on permanent staff.

## SERVICES

Commercial services provide the structure around which the galaxy makes credits. While *Life on the Station* provides a list of different means of permanent employment aboard Babylon 5, Player Characters in *Babylon 5 Roleplaying Game* will probably not be looking for a permanent, 9 to 5 type of job. However, they may possess certain unusual skills they can use to make some additional income between adventures. More commonly, the Player Characters may need to retain the services of someone with skills they lack, whether in accounting or telepathy. Page 31 shows a list of such services.

Here is the format for service entries.

**Service:** The name and nature of the service.

**Key Skills:** The key skill(s) involved in the service. This will often give a character a good idea as to whether it is worth employing someone else to perform a specific service. Sometimes, it is just as easy – though not necessarily possible – to perform a service oneself.

**Total Skill Bonus, Class:** The skill bonus used for the service-providing character to make any relevant skill rolls. If called upon to make normally irrelevant skill checks – such as a computer programmer called upon to balance on a girder while reprogramming an isolated computer system – use half of this bonus.

**Cost in Credits (per hour):** This value is the service's cost in credits for one hour. The cost includes miscellaneous costs that go with the service, such as a contraception for a personal entertainer.

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

## Red Sector

Service	Key Skills	Total Skill Bonus, Class	Cost in Credits (per hour)	I / R:
Accounting	Profession (accountant)	+10, worker (white collar)	50	—
Appraisal	Appraise	+8, worker (blue or white collar)	35	—
Arbitration	Knowledge (law)	+14, diplomat	90	—
Bodyguarding	Intimidate, Notice	+10, soldier	40	R
Cleaning	—	—	10	—
Commercial Deep Scan	Telepathy	+10, telepath	95	R
Commercial Surface Scan	Telepathy	+8, telepath	65	R
Computer Programming	Computer Use	+10, worker (white collar)	40	—
Computer Repair	Technical (electronics)	+10, worker (blue collar)	35	—
Courier	Stealth	+6, lurker	20	—
Data Analysis	Concentration, Investigate	+8, scientist	45	—
Data Analysis, Expert	Concentration, Investigate	+14, scientist	90	—
Dock Worker	Profession (dock worker)	+6, worker (blue collar)	25	—
Dock Worker, Master	Operations (systems), Profession (dock worker)	+14, worker (blue collar)	70	—
Diplomatic Translation	Diplomacy, Linguistics	+10, diplomat	50	—
Driver	Drive	+6, worker (blue collar)	35	—
Driver, expert	Drive, Knowledge (specific local)	+12, worker (blue collar)	50	—
Enforcers	Intimidate	+8, lurker	70	R
Engineer	Technical (engineering)	+10, worker (blue collar)	50	—
Engineer, Apprentice	Technical (engineering)	+8, worker (blue collar)	30	—
Engineer, Master	Knowledge (physics), Technical (engineering)	+14, worker (blue collar)	85	—
Entertainer	Profession (any performing)	+8, worker (performing)	25	—
Entertainer, Personal	Profession (courtesan)	+10, worker (performing)	45	R
Forgery	Computer Use	+8, lurker	80	I
Forgery, Expert	Computer Use, Intrigue	+12, lurker	95	I
Investigation	Intrigue, Investigate	+10, agent	65	R
Labourer	—	—	10	—
Mechanic	Technical (mechanical)	+10, worker (blue collar)	50	—
Mechanic, Apprentice	Technical (mechanical)	+8, worker (blue collar)	30	—
Mechanic, Master	Knowledge (physics), Technical (mechanical)	+14, worker (blue collar)	85	—
Negotiation	Diplomacy	+10, diplomat	50	—
Pilot	Pilot	+8, officer (pilot)	55	—
Private Doctor	Medical	+12, scientist	55	—
Private Tutor	Knowledge (any two)	+10, diplomat	60	—
Secretarial	Computer Use	+8, worker (white collar)	25	—
Space Hand	Operations (systems)	+8, worker (blue collar)	25	—
Teacher	Knowledge (any)	+8, diplomat	25	—
Technician	Technical (electronics)	+10, worker (blue collar)	50	—
Technician, Apprentice	Technical (electronics)	+8, worker (blue collar)	30	—
Technician, Master	Knowledge (physics), Technical (electronics)	+14, worker (blue collar)	85	—
Translator	Linguistics	+8, diplomat	25	—
Tour Guide	Knowledge (specific local)	+6, diplomat	20	—



## Visas

Visa Type	Six Month Cost	Six Month Extension
Blue Collar (includes dock workers, labourers, maintenance workers, mechanics and others)	200 credits	100 credits
Entertainment (includes dancers, actors and musicians)	300 credits	200 credits
Scientific (includes researchers, doctors and nurses)	500 credits	250 credits
Security (private security personnel) <sup>1</sup>	2,000 credits	500 credits
Service (includes cashiers, waiters and bartenders)	150 credits	50 credits
White Collar (includes professionals such as lawyers and accountants as well as data entry, computer programming, teachers and administrative staff)	500 credits	300 credits

<sup>1</sup> Those applying for a work visa as private security personnel must provide proof of an offer of employment aboard Babylon 5, as well as undergo a background check, before such a visa will be issued.

## Employees

Business owners on Babylon are not required to be citizens of the Earth Alliance, they merely must obtain a business license in order to operate. However, as they are businesses within the Earth Alliance, their employees are subject to slightly greater strictures. All employees of any business on Babylon 5 must either be Earth Alliance citizens, or they must hold a valid work visa for the Earth Alliance. As very few aliens are interested in becoming a citizen of the Earth Alliance, a process that includes renouncing any other citizenship the alien might hold, work visas are the most common way for aliens to be employed aboard Babylon 5. This restriction is waived for the immediate family of the business owner. For example, Aldo Vitalini, owner of the Slip and Sip in the Zocalo (see page 41), is a Centauri citizen, but as he owns the business, he is required only to maintain a current business license. His wife, on the other hand, is not the legal owner of the business, but as she is part of Vitalini's immediate family, she may work for her husband without the requirement of obtaining a work visa. Under Earth Alliance law, immediate family is confined to spouse, parents, siblings and offspring. This prevents an alien from claiming that in *his* culture, immediate family is considered to include fourth cousins.

The cost of a work visa varies according to what kind of work the individual requesting the visa plans to do. Work visas come with a term of six months, which may be extended to one year. After a year, the visa and its holder must be appraised to determine if the work visa will be renewed.

Many businesses offer to pay for the cost of a work visa as part of the terms of employment for a particularly coveted employee. For example, the Dark Star is currently paying the cost of the work visas of two of its most prized dancers, the Centauri twins Hillia and Kailan.

In truth, the law requiring work visas for resident aliens is perhaps the most-broken law in all of Babylon 5. It is difficult to enforce, and by and large the security personnel on the station believe there are better things to do with their time. Usually, this law only comes into play when the business owner is being investigated or charged with another crime, and security simply wants to pile an additional charge on top of any infractions already in place. It is also sometimes used as an effective intimidation tactic by security personnel looking for information from a recalcitrant business owner – the threat to actually investigate the business' employees is frequently enough to ensure cooperation.

A business owner who hires an employee who has neither Earth Alliance citizenship or a work visa and is found guilty will be subject to fines not to exceed three times the cost of the visa over the employee's period of employment. The employee without either of these things will be fined the cost of the appropriate visa and deported from the station for one year.

## Government

Red Sector is also the site of many of the station's governmental institutions, such as the central Security station and the courts. While the station itself might be run from Blue Sector, and the affairs of the galaxy discussed in the Babylon 5 Advisory Council in Green Sector, it is here in Red Sector, amidst the largest population area of the station, that governmental offices of more immediate concern to most residents are located.

Almost without exception, governmental services are available only to citizens of the Earth Alliance. These include things like employment assistance (an always-crowded office with never enough work to go around), veteran assistance and the Babylon 5 branch of the EarthGov

After Babylon 5 seceded from the Earth Alliance in 2259, most of these governmental offices closed as the employees working there left for Earth. Captain John Sheridan set about finding a way to reopen them, to provide their essential services to the people on the station, but it was a difficult process that was still not fully complete by the time the Interstellar Alliance formed and rendered the effort moot.

Taxation Ministry. Other governmental offices, such as the Office of Economic Development, which oversees granting business licenses, are available to anyone.

The government offices can be found on Red 6.

## Station Services

By far the busiest governmental function in Red Sector is Station Services. This office is tasked with managing the rental of all 'real estate' on the station, be it for a day or a decade.

Most residential rentals can be handled without ever having to step foot inside Station Services. By simply logging on to a BabCom terminal, a newcomer to the station can request housing in any public area of the station, pay and be on his way. Additionally, the privately owned hotels in Red Sector (which themselves rent their space from the station) all have their own reservation systems, which operate without need of input from Station Services.

Primarily, Station Services becomes directly involved with commercial rental, from a slip of a store in the Zocalo to one of the station's 'large' office areas.

Commercial and residential renters who want to alter the rented space in some way must first seek approval from Station Services. This approval is often granted, so long as the changes are mostly cosmetic and do nothing to endanger the integrity of the station or interrupt any of its infrastructure. In all cases, however, the renter is responsible for either undoing the changes at the end of his tenancy, or paying for station maintenance to do it for him.

## Housing Space

Babylon 5 is Earth Alliance property from stem to stern. Every nut, bolt, rivet, slab of deck plating and length of fibre-optic cable belongs to the Earth Alliance; everyone on the station merely rents their space. For many people on board Babylon 5 in a permanent capacity, such as EarthForce personnel, dock workers and maintenance crews, the Earth Alliance provides quarters free of charge as part of the person's salary, though almost all of these quarters are found forward in Blue Sector. Everyone else, from the merchants to the businessmen to the passing traders, must rent their quarters from the station.

As mentioned above, renting quarters is a painless process that requires little or no interaction with Station Services. By logging on to a BabCom terminal with an identicard, anyone entering the station can reserve and pay for a room in a matter of moments. Red Sector is home to nearly 80% of the station's living space available for rent – the remainder is in Brown Sector. Blue Sector housing is not available to those merely visiting the station.

While housing units in Blue Sector come furnished, albeit sparsely, the same cannot be said of housing units in Red Sector. These housing units come with a single bed and a single chair only. Any other furnishings the renter desires he must provide for himself – leading to the fairly booming furniture consignment business on the station.

### Housing Costs in Red Sector

Housing	Cost
Cheap Room	500 credits per week
Medium Room	700 credits per week
Large Room	950 credits per week
Cheap Room - Hotel	100 credits or more per night
Medium Room - Hotel	150 credits or more per night
Large Room - Hotel	200 credits or more per night
Suite - Hotel	500 credits or more per night

Hotel rooms cost more than normal housing for two reasons. First, such rooms come furnished. Second, the hotel itself is renting space from Babylon 5 (though at a lower cost than an individual can) and must recoup the cost of its rental and make a profit. The prices given above are simply the most common hotel prices. It is certainly possible to spend more money on a hotel room – for example, the Hammurabi Suite at the Babylon Hilton costs 5,000 credits per night.



## Rental Fees

Type of Space	Six Months	1-5 Years	6-10 Years
Business Office, Small	3,000 credits per month	2,900 credits per month	2,750 credits per month
Business Office, Medium	4,500 credits per month	4,300 credits per month	4,100 credits per month
Business Office, Large	9,000 credits per month	8,700 credits per month	8,350 credits per month
Executive Office, Small	3,000 credits per month	2,900 credits per month	2,750 credits per month
Executive Office, Medium	4,500 credits per month	4,300 credits per month	4,100 credits per month
Executive Office, Large	9,000 credits per month	8,700 credits per month	8,350 credits per month
Restaurant, Small	2,250 credits per month	2,200 credits per month	2,050 credits per month
Restaurant, Medium	4,500 credits per month	4,300 credits per month	4,100 credits per month
Restaurant, Large	7,500 credits per month	7,400 credits per month	7,250 credits per month
Shop, Small	1,800 credits per month	1,750 credits per month	1,600 credits per month
Shop, Medium	3,750 credits per month	3,600 credits per month	3,450 credits per month
Shop, Large	9,000 credits per month	8,700 credits per month	8,350 credits per month

## Commercial Space

Unlike housing, all commercial space rented on the station must be rented through Station Services, which reserves the right (seldom exercised) to deny rental to any business they feel is inappropriate or illegal.

Commercial space on Babylon 5 is rented out in terms with a minimum of six months and as long as ten years. Like the housing units rented directly from the station, all commercial areas come essentially bare, furnished only with those items mentioned in the individual listings below. Of course, all commercial areas are equipped with power, data lines, plumbing (if applicable) and BabCom access.

Babylon 5 offers the following types of commercial rental space:

- ⑤ Business Office, Small: Little more than a box eight metres wide and nine deep, these are meant to be small cubicles. They come with a single desk for reception.
- ⑤ Business Office, Medium: Essentially just a larger cubical, these come with a single desk and a small kitchen.
- ⑤ Business Office, Large: Rented by large corporations who employ dozens in data entry and similar positions, these are the largest business offices available on Babylon 5. These come with a single desk, a kitchen and private bathroom facilities.
- ⑤ Executive Office, Small: Usually rented by small partnerships or sole proprietorships, such as a one-man accountant firm, private

investigator or single lawyer, these two-office suites come with a reception desk.

- ⑤ Executive Office, Medium: Featuring four offices and a conference room, these spaces come with a single desk for reception.
- ⑤ Executive Office, Large: With up to eight offices, kitchen and private bathroom facilities, these are the most luxurious office suites available on Babylon 5, and are commonly rented out on a short-term basis by a corporation performing research in Grey Sector.
- ⑤ Restaurant, Small: These small spaces have room for only three or four tables. They come with a counter that can double as a bar, as well as complete power and ventilation hook-ups for a kitchen and a small storage area that can be used as a freezer.
- ⑤ Restaurant, Medium: With room for as many as ten or 12 tables, these spaces feature a counter that can double as a bar, private bathrooms, complete power and ventilation hook-ups for a kitchen and a storage area that can be used as a freezer.
- ⑤ Restaurant, Large: With room for as many as 30 normal tables, these spaces feature a bar, a large kitchen, private bathrooms, an office and a large storage area that can be used as a freezer.
- ⑤ Shop, Small: These narrow stores come with a counter already installed, as well as a small office and storage locker in the back.
- ⑤ Shop, Medium: Roughly twice the size of a small shop, these come with a counter already installed, as well as a small office and storage locker in the back.

- ⑤ **Shop, Large:** The largest retail spaces on the station come with two counters already installed, along with an office and a spacious storage locker.

## Modifying Commercial Space

More than a few potential tenants, particularly those looking into opening a restaurant or bar, have complained about the sterile, unimaginative floor plans available. Of course, this is because these spaces were mass-produced for a space station – those restaurants and bars (or other facilities) on Babylon 5 with a more unique look either arranged for (and paid for) that unique look during the station's construction, or they have modified the space they rented to make it more in line with what they desired.

Most modifications are done without ever truly changing the space. This is accomplished through temporary walls and screens, tables, chairs and other furnishing and décor. If more extensive changes are required, the tenant must submit a request to Station Services, outlining what changes are desired and why.

## Commercial Rental Costs

The Rental Fees table gives the rental costs for different businesses and spaces. The minimum rental period is six months, though leases as long as ten years are available. The rental fee decreases slightly with longer rental periods.

## Travel in Red Sector

Of every sector on the station, travelling in Red Sector is certainly the easiest. With no areas restricted to civilians (though they are encouraged to stay clear of Downbelow), and broad avenues set up to accommodate heavy foot traffic in the commercial regions of the sector, moving about within Red Sector is a simple matter. There is danger of pickpockets working the Zocalo, and some of the outlying areas around the commercial centres of the sector are known to harbour the occasional mugger, but by and large the station's security officers keep Red Sector safe.

## Security in Red Sector

With the largest complement of security officers of any sector of the station, security in Red Sector fights hard to keep crime under control, and generally comes out on top. Security officers patrol the sector constantly, but obviously they cannot be everywhere at once; a security patrol will pass any given point in the sector, on average, once every 90 minutes. The size of the sector, and the frequent backlog security suffers from, slows down response time to a call as well, with security officers usually taking 3d6

minutes to arrive in response to a crime. Obviously, in the case of a real emergency, such as an invasion or a full-scale riot, security will drop everything else and arrive on the scene in 1d3 minutes.

Red Sector security shares responsibility for the Garden with Green Sector security.

## Sanctuary

Located at the base of one of the support struts surrounding the Command Sphere, the Sanctuary is a larger version of the Observation Rotundas and is used to host larger gatherings. Unlike the Rotundas, however, the Sanctuary is open for public access at all times when it is not booked. There is enough space to host gatherings of over one hundred individuals in somewhat cramped circumstances.

## Zocalo

The Zocalo, a word meaning *great marketplace*, sits squarely in Babylon 5's Red Sector. The term most properly applies to a long, wide, relatively open corridor running approximately 90 meters along the station's length. At one end the Zocalo contains a large bar, at the other end sit a handful of cafés. Between them sit twenty shops, ramps up to a second level and passageways leading to other parts of the station.

Less formally, the Zocalo refers to both the physical location of the market and the bustling trade taking place in and around it. For every item sold in the Zocalo proper a thousand change hands in deals between companies. For every service purchased, someone, somewhere, negotiates a contract providing similar services for a year at a good margin. The people who do business here claim it is like nowhere else in the galaxy; one can get a good deal from a Vree, then turn around and sell the purchased product at a profit to a Llort. The Zocalo represents the dream of the Babylon Project given its inevitable form: free commerce among the galaxy's sentients.

Almost anything may be purchased in the Zocalo, if one knows where to look, and with over 50 traders selling at any one time with more room being set aside to further expand the market, this is not always an easy process. Several traders are known to work just outside of the law, with false permits, licences and even contraband being sold under counters, though security makes regular sweeps to cut down this kind of trade. In addition, visitors are warned to keep an eye on their identicards and credit chits at all times, as thieves and pickpockets make a handsome living of their own by targeting new arrivals who are often a little overawed by this city in space. However, careful perusal of the small traders located here can provide a long-term resident of Babylon 5 with a multitude of bargains and rare alien items that would be extremely difficult or expensive



to obtain elsewhere. Many EarthForce personnel and ambassadors have developed exotic tastes from time spent shopping in the Zocalo, experiencing alien food, drink and entertainment from the traders. The main goal of Babylon 5 is to promote peace and greater understanding through diplomacy but it may fairly be said that there is nowhere on the station that different races come closer together than in the Zocalo.

### **Zocalo at a Glance**

When the Babylon Project first began, humans intended for the station to contain great open-air markets where the sentients of the galaxy could engage in peaceful trade. They dreamed of a lush, garden setting with dozens of freestanding stores. Plans called for these structures to have the latest environmental control technology so the owner could make them look and feel like a piece of the homeworld.

As time worn on and failure mounted on disaster, the burden of the Babylon Project began to outweigh the dream. As ideals fell to practicality, the great, racially integrated market fell to the budgetary axe. Each station contained fewer and fewer luxuries for commerce. Station supporters fought hard to keep the idea of a central market alive, but in doing so had to sacrifice nearly everything that made it unique. In the last of the Babylon stations, Babylon 5, the market nearly vanished in the final design. A clever accountant, though, came up with a way to slip it past the other bean counters by making it look as though the market cost less to build than other parts of the station. Thus, the current Zocalo came into being.

In its final incarnation, the Zocalo is a rough box approximately 90 metres long, 10 metres tall and 12 metres wide. The station's textured floor panels gleam slightly under artificial lights. Metal support pillars stretch from floor to ceiling, scattered along the length of the Zocalo.

The station's architects divided this large box into two levels connected by ramps. Two bridges span the width of the space, allowing easy access from one side of the upper level to the other. The bottom floor terminates in two 'courtyards' somewhat wider than the connecting avenue. No such extensions exist on the upper level – it ends in sheer walls with passages leading off into the more formal business areas of the station.

In a concession to the space's purpose, the architects included 100 shop stalls in the design. Each stall contains a data port, secured storage and modest environmental controls capable of creating small variations in temperature, scent and lighting. Twenty of these stalls sit on the Zocalo's first floor. They open directly onto the main avenue. The other 80 stalls ring the Zocalo proper: 26 on the second floor have

fixed windows looking out into the avenue while the rest line the corridors surrounding the main area.

The two courtyards on the first level lack the large, secured storage of the other stalls. However, each contains fixtures allowing for the establishment of at least three bars or food service operations. The restaurants and cafes in the courtyards generally pool their resources to rent one of the stalls on the lower level as well so that they have access to a dedicated kitchen service.

When demand for retail space within the Zocalo proper exceeded its meagre capacity Captain Sinclair created a permit system allowing vendors to rent time at stalls and kiosks added to the structure after initial construction. The 'legitimate' store merchants wanted this permit system to contain punitive fees in order to keep the riffraff off their thresholds. Captain Sinclair, after much silent consideration, decided on a much more liberal approach.

The permit cost for setting up a street stall in any of the public areas, not just the Zocalo, barely covers the costs incurred by the station due to maintenance and wear on the area. This allows trade to flourish in the most unlikely places as well as allowing enterprising sentients trapped Downbelow to set up shops where they might get a slightly better class of customer.

Security and maintenance both play key roles in managing the potentially explosive mixture of customers and traders crammed between the stalls and stores. Security provides law enforcement as well as arbitrating in basic disputes.

Maintenance struggles with the station's air, electrical, water and waste systems to ensure the area remains clean and inhabitable regardless of what the inhabitants try to do. This effort, sometimes jokingly called 'The Great War' by the overworked maintenance staff, consumes countless hours they could spend on any of a hundred other projects they will never manage to complete.

### **The Zocalo Through the Day**

Like the other great markets of the galaxy the Zocalo never truly closes. Instead, it changes character as the hours pass. In the morning it caters to the sleep-befuddled business crowd. As the day enters full swing the stores open up to tourists and locals. At lunchtime the business horde descends once again, this time devouring delicacies from a dozen worlds before returning to their cubicles. After the lunch rush dies down the station locals slip in for some shopping before the night time rush starts. This last flood



continues until the small hours, shifting in composition from casual shoppers to more dedicated entertainment seekers as the night progresses. Finally, around 04:00 the Zocalo 'closes' for a few hours. This brief respite marks the time when various retailers and vendors have the Zocalo to themselves. Then the cycle starts over again as sleep-befuddled workers trickle in looking for their favourite breakfast delicacy.

### **The Morning Rush**

The morning rush starts around 06:00. The morning vendors started work around 4am, either setting up their stalls or preparing hot meals. Stall vendors usually prepare their meals in their own rooms and simply sell their wares in the Zocalo. Shopkeepers and the cafes in the courtyards can prepare fresh breakfasts to order. As hordes of people press through the Zocalo looking for a specific breakfast delicacy, the scent of a dozen different hot breakfasts intended for a host of species assaults them. Once they negotiate the gauntlet, most leave with a piping hot meal grasped firmly in one hand and a cup of synthetic coffee in the other.

When Babylon 5 first went online, vendors followed the time-honoured practice of spreading the scent of their food through the area using fans. Unfortunately the random mixture of odours from all over the known galaxy created a noxious mélange of aromas capable of sending a Pak'mara fleeing for the fresh air of the Garden. After the inevitable fights sprang up, Security stepped in. Chief Garibaldi, displeased by spending his days listening to the harangue of angry shopkeepers, told them they could either work the problem out among themselves or pick up sticks and find themselves another station to hawk their wares.

His threats settled the vendors down. After some experimentation they have worked out a combination of complementary scents that seems to entice almost every race – though the Pak'mara are still not pleased. This blended scent carries far beyond the Zocalo proper, dragging bleary-eyed humans and aliens from every sector of the station.

The morning rush ends around 08:00 when the vast majority of both commercial and military employees settle in to work for the day.

### **Tourist Season**

Once the morning rush comes to an end, breakfast vendors, who generally only have a permit for between 05:00 and 08:30, scramble to get out of the way of the waiting trinket vendors. Shopkeepers clean up after the rush, while maintenance staff sweep the area looking for anything left behind or damaged by the coffee-chugging

horde. Around 09:00 the tourists start to cycle in looking for unique items.

Although the shopkeepers of the Zocalo refer to this period as the 'tourist season', the concept of tourist is rather broadly defined. From 09:00 to 11:30 is the time that most of the off-station traders, sightseers and businesspeople walk the Zocalo looking to buy and sell the products of the galaxy. The storekeepers and vendors try to cater to this crowd, despite its rather diverse makeup.

Traders come in all shapes, sizes and available credit limits. The vast majority represent small private concerns involving one or more partners who may or may not be of the same race. These intrepid individuals move goods, search for artefacts and travel the galaxy in search of good markets. Most maintain their business with a handful of steady contracts while searching for the next big score. They come to the Zocalo looking for bargains, contacts with others in the same business and potential contracts with the larger commercial concerns.

Business people from those larger concerns loiter at the restaurants, stalls and cafes hoping to spot a good deal or working away at various contracts. There, surrounded by their peers and people looking for work, they can engage in the kind of freewheeling mercantilism that drives the office-bound folks back home crazy. So long as these handshake-signed deals lead to better profits the corporate drones keep their mouths shut. But when someone makes a mistake the central office smugly points out the dangers of dealing with 'riffraff'.

Most tourists demonstrate wilful ignorance of this background activity as they wander from shop to stall looking for something unique to take home. They pointedly ignore the seedy merchants sitting at tables with immaculately dressed businesspeople while they haggle over the price of a pair of cheap Centauri glasses. Most sightseers drop by the Zocalo for a few hours before going somewhere else. A few inveterate shoppers make it their home away from home on the station.

By 11:00 many of the vendors who retreated immediately after the morning rush return with a hot, new load of prepared meals for the impending lunch rush.

### **The Lunch Rush**

Around 11:30 the various businesses and functions within the station release their workers for lunch. Many of these cubicle-bound workers then rush down to the Zocalo, hoping to find a spot in the limited seating. Those who cannot sit down for a meal find dozens of vendors who will happily sell them a meal to go. In this teeming crush of humanity, the pickpockets from Downbelow take their first marks for the day, while Security tries to keep whatever simmering tensions exist between various races this week from exploding.



The lunch rush signals the entrance of a new group onto the playing field: the diplomatic aides. These hard-working assistants slave away for their governments day in and day out. Most will never rise to the status of diplomat, although they will move on to become civil servants at home. Businesspeople and traders alike court them, both for the lucrative contracts that sometimes come from their offices and because they often know quite a bit about the goings on in the upper echelons. Contact with a friendly aide gives an able merchant weeks or even months advance warning about changes in government policy or the eruption of hostilities.

For their part, the diplomatic aides accept this courting with varying degrees of aplomb. Some avoid it entirely, obeying strict rules about bribery and interaction. Others see it as part of their rightful due for being stuck in a backwater assignment like Babylon 5. A few take advantage of the opportunity, turning a tidy profit for themselves while leaking information, leading to traders supporting their home world's interests.

As appetites are sated and the second half of the day's work looms closer, the lunch rush slows to a trickle. Food vendors pack up their stalls to prepare for the final food rush of the day while shopkeepers set out their special deals.

### Local Time

So-called 'local time' generally starts around 13:00 and continues until 18:00. The Zocalo becomes as quiet as it is ever likely to get. Vendors and storekeepers settle down to the quiet buzz of transactions. A handful of tourists walk the deck looking for deals. Traders, businesspeople and diplomatic aides have quiet conversations over glasses filled with something relatively non-intoxicating.

This is the time when the station's permanent population tries to drop by to acquire the niceties of life. Military personnel buy a few odds and ends to make something to eat that might take the taste of cafeteria food out of their mouths for a brief time. The civilian population buys basic produce and hard-to-find items. Both parts of the population look for kinds of things that people seem to buy in large quantities: permanent decorations or consumables like candles, which make the sterile box of most quarters on the station more like a home.

At this time many of the merchants also engage in a brisk consignment business. Many people, especially traders, come to Babylon 5 and stay for a few weeks or months while they settle their contracts. Most of these traders lack the funds (or at least the spendthrift attitude) to rent a furnished hotel room for such a long period.

Instead, they rent a barren room directly from the station and pick up whatever they might need

from the Zocalo. When they leave they sell these items back to the shopkeepers, who then sell or rent them to the next person coming through.

Around 17:30 the food vendors begin to set up shop one last time as the shopkeepers get ready for the throng of potential customers that constitute the dinner rush.

### The Dinner Rush

Around 18:30, a swell of people rivalling the lunch rush pass through the Zocalo's entryways. Music begins to throb from the various restaurants and bars while the vendors hawk their wares. A discerning shopper can catch a meal at a Drazi restaurant, have a Narn dessert and sip Centauri drinks at a bar without moving more than a few metres in any direction. Criers at the various access points to the Zocalo call out to diners as well, trying to get them to sample the delights of dozens of station nightspots.

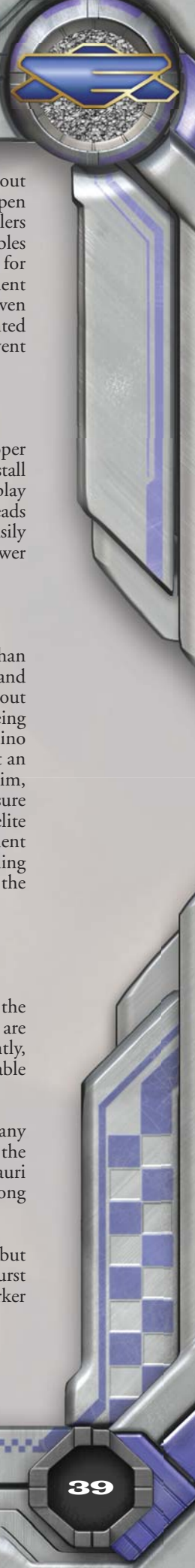
Unlike the relatively shopper-free lunch rush, the dinner rush takes place at a much more leisurely pace. People come to the Zocalo for a meal, then spend the next hour walking the shops. Vendors and shopkeepers set out their most expensive items for this sated crowd. The criminals make good money as well, picking pockets and plucking marks from among the less wary travellers.

The background buzz of business continues through the dinner rush, although many of the serious traders leave the area to get a bite to eat. Those that remain are mostly small-time operators who need a catch, any catch, to make ends meet. Actual work is scarce though. Most of the contracts left at the end of the day are the kinds of work no one else would accept.

### Festival Night

As the dinner rush slowly tapers off the Zocalo remains full of life. People looking for a good time or just a decent shopping experience continue to roam the avenue for hours. The business of the Zocalo shifts fully over into retail and entertainment, with musicians working the avenue and most of the restaurants converting into small bars.

A few months after the station opened for business, several of the shopkeepers realised that the Zocalo could easily compete with the larger bars if they organised. Taking the initiative, they put together 'festivals' highlighting different cultures. Each Earth week the Zocalo puts on two or more of these festivals, providing themed entertainment for anyone happening by. Although it took a bit of outlay on their part, the shopkeepers were paid back a dozen times in the first month of the effort due to the constant through traffic.



The festivals also provide cover for a bustling criminal trade. Drunken tourists make excellent marks. Security personnel, overwhelmed by the revellers, cannot deal with every little incident. So long as no one is murdered or hurt too badly, odds are good that a criminal can get away with whatever he wants to do. Of course, trying to take one of the undercover Security officers Mr Garibaldi seeds the crowd with can result in heavy fines and a chance to take a very long vacation in a small room with bars.

Eventually even the most determined party goers have to retire in time to get a few hours sleep before going back to work in the morning. By 04:00 all of the vendors and shopkeepers close their doors. Maintenance moves in to clean up the mess.

## Zocalo Shops, Stalls & Fixtures

A simple map or photo cannot completely capture the essence of the Zocalo. Ever changing and always dynamic, it is a place in constant flux. Games Masters should reflect this in their campaigns – a vendor hawking good from a stall on day may be gone the next; if the Player Characters leave the station for a month and come back, the quiet man who always sat at the corner of the bar in Liquid Bliss may have finally made some friends and become the life of the party in the Zocalo. In short, every time the Player Characters leave and come back, something should be different, but the overall *feel* of the place, its energy and magnetism, always remains. To truly understand what makes this otherwise unassuming gallery unique in the known galaxy one must stand among the shops, listen to the calls of the vendors and drink in the scent of mingled sentients and cuisine. This constantly changing cacophony of life anchors itself around a few dozen stable elements. These elements provide a stable environment in which the chaos can expand and grow.

Foremost among these elements stand the shops built into the station's superstructure. The 20 shops on the first level see more traffic in a day than many other locations see in a week. The shopkeepers who hold the leases to them enjoy a high status among the other shopkeepers as well as good profits. They, along with the owners of the courtyard cafes and bars, generally speak for the entire association in matters requiring collective bargaining.

The next most important elements are the vendors who have, by dint of hard work and personality, managed to carve out a permanent niche for their little stalls. Most of them sell either food or trinkets that they buy from the wandering traders who infest the Zocalo early in the morning. One particularly enterprising gentleman, Roger Goldberg, represents a small group of lurker craftsmen from Downbelow. On the few occasions when he has not been able to meet his permit fees the other stall vendors pitch in to maintain his space.

Finally, there are a number of sentients who carved out space for themselves at the various cafes and other open areas. These fixtures range from professional gamblers to private investigators. One, Brother Theo, doubles as a systems analyst for hire and a spiritual advisor for anyone with the desire to talk. Some of these permanent inhabitants pay the fees to rent space on the avenue even though they do not use it. This gives them documented rights to engage in business in the Zocalo in the event someone raises a complaint.

### Stalls

Unlike stores, stalls move around within the Zocalo proper based on how long they can renew their permits. A stall may be an elaborate affair with secured storage and display areas or a simple blanket upon which the vendor spreads his wares. More importantly, a successful stall can easily outlast even a modestly successful store. Their lower overhead costs allow them to get by on far less income.

### Fixtures

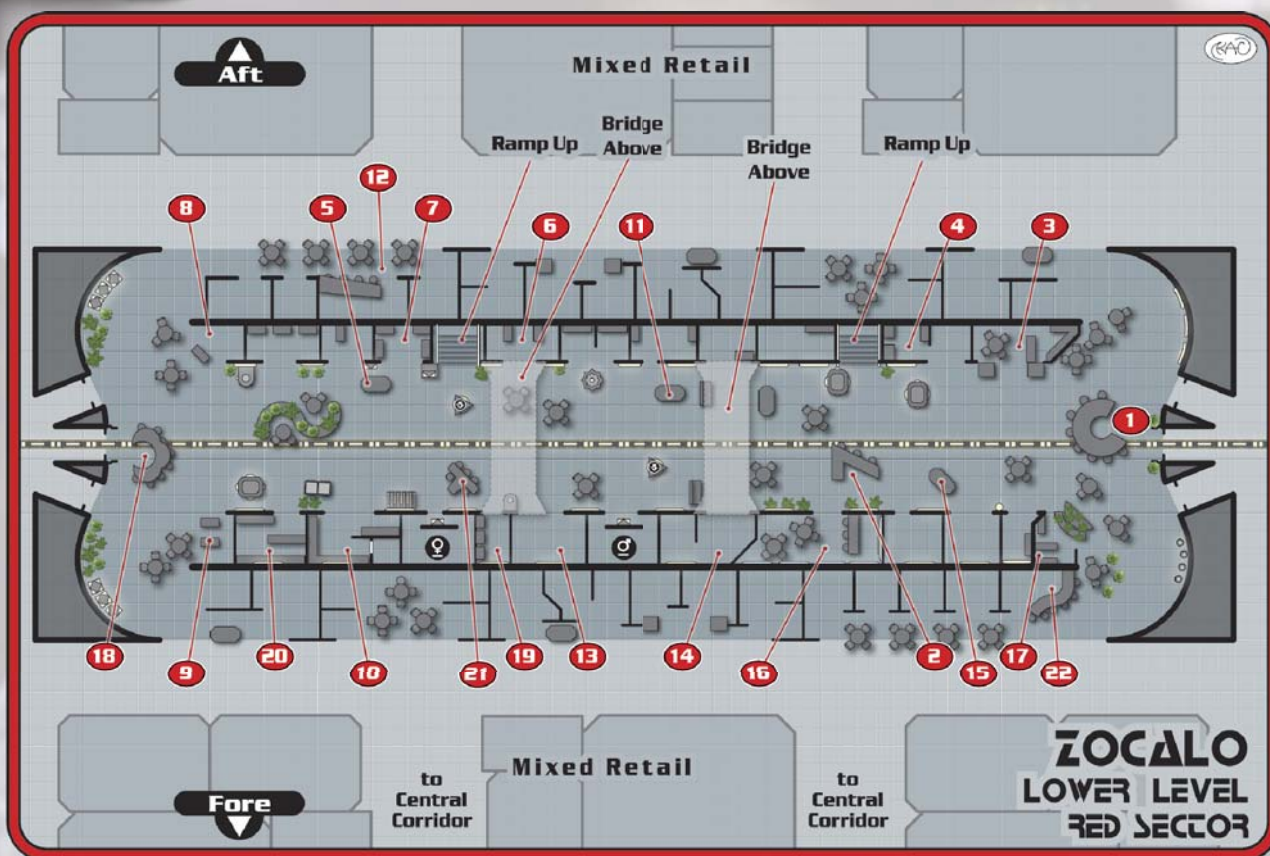
Becoming a fixture in the Zocalo takes more than just showing up in the morning. Many traders and businesspeople spend months doing their business without ever being recognised as 'part of the Zocalo'. Being flamboyant or outgoing may certainly help, as with Sallino Drastile, the Centauri merchant known for belting out an aria from a Centauri opera when the mood strikes him, but it is not in and of itself enough. The true measure of a fixture, the coin that opens the door to this elite club, is reputation. The more a person does an excellent job, attracting more and more clients into the swirling maelstrom of people and commerce that is the Zocalo, the more respect he gains from his fellow inhabitants.

## Zocalo – Lower Level

As mentioned above, no map can possible capture the feeling and dynamism of the Zocalo. However, there are a number of places within the Zocalo that are, apparently, there to stay. The following lists 20 of the most venerable and stable Zocalo businesses of the lower level.

1. **Liquid Bliss.** Offering beverages to quench any thirst and fit any budget, Liquid Bliss, owned by the occasionally aloof Japhen Kodigo (Male Centauri Diplomat 3) is a favourite spot to gather after a long day of work.
2. **Starburst.** Competing directly with Liquid Bliss, but still able to stay on friendly footing, is the Starburst bar, owned by Thomas Hilbar (Male Human Worker 4).





3. **The Green Tiger.** Ahn Jin-su (Male Human Worker 4), the friendly owner of The Green Tiger, has managed to turn a strange combination into a successful business. The Green Tiger offers Asian style prepared meals to go, as well as a large assortment of top quality furniture for sale. The Green Tiger does not operate on consignment.
4. **Red Eye Bakery.** Tucked away in a small shop is the Red Eye Bakery, a shop that does virtually all of its business in the morning with the breakfast crowd. Owned by the ebullient K'tan (Male Narn Worker 5), the Red Eye has become a favourite place for Red Sector's security personnel to gather before heading in for work in the morning.
5. **News.** This large stall with the unimaginative but very succinct name is the property of Carter McQueen (Human Male Soldier 2/Worker 2). Selling periodicals from Earth, Centauri Prime, Narn and several home worlds of the League, McQueen is sometimes known as the Voice of the Zocalo, not because he takes part in speaking for the merchants here (he does not), but because he has been known to read news articles aloud to the rest of the Zocalo in a booming bass voice whenever business is slow.
6. **Perfect Fit.** Catering to a variety of humanoid sentients, all bound together by good taste and fat wallets, Perfect Fit offers custom-tailored clothes for males and females alike. It is owned by the friendly but sometimes annoyingly obsequious Killon (Male Abbai Worker 3).
7. **Glory Shop.** With a clientele consisting almost entirely of tourists, the Glory Shop sells a wide variety of high quality religious trinkets from a wealth of different worlds. The shop is owned by the outgoing Renir (Male Brakiri Agent 5), a man Chief Garibaldi sometimes thinks is too friendly to not be hiding something. In fact, Renir is on the station more as an agent for his government than as a vendor of religious paraphernalia, but acts primarily as an observer, reporting back on the movements of various Vree on Babylon 5, and has as of yet done nothing out of line with his cover.
8. **A Word in Time.** Although few would entrust a sensitive package to a Drazi Lurker, Dorallar (Female Drazi Lurker 3) has overcome such presuppositions to become a constant fixture in the Zocalo. Perhaps the friendliest Drazi in the galaxy, Dorallar offers courier

and delivery services to all public areas of the station, using a pool of Downbelow workers as her couriers.

9. **The Pawn Shop.** The face of a Vree is said to be expressionless, but many who have visited this store swear that C'kiln (Vree Agent 4) has somehow mastered the art of frowning. The Pawn Shop deals in second-hand merchandise. C'kiln will offer between 10% and 20% of market price for a used item, including items of a restricted nature, and will sell items for 75% of list price, though there is often something wrong with them. Note that while C'kiln will buy restricted items, he does not sell them.
10. **Book Universe.** Owned and operated by Terrance Oliver (Male Human Worker 3), Book Universe deals mostly in new releases of novels and non-fiction. There is a small, locked closet in the back of the store where Oliver, who usually is buried in a book and pays little attention to customers, keeps a small collection of first editions.
11. **Mima's Flowers.** This cart is a pleasure just to be near, filling the air around it with the sweet perfume of hundreds of flowers. Mama Mima, the matronly owner, does not make a great deal of money, but would likely continue operating her business even if she ran a loss. She loves talking to her customers, dispensing advice (solicited or not) and will gladly make custom arrangements for regular customers.
12. **Slip and Sip.** Comprising four tables and a short bar, the Slip and Sip serves a variety of snack and drinks for people passing through the Zocalo. It is owned by Aldo Vitalini (Male Centauri Worker 2), a man who visibly dislikes Narn patrons. Generally, this is not a problem, as Narns dislike him.
13. **Brakiri Syndicate.** The Brakiri Syndicracy prides itself on its abilities with and knowledge of trade, possessing one of the strongest economies in the galaxy. Sometimes, however, the Brakiri end up with so many shipping contracts they cannot service them all, which is where Donel (Male Brakiri Agent 4) comes in. Donel, a friendly man with a ready laugh, hires contractors and freelance pilots to engage in commercial shipping services.
14. **Walker's Inc.** Alan Morikage (Male Human Agent 3), a friendly man with a quick temper, runs a double business here. Primarily, he hires out workers and labourers for private projects around the station, guaranteeing the quality of their work in return for an addition of 20% to the hourly cost for all such blue-collar workers (see page 31). In addition to this, he also hires out his services as a private investigator, usually working such cases as marital infidelity.
15. **Flowers 4 Less.** The '4 Less' part of this stall's name is a direct reference to Mima's Flowers, as the owner Cadmus Fletcher (Male Human Worker 4) consistently undercuts Mama Mima's prices by 10%. Still, Mima is so well-loved by so many of her customers they will gladly pay the extra money.
16. **The Dugout.** Busy from lunchtime until it closes at 03:00, the Dugout is a sports-themed bar, serving drinks and fattening snacks under the glow of 18 huge BabCom screens all constantly showing a sporting event. The bar's owner Alex DiMaggio (not his real name) (Male Human Worker 4) is rarely there, trusting to a cadre of employees to open and close the place for him.
17. **Earth Boutique.** Selling mostly groceries and potted plants, the Earth Boutique usually has a lacklustre inventory, but any deficiencies are made up by owner Adrian Bottichelli's (Male Human Worker 7) connections with the station's underworld. Bottichelli acts as a middleman for illicit transactions ranging from illegal weapons to false identicards.
18. **Stopover Bar.** This small bar at the end of the Zocalo nearest the access to the Central Corridor is commonly crowded with traders making brief stops at Babylon 5. It is owned by Trallas (Male Drazi Worker 4), a relatively surly fellow who has never needed to hire a bouncer.
19. **The Sands of Time.** It is easy to walk right past this shop without even noticing it, as it is only three metres wide and bears no sign. The Sands of Time is owned by Fililnailik (Gaim Agent 4) and sells a small inventory of exceptional quality Gaim trinkets, from religious icons to ornamental jewellery. Fililnailik is actually on Babylon 5 in a supplementary role to that of the Gaim ambassador, gathering information on the cultures and customs of the other races. Shopping in The Sands of Time is a difficult process, as Fililnailik, like all Gaim, cannot speak a human tongue, nor can a human learn Gaim.
20. **The Babylon 5 Emporium.** This store does not actually exist until 2259, when it is commissioned by the Babylon Project Senate Oversight Committee as a way to raise additional money through the station. Managed for EarthGov by Railus Marcus Grossi (Male Human Worker 4), the Babylon 5 Emporium sells a variety of Babylon 5 themed items, from commemorative plates to articulated figures of the ambassadors (something Londo takes as a serious affront) to Bab-Bear-Lon teddy bears. The store only stays in business briefly before Captain John Sheridan insists that it be closed down.



21. **Eclipse Café.** One of the favourite gathering spots on the station for any meal, but particularly for breakfast, the Eclipse Café enjoys a steady business all day. The Eclipse Café offers an excellent menu consisting mostly of pastries, sandwiches and beverages. It is operated by Sandra Welton (Female Human Trader 4).
22. **Helping Hand.** This small stall is owned by Roger Goldberg (Male Human Lurker 6), a Lurker from Downbelow who barely manages to keep in business selling trinkets and crafts created by artisans in Downbelow.

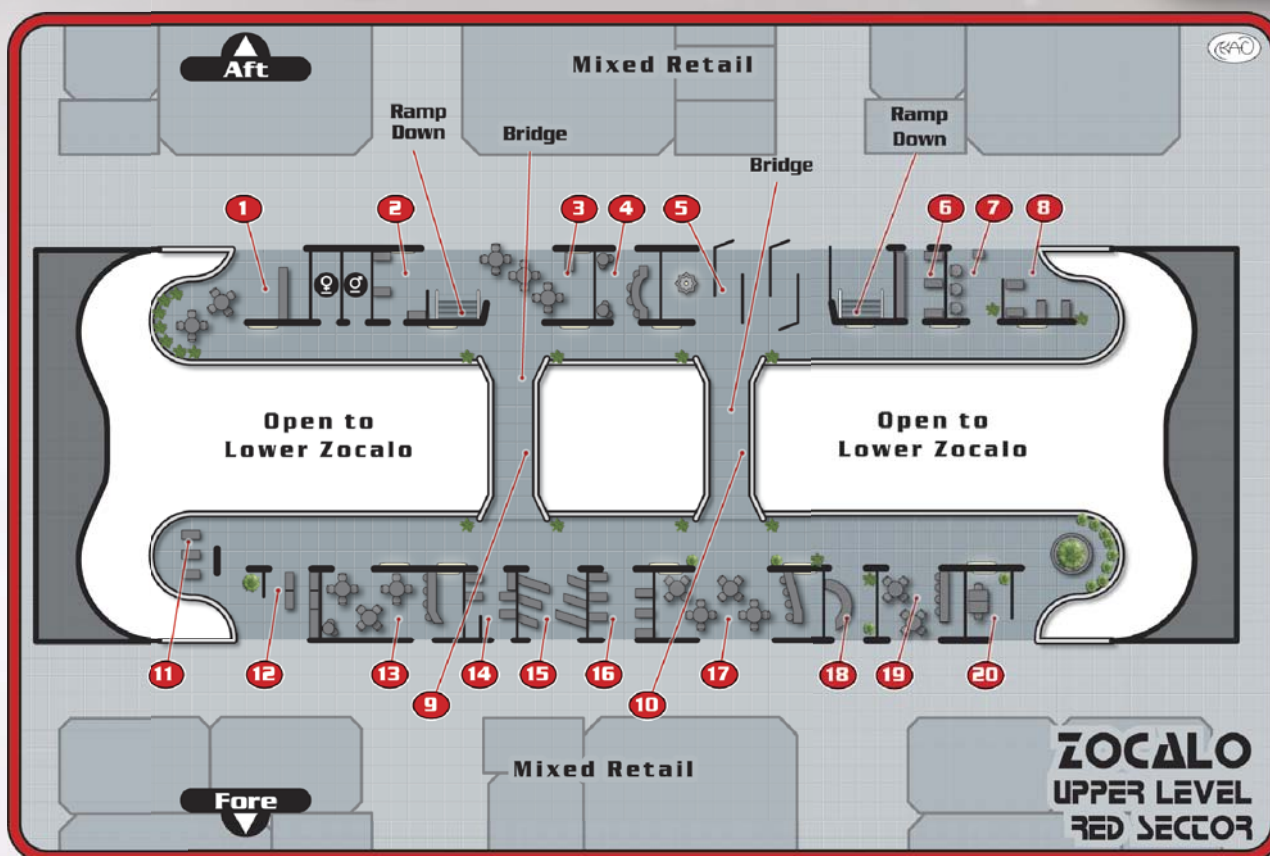
## Zocalo – Upper Level

Without the wide space to accommodate multiple merchant stalls, the upper level of the Zocalo is not quite so vibrant as the lower, but it is still considered part of the greater area, and some of the shopping and dining venues are not to be missed.

It is not uncommon for a vendor to spread a blanket on one of the four-metre-wide bridges spanning the gap between the two sides of the Zocalo's upper level, though there is not enough room for even a small stall. Musicians also frequently choose the bridges as places to perform, instrument cases open in front of them for any credit chits a passing music lover might drop in.

1. **Finagle's Place.** The primary stock in trade of this store is furnishings, but like the Green Tiger on the level below, Gregory Finagle (Male Human Worker 4) also sells a variety of prepared meals.
2. **Nothing Lost.** The quintessential tourist trap, Nothing Lost sells a wide array of shoddy trinkets from half a dozen worlds across the galaxy. Despite the questionable quality, tourists to the station buy enough of them to keep C'mil (Vree Agent 4) in a flush business.
3. **Taste of Zhabar.** This Drazi restaurant is a pleasant surprise to many newcomers on the station, offering an array of spicy, well-prepared food at reasonable prices and served by a conscientious Drazi waiting staff. The owner of the Taste of Zhabar, Praush (Male Drazi Worker 4), prepares the majority of the meals himself.
4. **Rourke's Tavern.** This tavern offers a simple, pub-type atmosphere in the midst of the hustle and bustle of Babylon 5. Though the majority of its business comes from overflow from the Taste of Zhabar next door, Rourke's Tavern is also a popular place with smugglers making their way through the station, and more than a few illicit deals have been hashed out at one of the booths in the back. Rourke's Tavern is owned by Emily Rourke (Female Human Trader 2/Worker 2).
5. **Earth History Exhibition.** This is the largest space on the second level of the Zocalo, a museum dedicated, primarily, to providing a general overview of the history of Earth, for the benefit of aliens visiting the station who have never had an opportunity to learn about humanity's past. Focusing mostly on the more positive elements of history and leaving out some of the more gruesome episodes, this museum has been condemned by some for the candy-coated version of human history it offers. On the other hand, a starkly honest look at parts of human history might send some newcomer aliens running back to their home worlds.
6. **Galactic Boutique.** Specialising in women's fashions, the Galactic Boutique offers an array of affordably priced clothing. It is actually part of a larger chain of stores based on Earth, which makes it the target of some derision by other Zocalo merchants. It is managed by Iris Fenwick (Female Human Worker 2).
7. **A New You.** This barbershop and hair salon has its work cut out for it on Babylon 5, as it proudly states on the door that the shop can service any race (any race with hair, of course). Malcolm Margulies (Male Human Worker 1) oversees a very busy staff of three hairdressers.
8. **Centauri's Prime.** A recent addition to the Zocalo, but one that looks to be here to stay, is this grocery store specialising in foods imported from the Centauri Republic. Not only is it popular with the Centauri on the station (Ambassador Londo Mollari frequently sends his aide here to purchase his meals), but it is also catching on with the much larger human population. Part of this is due, no doubt, to the warm greeting the owner, Jullard Ceallino (Male Centauri Worker 3) and his two lovely daughters Asal and Yleet give to every customer who walks in.
9. **G'Tan.** This spot on the bridge of the Zocalo is where G'Tan (Male Narn Soldier 1/Worker 2) commonly spreads his blanket and sets up shop. Selling a variety of overdone, costume Narn jewellery, G'Tan knows how to work a tourist, and usually sells out his inventory every day. Where he keeps getting more and more of it is a mystery to everyone but him.
10. **Michael Sullivan.** One of the true fixtures of the Zocalo, Michael Sullivan (Male Human Worker 5) can often be found on this spot when not working at his job in the station's maintenance crew or playing a paying gig. Sullivan is a true artist with the guitar, and is frequently booked

## Red Sector



for engagements in bars and nightclubs throughout Red Sector. He also has the uncanny ability to hear virtually everything going on in the station, making him an excellent source of information that even Mr Garibaldi calls upon from time to time.

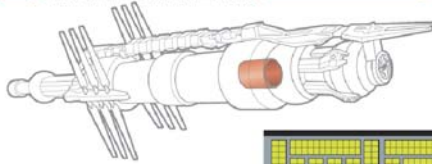
11. **For the Gods.** This store sells various icons and religious paraphernalia for the Centauri pantheon of gods. The owner, Sallino Drastile (Centauri Male Worker 3), is a tremendous fan of Centauri opera, and will occasionally wander out of his store to belt out an aria or two, taking advantage of the Zocalo's acoustics to serenade the entire area. One time, when Japhen Kodiroy of Liquid Bliss had sampled too many of his own wares and joined Drastile in a counterpoint duet, the Narn in the Zocalo threatened to riot.
12. **Aquarium.** Keeping a pet on a space station is a difficult prospect indeed, but for those who want some kind of animal in their life, or even just some colour to brighten their quarters, fish are usually the best way to go. The Aquarium stocks a limited variety of fish, along with basic equipment needed to keep them. A small aquarium that holds one or two fish sells for 30 credits, a medium one that holds up to 15 sells for 200 credits and a large one that holds

up to 50 sells for 500 credits. Most fish cost 15 to 20 credits. The Aquarium is owned by Peter Naaman (Male Human Worker 2).

13. **The Penumbra.** Open only at night, the Penumbra is a night club that has never managed to garner a reputation for itself the way the Dark Star has, though it offers most of the same distractions. The Penumbra is owned by Harry Bellows (Male Human Lurker 2, Worker 2).
14. **Nebula Films.** For those who cannot find anything worth watching on more than 1,000 BabCom channels, there is Nebula Films. This store sells the latest releases of all popular films, from action to educational. There is a small, separate area at the back of the store that contains more adult titles. The store's owner, Micah Stevens (Male Human Worker 3), actually makes some of these titles himself in his spare time, a fact he keeps secret but is currently under surreptitious investigation for.
15. **Odds and Ends.** This general store, owned by J'Tal (Female Narn Worker 3) sells exactly what the store's name suggests. Stocking everything from over the counter medicine to shaving cream to pads of paper,



## STATION ORIENTATION



Aft

Observation Point



Lift



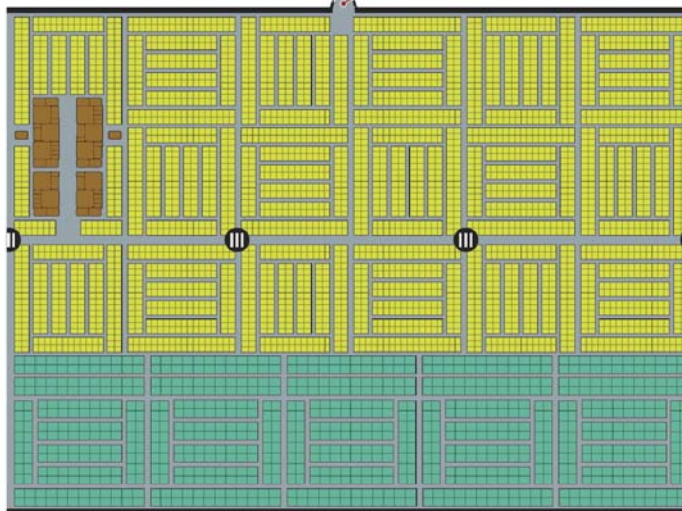
Mixed Retail



Medium Housing



Cheap Housing



16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1

Fore

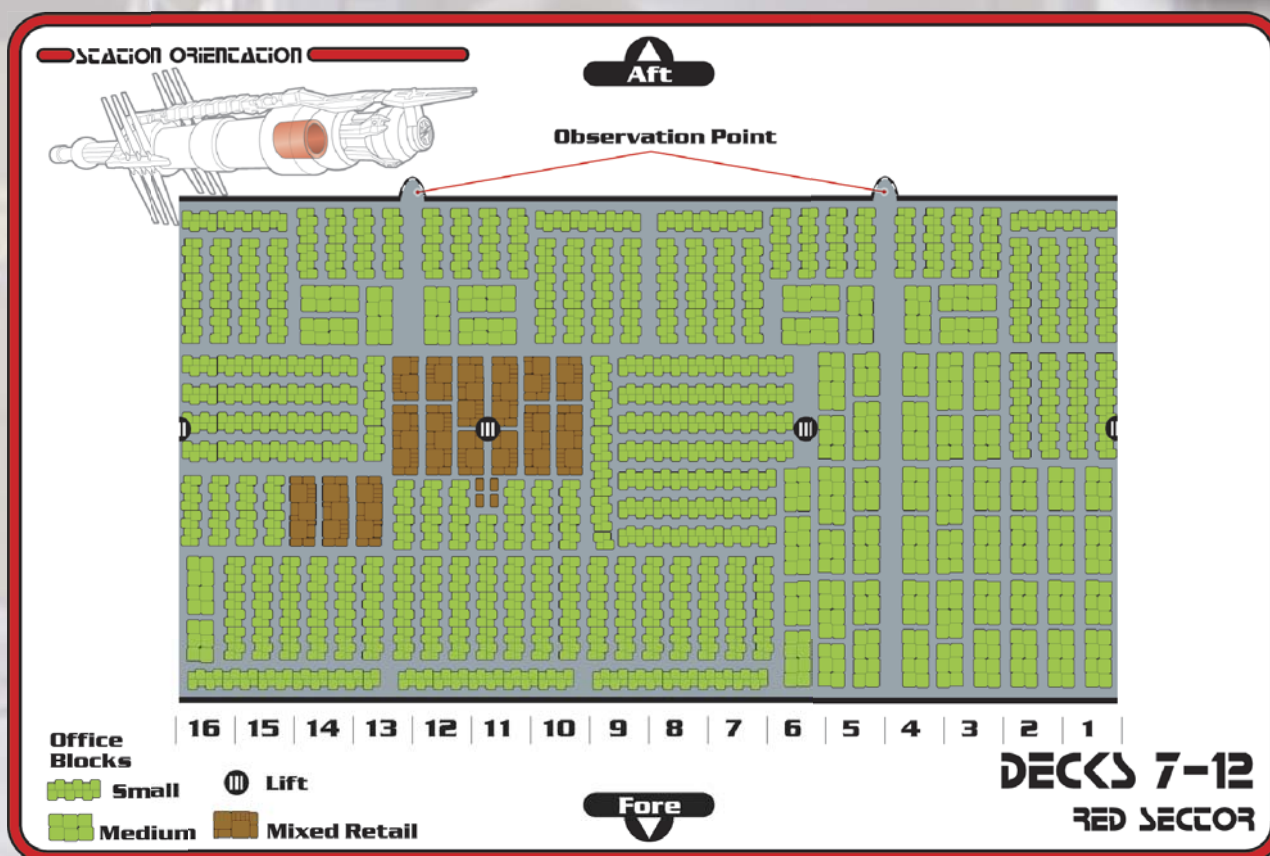
DECKS 1-6  
RED SECTOR

Odds and Ends is the kind of store everyone needs to visit from time to time, a fact that has made J'Tal a wealthy Narn.

16. **Form and Substance.** This clothing store focuses on men's clothing, stocking an array of garments ranging from casual to formal. While nowhere near the quality of Perfect Fit (see page 40), these clothes also are not near the price of Perfect Fit. Form and Substance is owned by the introverted Byron Jessup (Male Human Worker 4).
17. **Epsilon.** This large, usually dark and often noisy bar sits immediately in front of the forward Zocalo bridge. A particularly favourite spot for the younger people on the station to go after the dinner hour, Epsilon serves a variety of alcoholic drinks drawn from most of the races represented on Babylon 5 and its owner, Daniel Chan (Male Human Trader 2/Worker 2) falsely claims to have been the one to bring the Jovian Sunspot to Babylon 5. One of the station's most prolific fences can be found in here most nights – Timothy Gantry (Male Human Lurker 7) – who deals in drugs, weapons and forbidden alien artefacts.
18. **Brakos Dawn.** This small shop carries a selection of Brakiri desserts of exceptional quality. It is owned by Santon (Male Brakiri Worker 4).
19. **Colson's Diner.** A restaurant that does most of its business during breakfast and lunch, Colson's Diner offers simple Earth fare to its customers. The owner, John Colson (Male Human Worker 3), is an exceptional cook, but rather significantly hampered by his own finances and the difficulty of getting the raw ingredients he needs to really shine. Much of the food offered here is synthetic, but Colson makes an admirable attempt at dressing it up, and it is indeed better than most synthetic food to be found anywhere on the station.
20. **Goodwin and Dokun.** The unlikely partnership of Mark Goodwin (Male Human Worker 4) and Dokun (Male Brakiri Worker 4) has been a boon for the merchants of the Zocalo. Goodwin and Dokun offers accounting services, helping its clients lower tax burdens, make more money and improve their businesses. Currently, all but a few Zocalo businesses (such as those owned by Vree) use this firm for their accounting. Goodwin and Dokun even offers a 10% discount to fellow Zocalo merchants.

Red Sector

## Red Sector



### Red Sector Decks 1 Through 6

These highest decks of Red Sector, hugging the massive reservoir containing the station's water supply, are almost entirely residential areas, with a few meagre commercial establishments thrown in on the side. Deck 1 is almost uninhabited, as despite the thick walls and soundproofing efforts, the sound of water being pumped into and out of the reservoir just beneath the deck is constant and maddening.

- ⑤ **Lift Tube/Core Shuttle Access.** These locations indicate the sector's lifts, running from the Core Shuttle to the lowest levels of the sector. Each tube contains three passenger lifts and a single freight/security lift.
- ⑤ **Cheap Housing.** These areas indicate large blocks of cheap rooms available for rent.
- ⑤ **Observation Point.** This small bit of luxury on these decks is a window providing a view of the enormous Garden.
- ⑤ **Commercial/Retail Space.** These retail spaces are at least half unoccupied. The businesses that do tend to move in to these areas are food counters, alcohol

package stores, second-hand shops and credit chit operated laundry facilities.

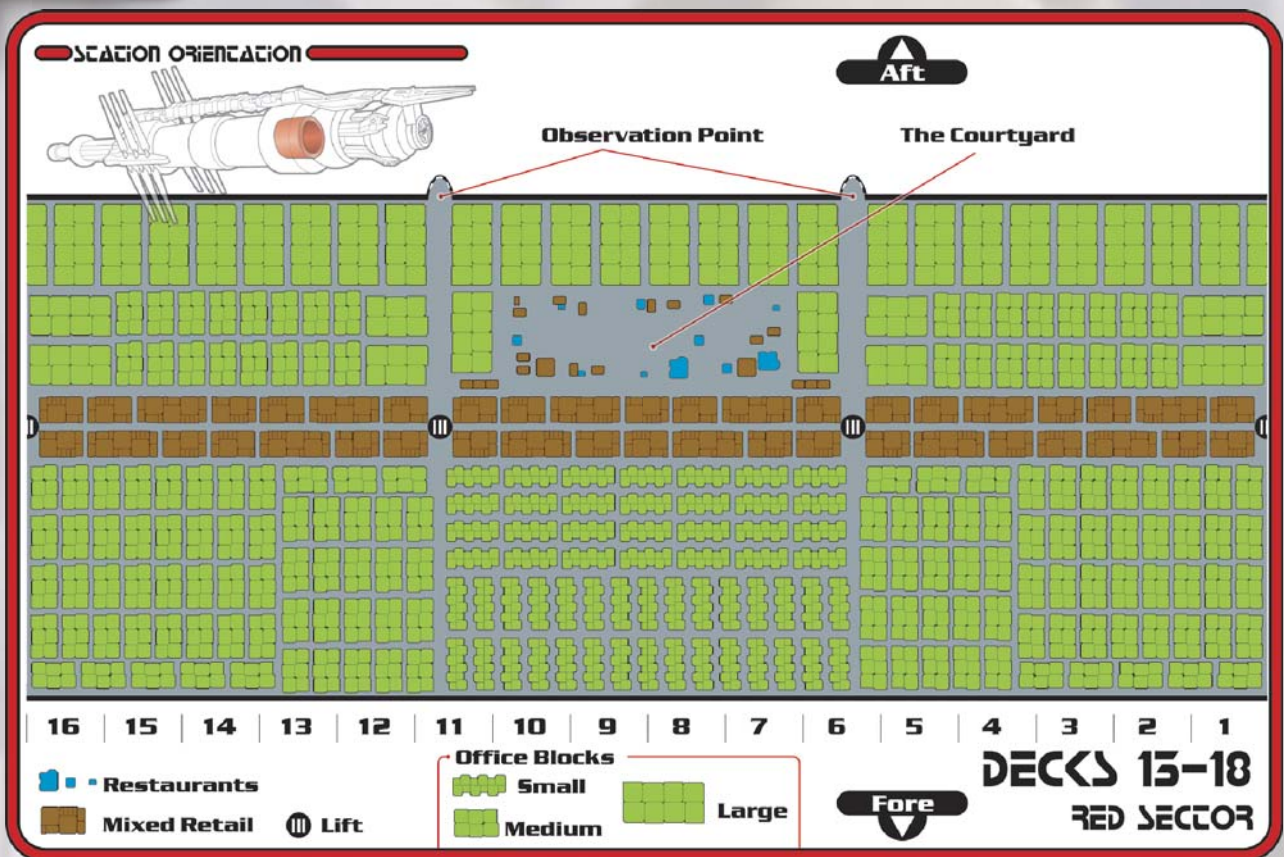
- ⑤ **Medium Housing.** These areas indicate large blocks of medium rooms available for rent.

### Red Sector Deck 7 Through 12

These decks are dominated by small business and executive offices. Two sparsely occupied retail areas round out the decks.

- ⑤ **Lift Tube/Core Shuttle Access.** These locations indicate the sector's lifts, running from the Core Shuttle to the lowest levels of the sector. Each tube contains three passenger lifts and a single freight/security lift.
- ⑤ **Small Office Block.** Each of these areas is composed of blocks of small offices, both executive and business.
- ⑤ **Observation Point.** The small bit of luxury on these decks is a window providing a view of the enormous Garden. On these decks, there are actually two observation points (as opposed to one point on the





decks below). There is a small atrium around the window, providing a spot for the workers who spend their days in these offices to go, eat their lunch and feel real sunlight on their faces.

- ⑤ **Medium Office Block.** Each of these areas is composed of blocks of medium offices, both executive and business.
- ⑤ **Retail and Commercial Block.** On these decks, the retail areas are sparsely populated, as most of the nearby workers would rather head to the Zocalo for food or shopping. These locations are full of small shop areas, and those that are occupied are usually lunch counters and general stores.

## Red Sector Deck 13 Through Deck 18

These decks are home to some of the largest corporations with a presence on Babylon 5, consisting mostly of a maze of medium and large business and executive offices, with a small amount of retail and restaurant space thrown in.

- ⑤ **Lift Tube/Core Shuttle Access.** These locations indicate the sector's lifts, running from the Core Shuttle to the lowest levels of the sector. Each tube contains three passenger lifts and a single freight/security lift.

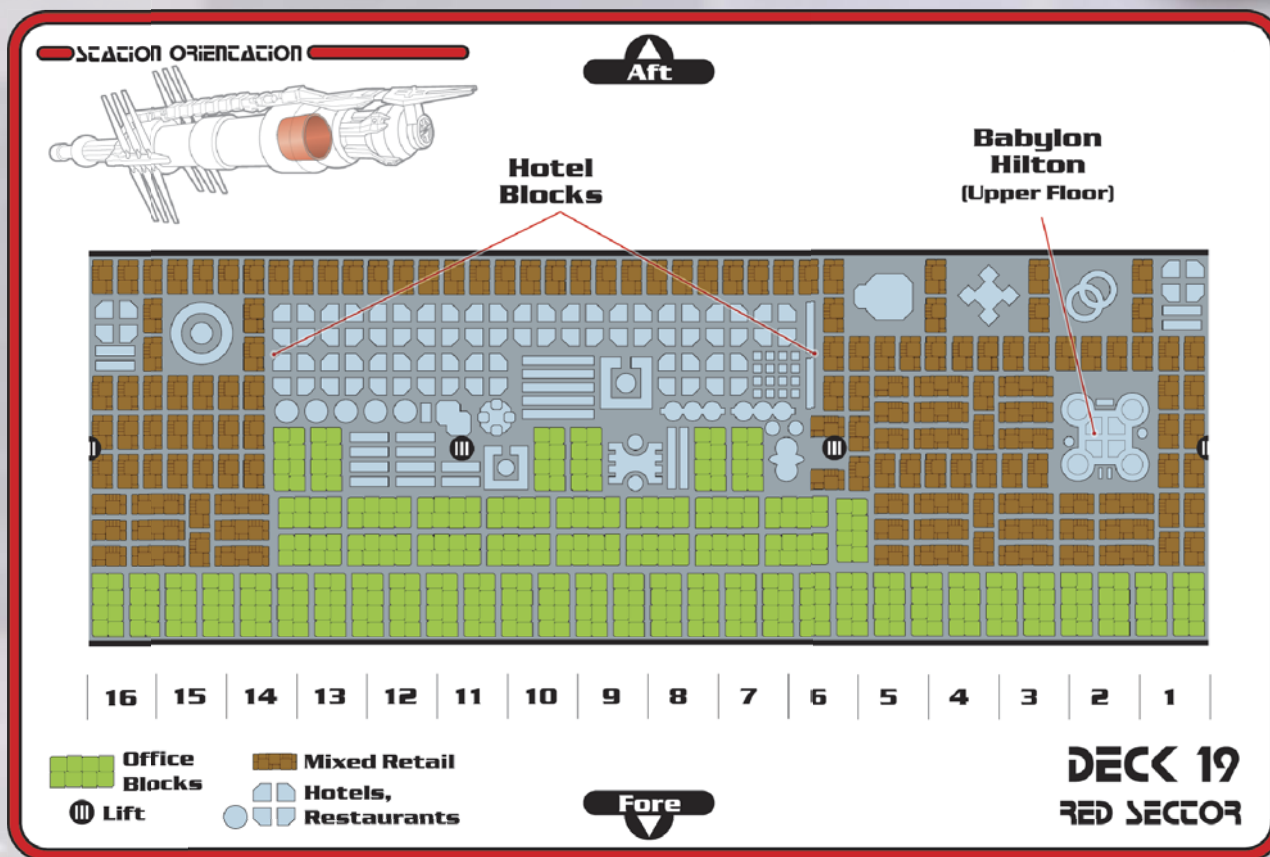
- ⑤ **Courtyard.** This open area in front of a small group of large business offices functions as a natural gathering place for the employees who work on this deck. During the morning and around lunchtime, there are usually a few stalls set up to sell drinks, sandwiches and other easily portable meals to people without the time to make the trip to the Zocalo.

- ⑤ **Observation Point.** These areas provide the employees of the rather soulless deck a view of the enormous Garden. There is a small atrium around the window, providing a spot for the workers who spend their days in these offices to go, eat their lunch and feel real sunlight on their faces.

- ⑤ **Retail and Commercial Block.** These areas are more heavily populated than similar ones on the decks below, though they also tend to be restaurants, general stores and the occasional specialised retail

**Red Sector**

## Red Sector



store. Each deck also has one or two bars in it, which open immediately at 17:00.

- ⑤ **Large Office Block.** Each of these areas is composed of blocks of large offices, both executive and business.
- ⑤ **Medium Office Block.** Each of these areas is composed of blocks of medium offices, both executive and business.
- ⑤ **Small Office Block.** Each of these areas is composed of blocks of small offices, both executive and business.

## Red Sector Deck 19

- ⑤ **Lift Tube/Core Shuttle Access.** These locations indicate the sector's lifts, running from the Core Shuttle to the lowest levels of the sector. Each tube contains three passenger lifts and a single freight/security lift.

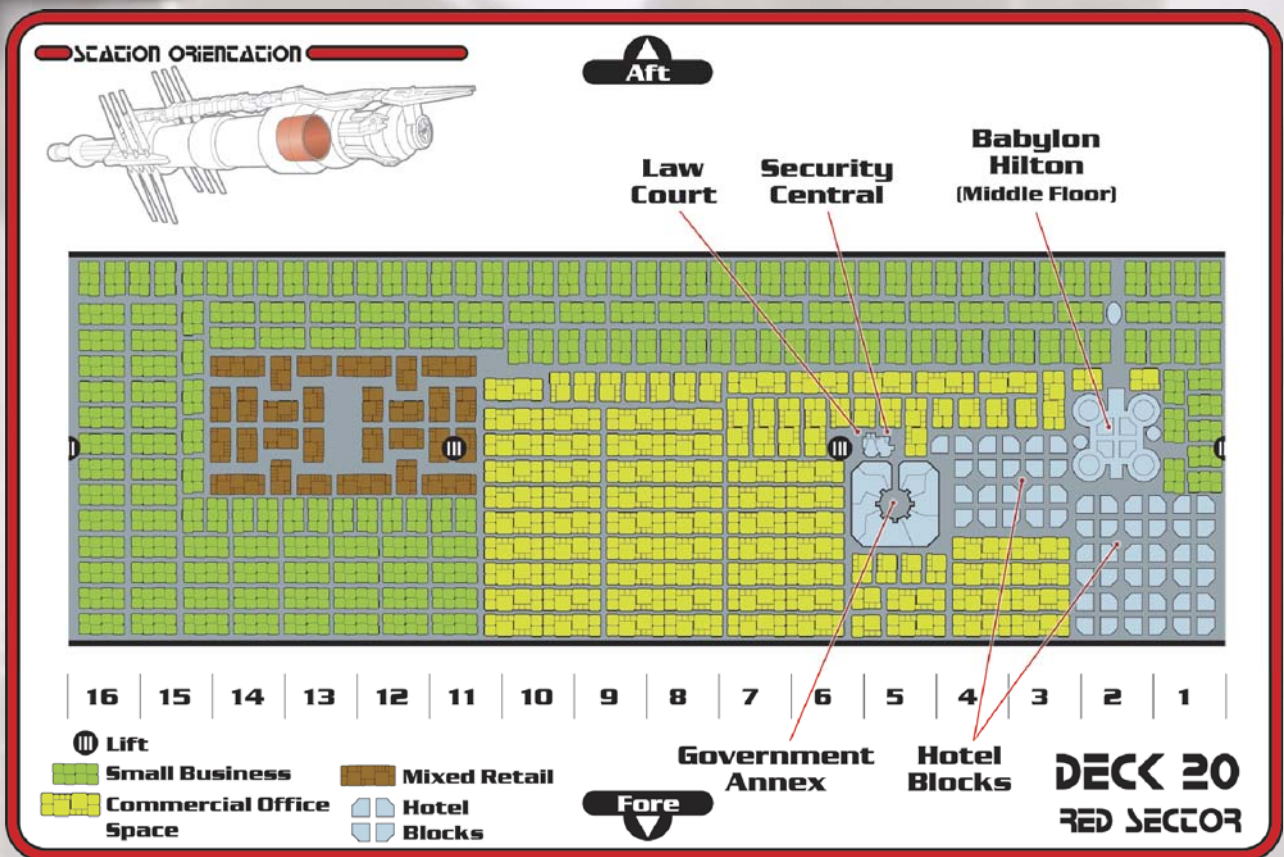
- ⑤ **Hotels.** These areas represent blocks of housing within self-contained hotels, ranging from the affordable (cheap rooms) to the pricey (large rooms).

- ⑤ **Large Office Block.** Each of these areas is composed of blocks of large offices, both executive and business.

- ⑤ **Retail.** Considering the large number of hotels on this level, it is little surprise that the retail space here is nearly full. Featuring clothing stores, restaurants and nightclubs as their primary business offerings, these retail areas are very nearly as popular as the Zocalo, at least with the guests staying in the hotels nearby.

- ⑤ **Babylon Hilton.** This is the upper floor of the station's most luxurious hotel, the Babylon Hilton. Catering only to the discerning (and wealthy), the Babylon Hilton offers no room smaller than a 'large' room, and pampers its guests with everything from complementary meals to laundry service. The unofficial motto of the hotel is 'Being in space does not mean you should do without'.





## Red Sector Deck 20

This deck of Red Sector, toward the bottom of the business district, also happens to be the centre of civilian government services on Babylon 5.

- ⑤ **Law Court.** This is the courtroom in which all trials taking place on Babylon 5 play out. In order to enact the laws kept by the security officers, Babylon 5 maintains its own system of courts and judges, known as Ombuds. Contrary to the practices of other Earth Alliance colonies and outposts, Babylon 5 does not use a jury to try criminals brought before the court, as most civilians are part of the transient population that moves through the station on a daily basis – there is no time to sit through protracted trials. Station personnel cannot be used in a judicial role because of possible conflicts of interest. Instead, Ombuds are used, Human adjudicators who are presumed by law to be completely neutral, something testified to by the Babylon 5 Treaty signed by all ambassadors coming to the station.

There are two Ombuds working on the station, Wellington and Zimmerman. Together they try all criminal

cases brought before them, as well as resolve any civil disputes arising from civilians or station personnel. Evidence is critically examined by the Ombuds and, as Garibaldi quickly realised, owe their loyalty to the rule of law rather than the Earth Alliance. As such, the law courts are gaining a good reputation for fairness among aliens who have spent any large amount of time on the station.

Please see *Life on the Station* for more information about legal procedures on Babylon 5.

- ⑤ **Security Central.** Though the security forces of Babylon 5 have positions throughout the length of the station, including customs and the ambassadorial wing, it is from Security Central that patrols are co-ordinated and the majority of holding cells are located. From the main office, the Security Chief can monitor SecureCams throughout the station, co-ordinating security teams to where they are most needed in emergencies and accessing Earth Alliance databases during complex investigations.

Thirty holding cells are based here, three times as many as other security stations, with a full team guarding and monitoring any prisoners at all times.

**Red Sector**



## Red Sector

In times of civil disturbance, such as riots or strikes, Security Central can be sealed from the rest of the station with armoured blast doors, ensuring that teams elsewhere can still be properly co-ordinated even if these headquarters come under direct attack.

- 5 **Lift Tube/Core Shuttle Access.** These locations indicate the sector's lifts, running from the Core Shuttle to the lowest levels of the sector. Each tube contains three passenger lifts and a single freight/security lift.
- 5 **Government Services Annex.** This is the location of all civilian government services on Babylon 5
- 5 **Business/Commercial Space.** These areas contain small commercial office spaces. Given their proximity to the courtroom, they are taken up mostly by businesses such as bail bondsmen and law firms with a dubious client base.
- 5 **Hotel Space.** These areas are occupied by hotels of average quality, offering affordable accommodations.

5 **Business/Commercial Space.** These areas contain small and medium office spaces, about half of which are unoccupied.

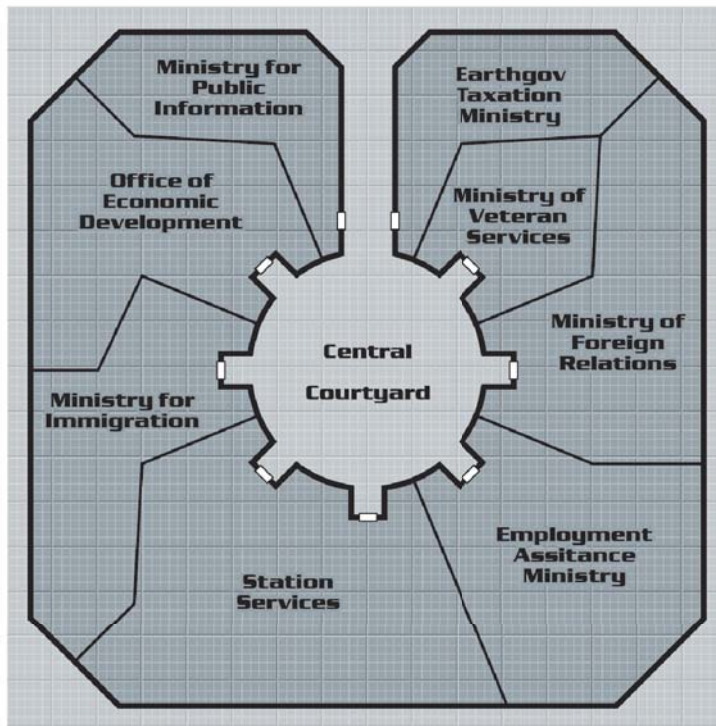
5 **Babylon Hilton.** The station's most luxurious hotel, the Babylon Hilton, rises through this deck, though there is no means to access the hotel's interior from here.

5 **Mixed Retail.** This space is only half occupied by a collection of cafes and food counters that do a poor business, as most of the local workers would rather go up to the Zocalo for their meals.

### Government Services Annex

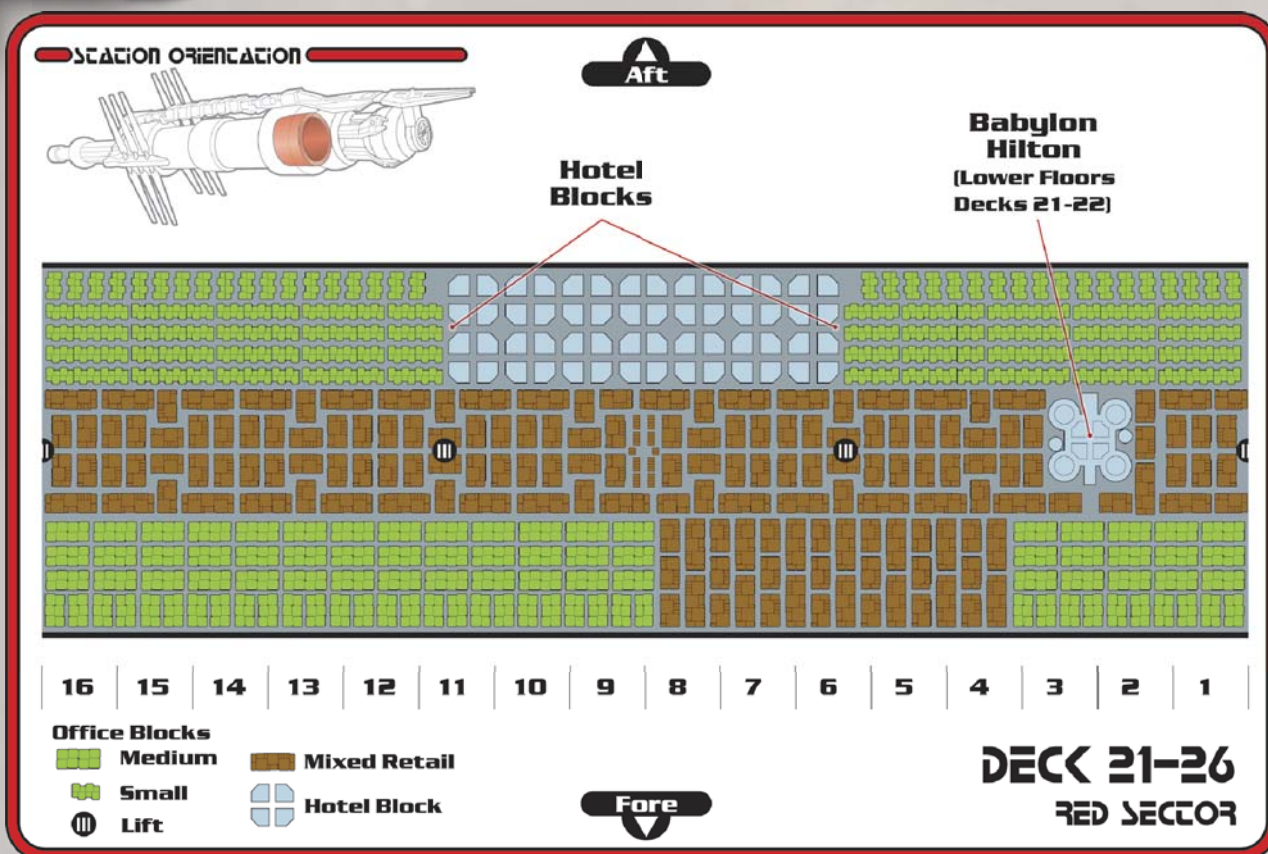
This single area contains the Babylon 5 branches of most essential civilian services of EarthGov. These offices are open on weekdays only, from 09:00 to 16:30.

5 **Central Courtyard.** This circular area in the midst of the annex provides access to each of the offices located here. It is rapidly coming to be known as Dead End, not simply because of its appearance, but



**GOVERNMENT  
SERVICES  
ANNEX  
RED 20-5**





because of the glacially slow nature of most of the offices located here. There are two small trees planted in the courtyard, grown weak and sickly from their diet of artificial light.

- 5 **Ministry for Public Information.** This office oversees BabCom content.
- 5 **Office of Economic Development.** This office is responsible for issuing and reviewing business licenses issued on the station.
- 5 **Ministry for Immigration.** The primary purpose of this ministry on Babylon 5 is the issuance and review of work visas granted to aliens.
- 5 **Station Services.** This is the largest of the annex offices, the central location through which all rental of station property is administered.
- 5 **Employment Assistance Ministry.** Always crowded, with never enough work for everyone who seeks it, this ministry is responsible for hiring and maintaining EarthGov employees on the station, such as the dock workers and maintenance crews.

5 **Ministry of Foreign Relations.** As all diplomacy on Babylon 5 is conducted (officially, at least) in Green Sector, the primary role played by this ministry on the station is to see to the needs of the ambassadors.

5 **Ministry of Veteran Services.** This is the smallest office in the annex, devoted to servicing the needs of current and former members of EarthForce.

5 **EarthGov Taxation Ministry.** Always the most hated portion of the annex, the EarthGov Taxation Ministry is responsible for collecting all taxes owed to EarthGov.

## Red Sector Decks 21 Through 26

Intended as the real showpiece of Babylon 5's economic potential, these decks are packed with businesses, hotels and offices.

5 **Lift Tube/Core Shuttle Access.** These locations indicate the sector's lifts, running from the Core Shuttle to the lowest levels of the sector. Each tube contains three passenger lifts and a single freight/security lift.

**Red Sector**

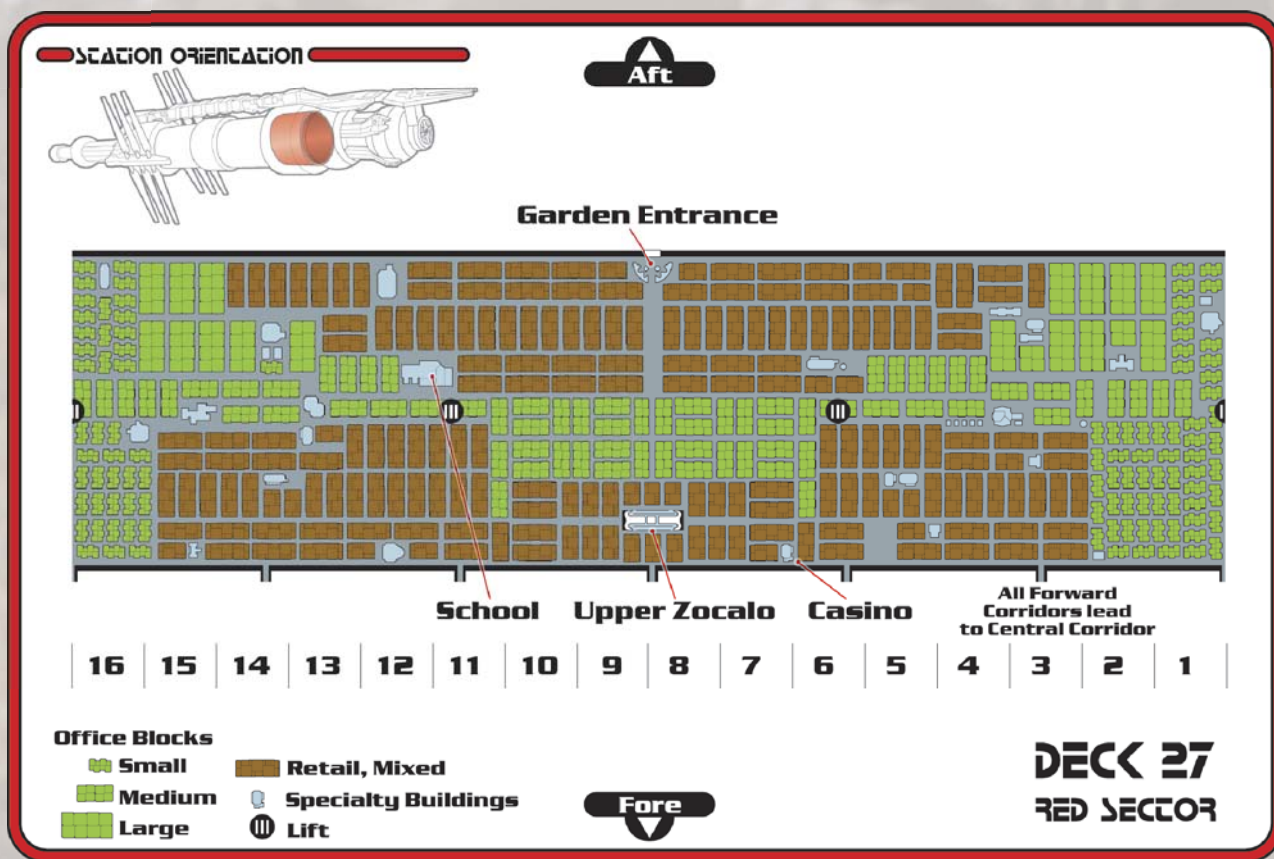


- ⑤ **Medium Office Block.** Each of these areas is composed of blocks of medium offices, both executive and business.
- ⑤ **Hotels.** These areas represent blocks of housing within self-contained hotels, ranging from the affordable (cheap rooms) to the pricey (large rooms).
- ⑤ **Mixed Retail.** Each of these areas is packed with stores, restaurants, nightclubs and other businesses. Taken as a whole, they do vastly more business than the Zocalo, despite the latter's fame and popularity.
- ⑤ **Small Office Block.** Each of these areas is composed of blocks of small offices, both executive and business.
- ⑤ **Babylon Hilton.** Running through Decks 21 and 22, though it is inaccessible from these decks, are the lower levels of the Babylon Hilton. Deck 22 is given over entirely to the hotel's Hammurabi Suite, a palatial residence that costs 5,000 credits per night. Needless to say, it is rarely in use.

## Red Sector Deck 27

In the eyes of many, this is the most important deck on Babylon 5. While that may be an exaggeration, it is certainly the busiest. The Central Corridor of Blue Sector empties into Red Sector here, bringing a never-ending stream of new arrivals into the neighbourhood of the Zocalo and the sole pedestrian entrance to the Garden.

- ⑤ **The Zocalo.** This is the upper level of the Zocalo. See page 42 for complete information on this fascinating marketplace.
- ⑤ **Small Office Block.** Each of these areas is composed of blocks of small offices, both executive and business.
- ⑤ **Retail.** Those businesses that cannot find a place in the Zocalo are located nearby, drawing their customers from the fringes of the Zocalo's crowd.
- ⑤ **The Casino.** The Casino is the largest gambling establishment on Babylon 5, though there are dozens of smaller ones supporting multitude of games from worlds throughout the galaxy spread throughout Red





and Brown Sectors. The majority of games available here are those brought by the management from Earth. Patrons are mostly Human though visitors of other races, especially the Centauri, are increasing in number. Wheels of fortune, cards and other games of chance are all popular, with several tables reserved for those willing to bet high stakes against the house. The operation of the Casino is strictly monitored by security and, in return, has the endorsement of the Earth Alliance. Though the odds of each game are naturally stacked against patrons, they do at least have the assurance of not being outright cheated, a guarantee not in place among other gambling establishments.

EarthForce personnel are permitted to take part in the games within the Casino but are restricted to no more than 50 credits per week for gambling, primarily to ensure no debts are accumulated which could later be used for blackmail purposes and so compromise station security. Telepaths are allowed to visit the Casino but are strictly prohibited from gambling, even in games of pure chance.

5 **The School.** The single school on the station is currently packed to the gills with children between the ages of 4 and 18. Outside of Downbelow, there are approximately 325 human children on the station, requiring the school to stretch its teachers and resources to breaking point in order to accommodate them. The dire state of education about Babylon 5 has caused a number of families with good jobs and excellent prospects aboard the station to move away, seeking out a life elsewhere where their children can receive a quality education. Those who cannot leave usually resign themselves to the situation with the school, attempting to supplement their children's education with the educational programming available through BabCom.

5 **Medium Office Block.** Each of these areas is composed of blocks of medium offices, both executive and business.

5 **Large Office Block.** Each of these areas is composed of blocks of large offices, both executive and business.

5 **Garden Entrance.** This area is the sole pedestrian access to the Garden, leading directly into the Religious and Cultural Centre (see page 66).

5 **Lift Tube/Core Shuttle Access.** These locations indicate the sector's lifts, running from the Core Shuttle to the lowest levels of the sector. Each tube contains three passenger lifts and a single freight/security lift.

## Red Sector Deck 28

This deck marks the lower limit of Red Sector's business district, and even it is not completely business, as about half this deck is given over to housing.

5 **The Zocalo.** This is the lower level of the Zocalo. See page 39 for complete information on this fascinating marketplace.

5 **Retail.** This block of retail and commercial space is dominated by clothing and furniture stores, with one remarkable and famous exception – the Dark Star nightclub.

5 **The Dark Star.** The Dark Star has gained a poor reputation as a sleazy dance bar though it is largely undeserved and tells more of people's preconceptions than of the way it is run. Specialising in Human and Centauri exotic dancers, the Dark Star also supports a thriving poker scene and many gamblers soon find their way to the tables during their visit to Babylon 5. Cheating is not tolerated in the Dark Star and, while brawls are uncommon, every regular is willing to help oust newcomers who push their luck just a little too far. Interference with the dancing girls is also strongly discouraged by regular patrons.

The bar is also known for being a place where the more powerful criminal bosses of the station come to discuss business, as the Dark Star is considered neutral territory no matter what disputes or grudges they have between each other. This does not stop them from bringing bodyguards, however, and new arrivals to the station are advised to watch who they speak to when in the bar. A frequent visitor to the Dark Star is Centauri Ambassador Londo Mollari, who enjoys watching the exotic dancers and is a keen poker player.

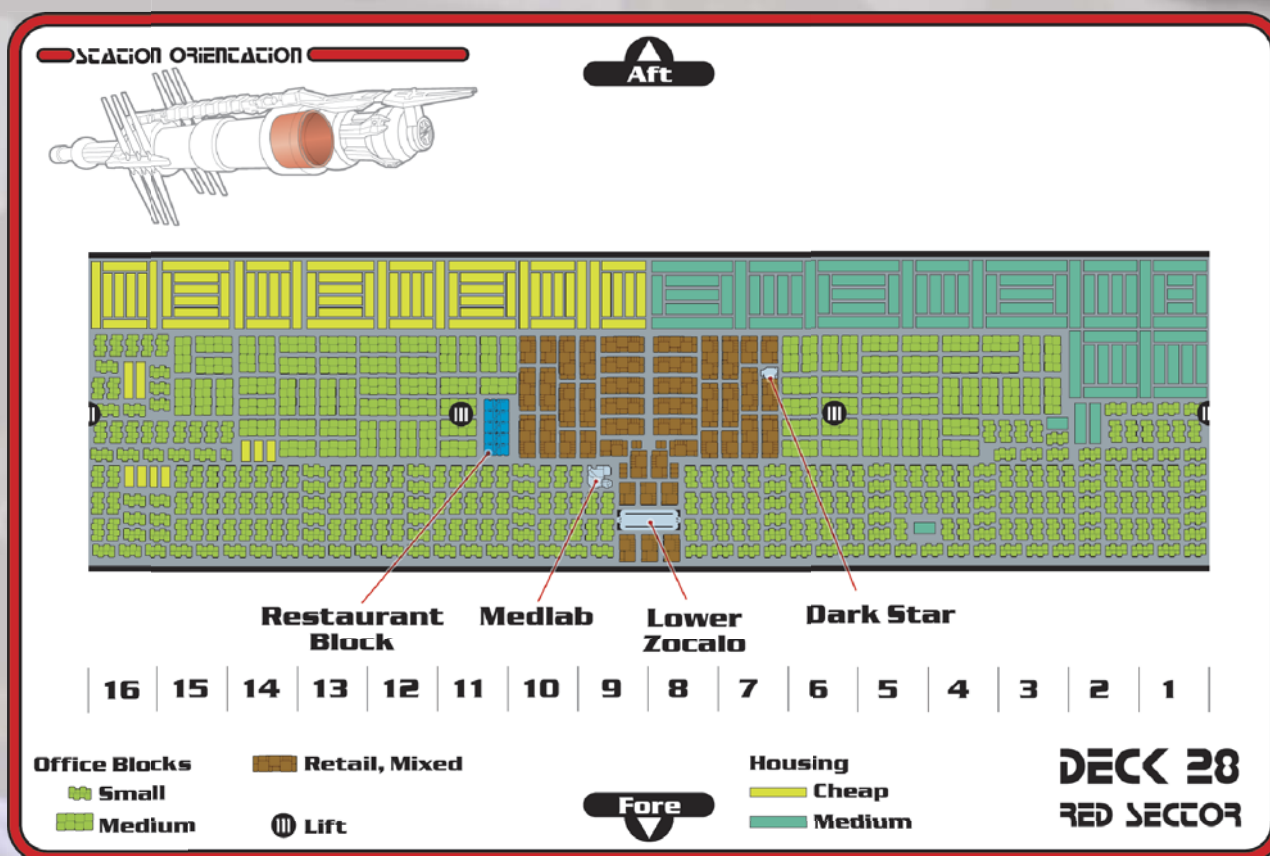
5 **Medlab.** This is the primary Medlab facility for Red Sector.

5 **Small Office Block.** Each of these areas is composed of blocks of small offices, both executive and business.

5 **Retail.** Catering to the population residing on the upper decks of Red Sector is this block of ten restaurants, each serving a menu inspired by a different race.

5 **Medium Office Block.** Each of these areas is composed of blocks of medium offices, both executive and business.

## Red Sector



- ③ **Cheap Housing.** These areas indicate large blocks of cheap rooms available for rent.
- ③ **Medium Housing.** These areas indicate large blocks of medium rooms available for rent.
- ③ **Lift Tube/Core Shuttle Access.** These locations indicate the sector's lifts, running from the Core Shuttle to the lowest levels of the sector. Each tube contains three passenger lifts and a single freight/security lift.

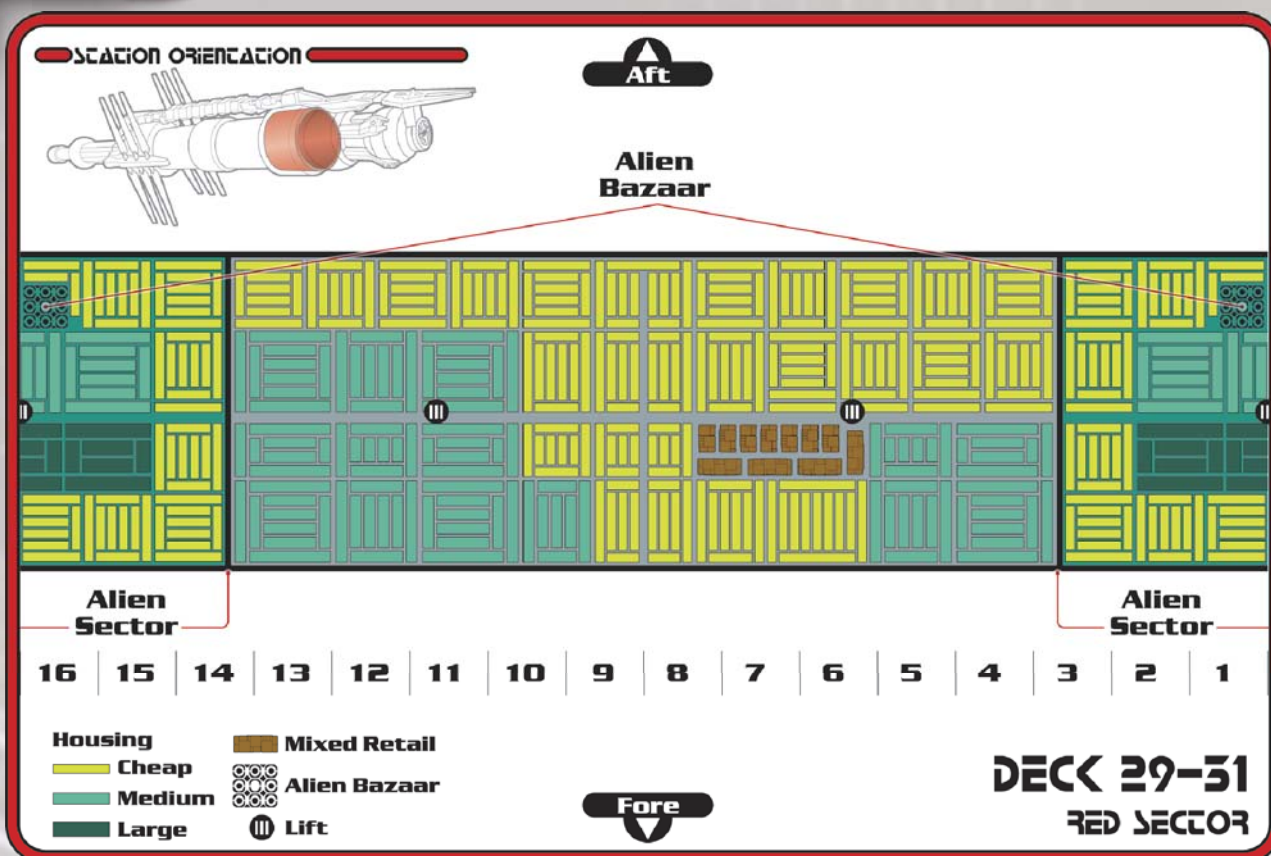
## Red Sector Decks 29 Through 31

These three decks mark the location of the new Alien Sector, a sealed facility that occupies about a third of each deck. Deck 29 offers a methane atmosphere, Deck 30 offers a carbon dioxide atmosphere and Deck 31 offers a sulphur dioxide atmosphere. The quarters within each deck of the alien sector run from cheap rooms to large rooms, and each individual quarter may be provided with its own individual atmosphere.

- ③ **Lift Tube/Core Shuttle Access.** These locations indicate the sector's lifts, running from the Core Shuttle to the lowest levels of the sector. Each tube contains three passenger lifts and a single freight/security lift. The lift tube that runs into the middle of the new Alien Sector opens into an oxygen atmosphere airlock, as a precaution against atmospheric contamination. None of the lifts in this tube will stop on any of these three decks unless the user possesses an identicard indicating he can breathe in the particular atmosphere of that deck. Of course, the lifts will also stop on an alien deck if the user has an identicard with security credentials. The small airlock areas surrounding this lift access point on each deck all contain a locker with four breather masks inside.

- ③ **Cheap Housing.** Each deck's alien sector contains two large blocks of cheap housing.
- ③ **Medium Housing.** Each deck's alien sector contains one block of medium housing.





- 5 **Mixed Retail.** The oxygen atmosphere section on each of these decks has a small commercial area, consisting of meal counters, grocers, one or two general stores and at least one bar.
- 5 **Cheap Housing.** These areas in the oxygen atmosphere section indicate large blocks of cheap rooms available for rent.
- 5 **Medium Housing.** These areas in the oxygen atmosphere section indicate large blocks of medium rooms available for rent.
- 5 **Alien Bazaar.** An unintended side effect of the creation of the new Alien Sector was that the more unsavoury alien elements now have a place they can conduct illicit business in relative safety from the station's security forces, who rarely patrol the Alien Sector. Originally intended as small courtyards where aliens of different races could come together in a community, these courtyards quickly became the station's most open black market, where alien smugglers regularly traffic in restricted and illegal

goods. Most anything can be bought through one of these markets – if it is not available immediately, one of the smugglers will certainly know how to get it. Prices for most illegal and restricted items are triple and double, respectively, the prices given in the *Babylon 5 Roleplaying Game 2<sup>nd</sup> Ed* rulebook, but potential customers should be aware that even if they find a way past the lockouts into the alien sector, most of the shady merchants within are reticent to deal with a human customer.

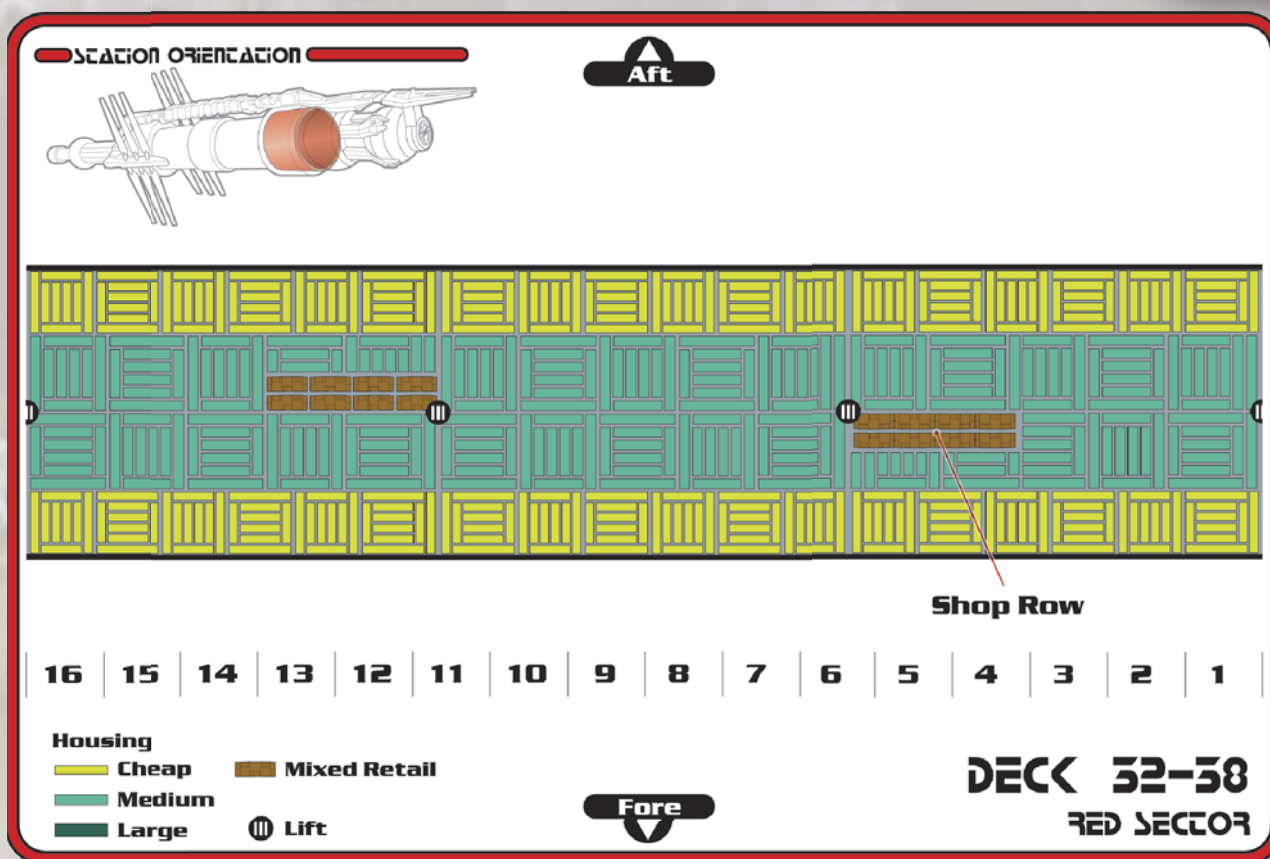
- 5 **Large Housing.** Each deck's alien sector contains one block of large housing.

## Red Sector Decks 32 Through 38

Decks 32 through 38 of Red Sector comprise one of the station's largest housing areas, one of two great blocks of quarters in the sector. Decks 32 and 33 are the most popular and most requested decks of this housing area, as they are the two with large quarters available – which means they have wealthier people and better businesses.

**Red Sector**

## Red Sector



The farther out toward the station's hull one progresses, from 32 on out to 38, the poorer the deck's residents tend to be, and the less work maintenance tends to do. Part of this is purely by happenstance, but part of it also surely has to do with the fact that everything between deck 38 and the secondary waste recycling facilities at the hull, a total of five decks in all, is considered to be part of Downbelow (see page 91).

- ⑤ **Lift Tube/Core Shuttle Access.** These locations indicate the sector's lifts, running from the Core Shuttle to the lowest levels of the sector. Each tube contains three passenger lifts and a single freight/security lift.
- ⑤ **Cheap Housing.** These areas indicate large blocks of cheap rooms available for rent.
- ⑤ **Shop Row.** A singularly bad investment by the Ashfield Corporation of Earth, one of these rows was built into each of these decks, and houses a single store masquerading as many. Shop Row sells a variety of simple necessities and comforts, from synthetic groceries to clothes to nightstands, though all the

inventory tends to be of suspect quality, and each Shop Row seems to be staffed solely with surly malcontents who make a drunk Minbari seem affable.

- ⑤ **Medium Housing.** These areas indicate large blocks of medium rooms available for rent.
- ⑤ **Mixed Retail.** A welcome departure from Shop Row, these retail areas tend to be taken up by clothing stores, small restaurants and meal counters, neighbourhood-style bars and assorted specialty shops, such as bookstores and furniture stores. On the lower levels, these stores tend to be of good quality, with most or all of the retail spaces rented out. The closer the decks come to Downbelow, however, the fewer stores can be found here, and even these tend to be of steadily worsening quality.
- ⑤ **Housing.** The kind of housing available in these areas depends upon the deck. On decks 32 and 33, large blocks indicate large quarters available for rent. On the remainder of the decks, these indicate blocks of cheap quarters available for rent.



# GREEN SECTOR

If Blue Sector is the nerve centre of the station, if Yellow Sector is its heart, then surely Green Sector is its soul. The vast majority of this sector is given over to the massive Garden in its centre, but in the few inhabited decks between the Garden's infrastructure and the vacuum of space the dream of the Babylon Project is truly given form. This sector is home not only to the ambassadorial quarters, but to the centre of EarthForce authority on the station and, most importantly, to the Council Chambers, where the members of the Babylon 5 Advisory Council meet to attempt to solve their differences through word and negotiation, rather than through sword and fire.

In many ways, Green Sector is a microcosm of the much larger alien sector in Red Sector. Designed to accommodate members of every race represented on the station, large amounts of Green Sector are uninhabitable to humans. A variety of atmospheres fill the corridors and rooms of Green Sector, a true test of the versatility of the station's life support systems.

## ENTERING GREEN SECTOR

Green Sector is off limits to anyone without official business inside. Obviously, this does not include the Garden, which is open to everyone on Babylon 5, but rather the several decks of residences and offices outside the Garden.

Green Sector can only be accessed through the transport tubes leading out from the Core Shuttle and the entrance from Deck 27 of Red Sector. Green Sector cannot be directly accessed from Brown Sector. All entry points require an identicard with appropriate security credentials to access.

The security officers patrolling the hallways of Green Sector are constantly on the lookout for anyone who has managed to breach security, and will stop anyone they do not recognise or think looks suspicious to check identification. Usually, those they stop are in Green Sector at the behest of one of the ambassadors, but the security officers are required to verify any invitation as authentic before allowing the individual to proceed.

With the main ambassadors and diplomatic personnel from all the major races and the League of Non-Aligned Worlds located here, security is very tight.

However, ambassadors can and (far more often than Mr Garibaldi would like) do grant access to civilians with whom they mean to do business, and diplomatic privileges mean there is very little the security forces can do to restrict visitors.

## The Alien Sector

Green Sector is the site of the station's original alien sector. Initially conceived as a way of keeping all requirements for alternate atmospheres in private quarters in a restricted part of the station, the first alien sector was placed in Green Sector for ease of maintenance and configuration, as the station's life support would already be required to provide for multiple requirements to accommodate the ambassadors and their staff. A range of quarters were originally set aside for the use of aliens who could not survive in standard atmospheres without breather masks or encounter suits,

### Babylon 5 Advisory Council

Meeting Agenda 5 June 2258

09:30 – Meeting gavelled to order

**Item 1: Resolution 5658-A, introduced by Centauri Ambassador Londo Mollari, requesting censure of the Narn government for alleged Narn attack on Centauri colony of Ragesh III.**

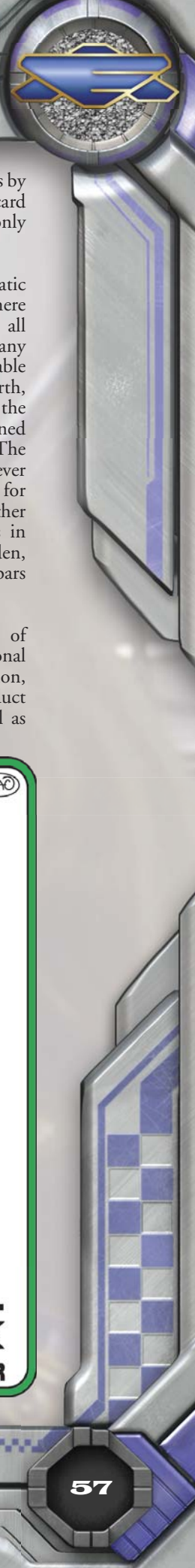
**Item 2: Resolution 5658-B, introduced by Vree Ambassador K're'hin, regarding import/export duties of Babylon 5.**

**Item 3: Resolution 5658-C, introduced by Brakiri Ambassador Gouth, regarding import/export duties of Babylon 5.**

**Item 4: Resolution 5658-D, introduced by Abbai Ambassador Ssothilth, regarding weapons trade between members of the League of Non-Aligned Worlds.**

**Item 5: Resolution 5658-E, introduced by Drazi Ambassador Huern, requesting creation of a personal weapons firing range in the Garden.**

Green Sector



but it was soon felt that this unnecessarily segregated these races from the rest of the station. With additional funding contributed by various alien governments, most from within the League of Non-Aligned Worlds, more quarters throughout Red Sector were refitted to provide sealed alternate atmospheres upon request. The Alien Sector in Green Sector is still in operation, however, and is even requested by some races who enjoy their privacy. Eventually, this Alien Sector will be wound down and probably converted to additional diplomatic quarters for the expanding League of Non-Aligned Worlds, making the new Alien Sector in Red Sector the only one of its kind on the station.

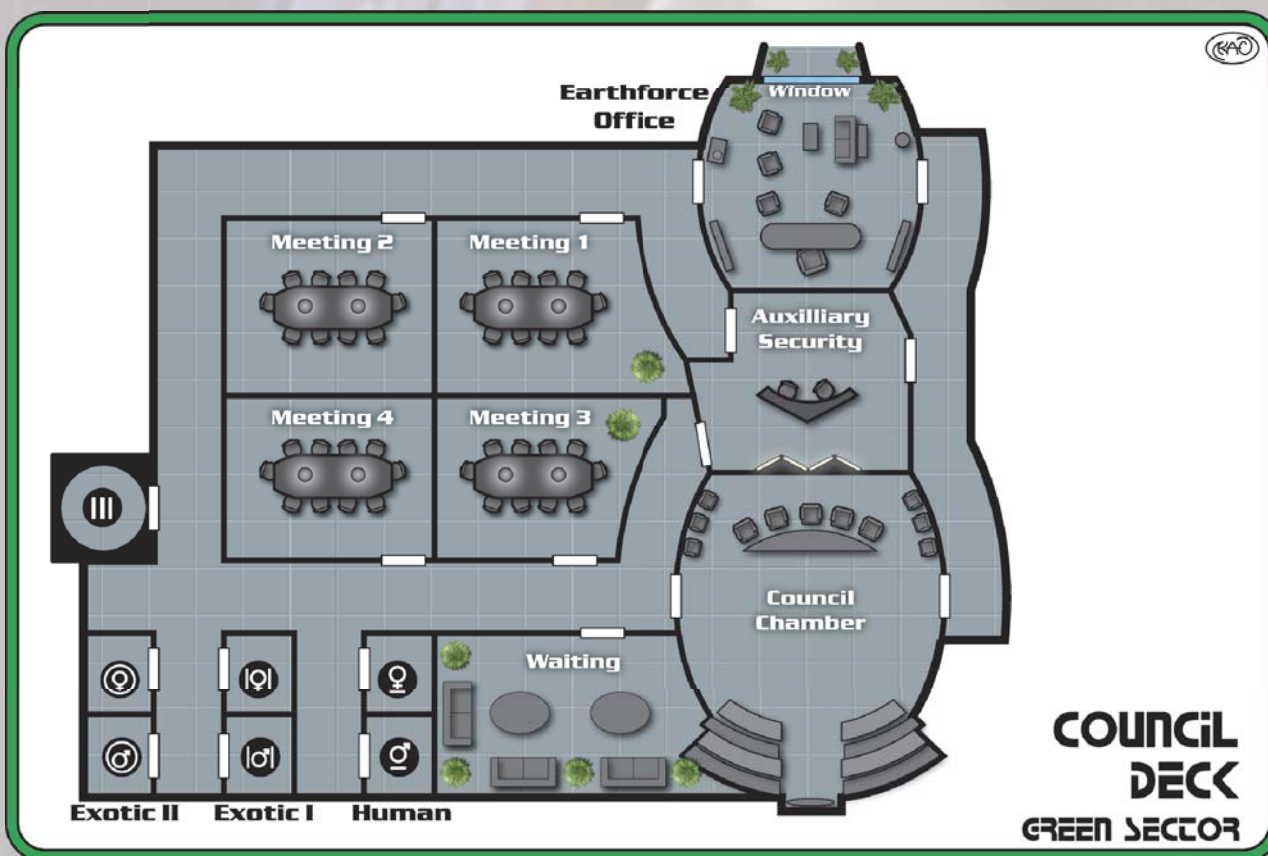
## The Council Deck (Green 1)

Deliberately isolated from the rest of Green Sector is the Council Deck, where the Babylon 5 Advisory Council meets and where the station commander's office is located. Accessible only by security lift, this sensitive area is deep inside Green Sector, located just beneath the surface of the Garden, in a small spot where the usual Garden infrastructure has been moved aside. The Council Deck, more formally known as Green 1, is found in Green 1-1 and Green 1-2.

⑤ **Security Lifts.** These two lifts, guarded at all times by security officers and accessible only by an identicard with the proper security credentials, are the only means of entering or leaving the Council Deck.

⑤ **The Council Chamber.** Acting as the diplomatic centre of the station, the Council Chamber is where the Babylon 5 Advisory Council, comprising all ambassadors present onboard, meets to discuss any issues its members raise. Seating at the main table is provided for the five major governments (Earth, Centauri, Minbari, Narn and Vorlon), facing the representatives of the League of Non-Aligned Worlds in a galley across the speaking floor. The Council Chambers are sealed by security whenever a meeting is in session, though they are available for ambassadors to use for private meetings at all other times, though most prefer to conduct business in more refreshing surroundings, such as the Garden, Observation Rotundas or even one of the many bars and restaurants available on the station.

⑤ **EarthForce Office.** This is the central hub of EarthForce authority on Babylon 5, the personal working space of the commander of the station, currently Jeffrey Sinclair. It is here he will conduct meetings with officials and ambassadors, as well as







plough through the mountains of paperwork that come with the job. Overall, the office seems sparse with little more than a desk for the commander to work behind, chairs to seat visitors and the EarthForce seal mounted on a wall behind him. However, the commander does enjoy one perk no other person on the station has. Across from the commander's desk is a portal that provides a stunning view of the Garden.

The office is equipped with direct links to both BabCom and StellarCom, including fast access to a variety of Gold Channels for communications to EarthGov and EarthForce.

5 **Council Chamber Waiting Area.** On the occasion that someone is brought in to address or advise the Babylon 5 Advisory Council, the guest will be brought to this room to wait until the council is ready to receive him.

5 **Meeting Rooms.** Though they are rarely used, these rooms are intended to serve as auxiliary meeting rooms for the Babylon 5 ambassadors, should they have need of a venue for a private meeting when the Council Chambers themselves are otherwise occupied.

5 **Auxiliary Security.** This area is a small auxiliary security office. When the Babylon 5 Advisory Council is not in session, there will be two security officers stationed on the Council Deck, patrolling the corridors or relaxing in here, present primarily to ensure the security of the commander's office. When the Council is in session, an additional two security guards are detailed to this deck, standing guard outside the doors of the Council Chamber.

5 **Toilet Facilities.** Toilet facilities for males and females of each race are located here for the convenience of the ambassadors and their staff.

## Green Sector Deck 2

Located approximately 40 metres above the Council Deck, Deck 2 of Green Sector houses the majority of the oxygen-breathing alien diplomats aboard Babylon 5, as well as the Sector's main security station.

5 **Bulkheads.** These great bulkheads at either end of the sector serve both to isolate it further from the rest of the station, and as conduits for power, sewage, data lines and other essential elements of station infrastructure.



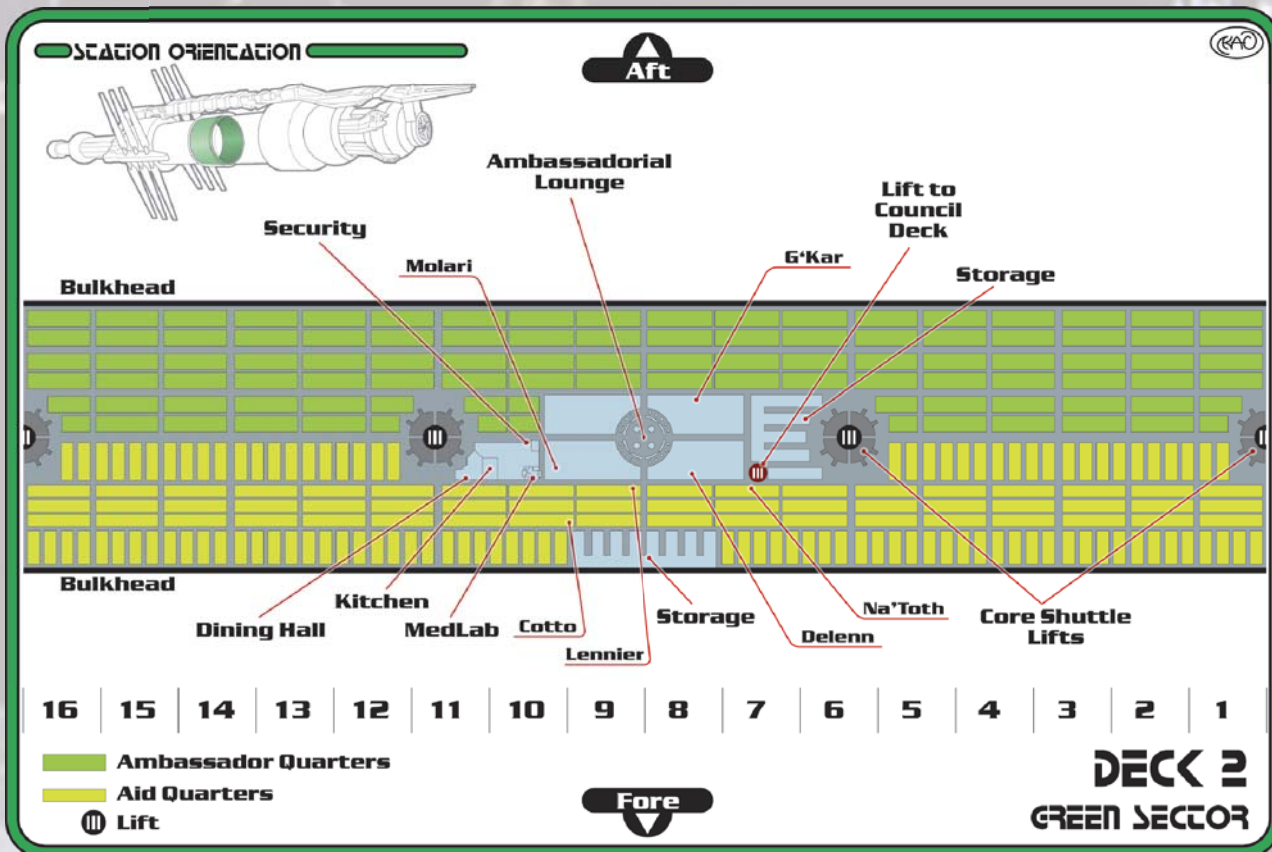
## Green Sector



- ⑤ **Ambassadorial Quarters.** These areas are blocks of ambassadorial quarters, some occupied and some not.
- ⑤ **Ambassadorial Lounge.** This large, open area was built in hopes the ambassadors of the various races would grow to feel a sense of camaraderie with one another as they strove to replace war with peace throughout the galaxy. Of course, this has not gone quite as planned, and this lounge is usually empty.
- ⑤ **Core Shuttle Access/Lift.** These areas mark the spots where lifts from the Core Shuttle enter the deck.
- ⑤ **Council Deck Access.** Locked behind security doors requiring identicard access, this lift conveys passengers down to the Council Deck below.
- ⑤ **Ambassadors' Dining Hall.** This elegantly appointed room was built for the ambassadors to Babylon 5 to take their meals here. Unfortunately, it failed to take into consideration such factors as dietary needs, dietary customs and the fact that the food here is no better than that in the Mess Hall in Blue Sector. Some of the ambassadorial aides come here in the mornings for the free breakfast, but generally speaking, working in this dining hall is the easiest job

any cook will ever have, as most mealtimes come and go with no customers. The majority of the dining hall customers, in fact, are security officers from the nearby station who come over to grab a quick meal before or after their shifts.

- ⑤ **Kitchen.** This kitchen is meant to serve the dining hall next door.
- ⑤ **Security.** A total of 39 security officers are assigned to security in Green Sector. At any given time, four of them will be in here to monitor security cameras, fill out paperwork and man the communications lines. The remainder of the on-duty officers will be out patrolling the corridors of Green Sector or serving in the Council Deck security office.
- ⑤ **Main Ambassadorial Quarters.** These four quarters were built for the four non-human races of the Babylon 5 Advisory Council before anyone was aware of the Vorlons' atmospheric requirements. Thus, one of these quarters stands open, and several ambassadors from the League of Non-Aligned Worlds are jockeying to fill it.
- ⑤ **Mollari's Quarters.** These are the quarters of Centauri Ambassador Londo Mollari.





- 5 *Deleenn's Quarters.* These are the quarters of Minbari Ambassador Deleenn.
- 5 *G'Kar's Quarters.* These are the quarters of Narn Ambassador G'Kar.
- 5 **Ambassadorial Aide Quarters.** These rather smaller quarters are for the use of ambassadorial aides and other staff.
- 5 *Cotto's Quarters.* These are the quarters of Centauri Ambassadorial Aide Vir Cotto.
- 5 *Na'Toth's Quarters.* These are the quarters of Narn Ambassadorial Attaché Na'Toth.
- 5 *Lennier's Quarters.* These are the quarters of Minbari Ambassadorial Aide Lennier.
- 5 **Ambassadorial Storage.** These heavy, secure storage areas are intended for the use of the ambassadors and their staff, to store any items too large to fit comfortably in their quarters. Each area is a 6-metre cube, and is considered sovereign soil of the government to whom it is assigned. Each storage area is outfitted with a DC 30 electronic lock, though the ambassador may upgrade this if he wishes (at his own expense or that of his government).
- 5 **Medlab Green.** Designed specifically to deal with multiple alien physiologies, Medlab Green boasts several atmospherically sealed surgery and treatment bays. Adjacent to the Sector's central security station, this Medlab is also known as Medlab 3, and is headed by Dr Maya Hernandez, who reports directly to Dr Stephen Franklin.

## Green Sector Deck 3

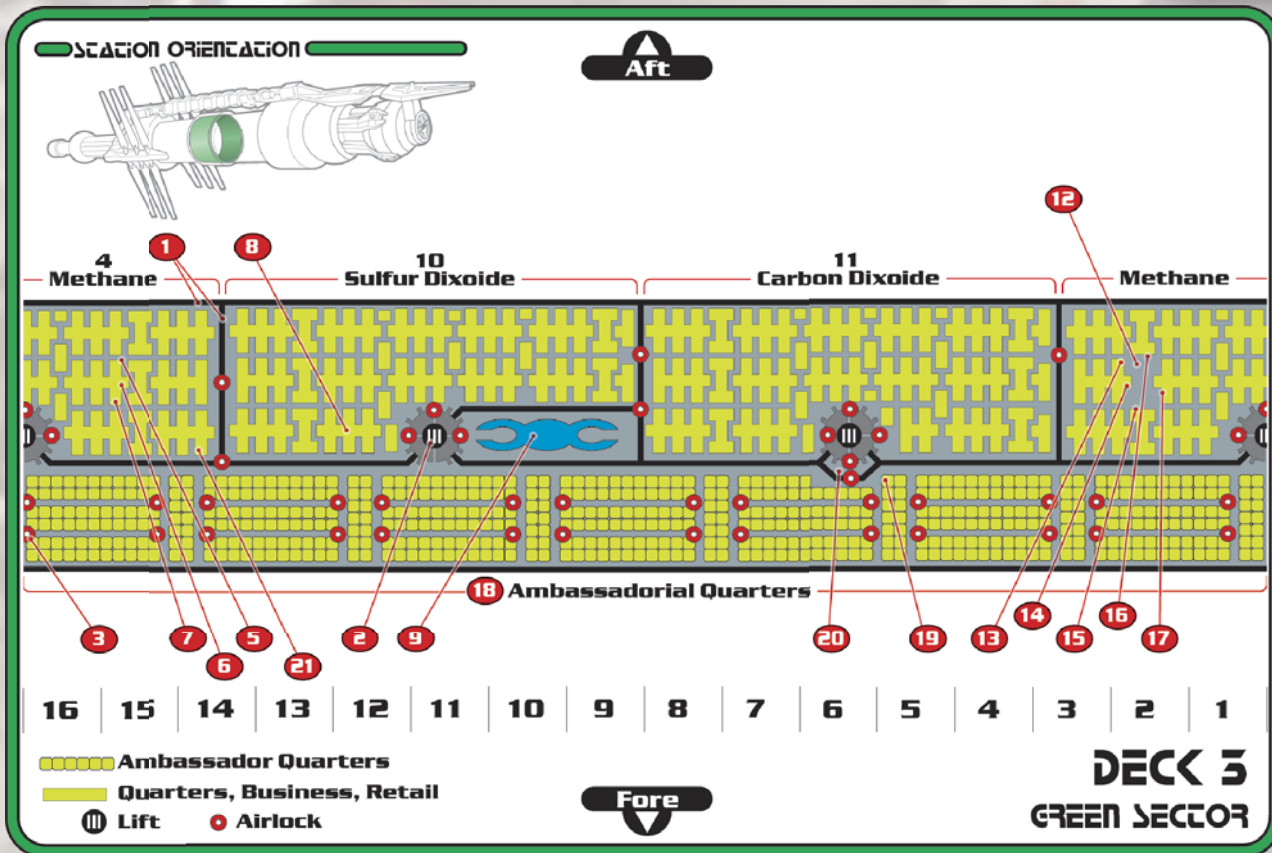
Deck 3 of Green Sector has been described by Mr Garibaldi as a maze filled with poison gas – and that is more or less exactly what it was meant to be. This deck is home to both the station's first alien sector and the ambassadorial quarters of the representatives of those races who require an exotic atmosphere in order to survive. Though the two sides were not truly intended to mix, as evidenced by the thick bulkhead running through the middle of the deck, the fact is that the aliens making their home on this deck can and often do mix together. Every security officer dreads patrolling the alien sector, not only because of the ubiquitous airlocks peppering the hallways, but because here they must meet and deal with creatures who are utterly alien from anything they know.

The alien sector of Deck 3 is due to be rotated out of service within the next two years in

favour of the larger alien sector in Red Sector, a fact which is currently under protest by several residents of the sector, particularly those who have opened a business servicing a very niche, but very captive, client base.

1. **Bulkheads.** These great bulkheads that run through the sector serve both to isolate it further from the rest of the station, and as conduits for power, sewage, data lines and other essential elements of station infrastructure.
2. **Core Shuttle Access/Lift.** These areas mark the spots where lifts from the Core Shuttle enter the deck. Each of them opens into a small room filled with an oxygen environment. Each of these rooms has one or more airlocks lift passengers can use to enter the deck proper.
3. **Airlock.** Perhaps the most common thing on this entire deck is airlocks. Used to separate various exotic and specific atmospheres, it is difficult to travel any distance at all on this deck without passing through one. Each airlock has a small alcove built into the wall that contains four breather masks. These masks are meant for the use of oxygen-breathing creatures; any other creature in need of a mask (for example, a methane-breathing alien venturing into a carbon dioxide atmosphere) must provide his own mask.
4. **Alien Sector – Methane.** These areas are set up for methane-breathing aliens, such as the Gaim.
5. **Ch'thwick Potables.** This small tavern, run by an intrepid, breather-masked Vree named Ch'thwick (Vree Agent 6) is a popular gathering spot for the methane-breathing residents of the alien sector. Ch'thwick is more than just a simple merchant, however. He is here at the behest of his government to learn as much as he can about the Gaim, relative newcomers to the galactic stage and close neighbours (relatively speaking) of the Vree Conglomerate.
6. **Fallith ast Jynt.** The name of this establishment translates roughly to 'Courier'. Run by an Abbai named Yluth (Abbai Male Worker 3), this business does very well for itself by offering two services the Gaim, the predominant inhabitants of this part of the Alien Sector, need. Unable because of their physiology to speak any tongue other than their own, and hindered by their inability to breathe the air in most of the station, Gaim who need to send a message somewhere outside their race and their sector face significant problems. Yluth solves these problems by translating and delivering any message the locale populace needs.
7. **Exotic II Public Toilets**

## Green Sector



8. **Food Service.** This area is actually a collection of several food vendors, serving a variety of alien dishes to the local populace. Human visitors to the Alien Sector may buy food here if they wish, but as this is part of Alien Sector, the vendors are not bound by the usual obligation to only sell human-tolerable foods. Thus, buyer beware.
9. **Aquatic Housing.** Although humanity has yet to come in contact with an intelligent aquatic race capable of space travel, the authors of the Babylon Project believed it was only a matter of time until such a race was found, and inserted this area into the station's Alien Sector. When, upon the completion of the station, there was still no race for whom the facility was necessary, it was offered up to the Abbai. However, the Abbai ambassador Ssothilth declined, as she and her aides prefer to make periodic use of their diplomatic immunity by dipping into the lakes that stud the surface of the Garden.
10. **Alien Sector – Sulphur Dioxide.** These areas are housing set up for races that breathe sulphur dioxide.
11. **Alien Sector – Carbon Dioxide.** These areas are housing set up for races that breathe carbon dioxide.
12. **The Alien Zocalo.** This area of Alien Sector was never finished when Babylon 5 was being constructed, but the various races that populate the Alien Sector have completed it in their own way. Known in the sector as the Alien Zocalo, it is a collection of shops and businesses catering to the local residents. Of course, anyone who wishes may come and spend credits here, but it is extremely unusual to find anyone not of the Alien Sector here. The names of the businesses listed below are all translated from the actual language in which the establishment is named.

The atmosphere in the Alien Zocalo is methane. There are some 30 shops in all in the Alien Zocalo, and many of the ambassadors residing in the opposite end of the deck come here to do any shopping they may need, rather than travelling all the way to Red Sector. The shop owners of the Alien Zocalo are particularly incensed over the idea of the retirement of Green Sector's Alien Sector, and relentlessly lobby the diplomats in their clientele to oppose any such



move. This appears to be working fairly well, as some of the monies Babylon 5 was expecting from alien governments in the League of Non-Aligned Worlds for work on the new Alien Sector in Red Sector have mysteriously dried up.

13. **Jump Point.** A friendly tavern selling a variety of potent drinks, many of which would be poison to most oxygen-breathing life forms. There are several small rooms inside the bar where alternate atmospheres are maintained, enabling virtually any resident of Babylon 5 to come and enjoy a drink without having to sip it through a breather mask. It is run by a Gaim named Trilloth'yk (Gaim Worker 4).
14. **Sated.** This small store sells a variety of truly unusual (and often living) foodstuffs prized by the races living in the Alien Sector. It is owned and operated by Jaqran Mzorka (Male Brakiri Trader 3).
15. **Alien Curios.** The name of this business is somewhat deceptive to a human customer, or to an alien of a human-type race such as the Centauri. Operated by a Gaim named Na'byet (Gaim Trader 3), Alien Curios offers various cultural artefacts and religious curios from human, Centauri and Narn cultures. To the eyes of a human, Centauri or Narn, these are items that would appear wholly unremarkable (such as a small figurine of the Buddha, for example), but to the alien customers of the Alien Zocalo, they are strange and fascinating.
16. **The Terminal.** The newest addition to the Alien Zocalo, this shop sells data crystals with various forms of alien entertainment embedded in them. The shop is run by a Drazi named Frithul (Male Drazi Soldier 3/Worker 2), but Chief Warrant Officer Garibaldi believes it is actually owned by N'Grath. He further believes N'Grath is using the store to smuggle information into and out of Babylon 5, but has yet to find a way to prove any wrongdoing.
17. **New Shell.** This large store sells exclusively Gaim clothing, and a fair number of people have come to the Alien Zocalo simply to marvel at the variety of clothing available for Gaim. Prices range from 20 credits up to 500 credits, though what the difference in quality between the two ends of that spectrum may be is something no human has managed to discern. New Shell is operated by Vellech (Gaim Worker 4).

18. **Ambassadorial Quarters.** These are the quarters set aside for ambassadors and ambassadorial staff of races that require an exotic atmosphere of some kind to survive. The entryway to each of these quarters is actually its own airlock, meaning there is no need for the kind of 'segregation by atmosphere' found in the Alien Sector. Each ambassador's (and each aide's) quarters are individually customised to the needs of the residents.

19. **Kosh's Quarters.** These are the quarters of Vorlon Ambassador Kosh Naranek.

20. **Security Portal.** Just because the Alien Sector shares a deck with the exotic atmosphere ambassadorial quarters does not mean the residents of the Alien Sector can freely enter the ambassadorial areas of the deck. This portal, which also acts as an airlock, requires identicard access with proper security privileges to pass through.

21. **N'Grath's Quarters.** This is the methane-soaked home of the creature known as N'Grath. Regarded as one of the worst kept secrets on Babylon 5, it is well known to long-term residents of the station that N'Grath controls much of the black market trade that passes through. Coming from a little-known insectoid race found on the distant outskirts of the galaxy, N'Grath arrived on the station as soon as it went online and immediately commenced setting up a fencing operation that has proven highly successful as more and more aliens of different cultures arrived on the station, wishing to sample exotic and possibly illegal delights from other star systems.

N'Grath has few morals about the items he trades in but likes to avoid violent confrontations. He is also well aware that Mr Garibaldi watches his operation closely and so will be reluctant to trade in any item that will bring unnecessary heat upon him, such as Dust and high-powered weaponry. Garibaldi realises that if N'Grath were to be arrested and his operations smashed, other lurkers and lowlifes would simply move into the insectoid's place. He much prefers to simply keep a close eye on N'Grath and so monitor the majority of the smuggling that takes place on Babylon 5 with comparatively little effort.

Though N'Grath conducts all his business from his quarters here in the Alien Sector, most of his illegal inventory lies hidden in a safe house in Downbelow.



# THE GARDEN

A green oasis amid a technological desert, the Garden seems jarringly out of place aboard Babylon 5. In fact, the first impression many people have of it is that it is needless ostentation, a monument to excess aboard a station that cost billions of credits to build in the first place. In fact, nothing could be further from the truth.

Straddling both Green Sector and Red Sector, the Garden is a massive hollow cylinder in the middle of the station, and it is a wonder to behold. The Garden runs around the entire 360 degree arc of the station, the rotation of the central carousel providing 0.94g of gravity to the entire surface. A lush landscape of trees, fields, crops and even artificial lakes, one can literally stand in the midst of the Garden and look directly up at the surface of a lake glittering in reflected sunlight nearly half a mile above. The Gardens run nearly 1.75 miles in length, with a circumference of a little more than 1.5 miles.

The sheer vastness of the Gardens never fails to stun a first-time viewer who, after seeing little more than cramped corridors and small rooms aboard the station, suddenly catches sight of this immense wilderness around and above him.

Though some have questioned the point of having such an installation on a place like Babylon 5, the Garden is essential to the station's operation. It contains orchards, crop fields and other, more decorative greenery, all of which serve to convert the carbon dioxide constantly manufactured by the majority of the station's residents into oxygen, providing enormous augmentation to Babylon 5's life support systems. Further, the root systems of all these plants serve to help filter the station's waste water. Babylon 5 could certainly exist without the Garden, but its contribution to station life support means the station's maximum population would be reduced by more than one third.

## LIFE IN THE GARDEN

The Garden is not a zoo. Though there are some animals inside it, such populations are limited to insects chosen for their beneficial functions and a few small groups of birds. There are rats and other vermin in the Garden as well, though they were not deliberately introduced. Rather, they came on board Babylon 5 the same way they have come along with humanity on every other endeavour – by stowing away on a ship. Fortunately, there is a small population of owls in the Garden that serve to keep the vermin population under control.

All plant life in the Garden is native to Earth. Though humanity has been in contact with other races for several decades now, there has been little research done concerning the effects of cross pollenisation between Earth-native plants and those of particular alien worlds – indeed, there has been little research to determine if it is even possible. This is actually the subject for one of the planned experiment projects for the laboratories in Yellow Sector, though it has yet to get underway due to budget constraints.

The Babylon Project chose to include only Earth plants in the Garden for another, more utilitarian reason as well. They are a known quantity. Humans have been growing and harvesting the same species of plants on Earth for millennia, and they are quite aware of exactly what they can expect from an apple tree or a field of corn, whether it is in the rich farmland of Earth or spinning around the inside of a space station several light years away from the planet where it evolved.

This dovetails nicely with the reason why the plants in the Garden were chosen. All plants considered for inclusion on Babylon 5 were measured against four characteristics: how hardy they were, how much food they could produce, their aesthetic value and how efficiently they could convert CO<sup>2</sup> into oxygen. So long as a plant scored well on at least two of those criteria, it was considered for inclusion in Babylon 5. Naturally, the ability of the plants to all thrive in a single environment was also called into question.

**To: All Security Personnel**

**From: Chief Michael Garibaldi**

**RE: Fishing**

Yes, there are lakes in the Garden. Yes, there are fish in those lakes. No, you cannot pull them out and eat them. Yes, the 'No Fishing' signs are there for a reason. The fish are there to keep the ecological balance of the lakes in check. No, I can't tell you why that is. I know you can't fish there and that's all I need to know. It's also all you need to know. If Sinclair comes and tells me one more time about one of my people pulling fish out of his lakes, I'll throw you in there to replace the fish you took out.



## Tending the Garden

To the casual observer, the Garden of Babylon 5 seems like a perfect little ecosystem, as capable of sustaining itself in perpetuity as is any forest or glen on the face of Earth itself. This is exactly the impression the designers of the Garden hoped to create, but in fact it could hardly be farther from the truth. Keeping the Garden healthy and productive is a Herculean task – indeed, worse, because it can never be completed.

Babylon 5 retains a staff of more than 100 gardeners who tend daily to the Garden. Though the job's title might sound simplistic, the assigned duties are anything but. A gardener aboard Babylon 5 does not spend his days simply pulling weeds and raking leaves, he is charged with the maintenance of a nature preserve in space, an integral and essential part of the station's life support and supply systems. He must meld old knowledge with new technology, farming fields that cling to the inside of a constantly rotating cylinder hanging in a vacuum. In conjunction with the station's maintenance personnel and technicians, he must make certain the complex machinery that keeps the Garden functioning remains in peak working order.

## Behind the Curtain

Though the Garden may look like a self-sustaining system, it requires a great deal of technology to keep it operational. All plants in the Garden need sunlight to survive, for example. With the Garden itself encompassing the entire surface, all 360 degrees of the station's curvature, simply finding a way to provide the plants the light they require called for a significant feat of engineering. The station's designers incorporated a complex system of windows and mirrors that would collect and channel the light of the nearby Epsilon Eridani star into the Garden, projecting it diffusely from the massive superstructure of the Core Shuttle running through the middle of the Garden. The mechanisms controlling the light automatically increase and decrease the amount of illumination emitted into the Garden to simulate day and night, a necessary feature for the plants' survival.

Beneath the surface of the Garden lie 20 metres of thick, rich soil. The soil itself differs in composition and pH depending upon the plants it is meant to sustain. Below the soil lie another 20 metres of hydrobags, wastewater pipes, support systems and storage and silo units. Wound between these are multiple water and oxygen reclamation units, as well as microbiological tanks – specially designed containers

deep underground that are intended to serve as breeding colonies for the dozens of micro organisms needed to keep the Garden functioning at peak efficiency.

The trees in the Garden are able to draw moisture up through the soil from the seepage of the hydrobags, but the smaller plants, such as the grasses, crops and hedge maze, require a more direct approach. Every morning at 06:00, the immense sprinkler systems of the Garden go off, ensuring every plant has enough water. When the sprinklers are active, it looks very much as if it is raining in the Garden, as the system actually runs up the sides of the Core Shuttle access tubes for nearly 40 metres, creating a fine mist that lies over the entire Garden for about an hour before finally settling. Visitors to the Garden during this time should be aware that this water comes from the station's water reclamation facilities, and though it can hardly be described as raw sewage, it certainly is not drinkable. Dr Franklin, tired of treating cases of diarrhoea caused by this water, has repeatedly requested signs be placed in the Garden instructing visitors that just because the water does not smell is no reason to drink it. Thus far, his requests have gotten nowhere.

## INTO THE GARDEN

The Garden has ten main access points, though nine of these are by Core Shuttle (see page 11). The shuttle actually makes three stops in the Garden, and each of these stops has three transport tubes to take passengers down to various parts of the Garden's surface.





The tenth way into the Garden is through Red Sector, a large open gateway that takes visitors directly into the forward section of the Garden where the religious structures, Zen garden and other attractions lie.

## Guide to the Garden

The following is a list of the major areas and significant points of interest in the Garden.

1. **Cropland.** Off to the side of the station's major religious centre is one of the main cropland areas of the Garden. This particular area is used for growing small fruit and vegetable bushes, the exact species depending upon the time of the year. Crops grown in this area of the Garden include peppers, tomatoes and berries. Note that this, like other patches of cropland in the Garden, is not limited to a single crop, but rather to multiple plants with similar tolerances.
  - 1.a Carefully hidden in the middle of a clump of annual berry bushes is small stand of coffee plants. Lieutenant Commander Susan Ivanova, shortly after arriving on Babylon 5, bribed some of the gardeners to cultivate these plants for her. While it is, strictly speaking, illegal to grow the plants on the station, as they provide no essential nutrients, Ivanova felt it was a worthwhile risk if it meant she could have a cup of real, fresh coffee from time to time. The plants produce beans year-round, enough to grind and brew a pot of real coffee about every two or three months.
2. **Cropland.** This area of cropland is turned over to crops that require a great deal more water than those in area 1. Crops grown in this portion of the Garden include rice and beans.
  - 2.a Running in a thin strip along the edge between the croplands and the main religious and cultural centre of the station is a small herb garden, planted both as a source of spices for the station's eateries and as a way to generate a pleasant aroma that drifts over the nearby areas of the Garden.
3. **Core Shuttle Access.** Each location marked with a '3' on the map is the location of a Core Shuttle access tube. Nine in all, these access tubes run from the surface of the Garden to the Core Shuttle route above. Except for two (those leading into the religious and sports centres of the Garden) each shuttle access tube has a small park at its base, where residents of the station can come to relax, enjoy a picnic or merely

experience a bit of solitude in the otherwise cramped quarters of Babylon 5. See the Core Shuttle (page 11) for more information.

4. **Religious and cultural centre.** Please see separate listing.
5. **Sports centre.** Please see separate listing.
6. **Orchard.** This orchard, which roughly fills the area between the two core shuttle access tubes and the hedge maze (area 7) is devoted to apple and peach trees.
  - 6.a The deepest of the artificial lakes in the Garden, reaching a depth of 23 metres, this lake is actually used as a fish farm for the Fresh Air and other more upscale eateries aboard the station.
7. **The Hedge Maze.** Spanning the distance between the religious centre and the sporting centre is a massive hedge maze, measuring almost 250 metres square. Carefully tended by the gardeners, this hedge maze is a favourite spot for people to conduct meetings away from prying eyes, whether it is two smugglers meeting to exchange money or two EarthForce officers meeting for a romantic tryst that would seriously violate regulations.

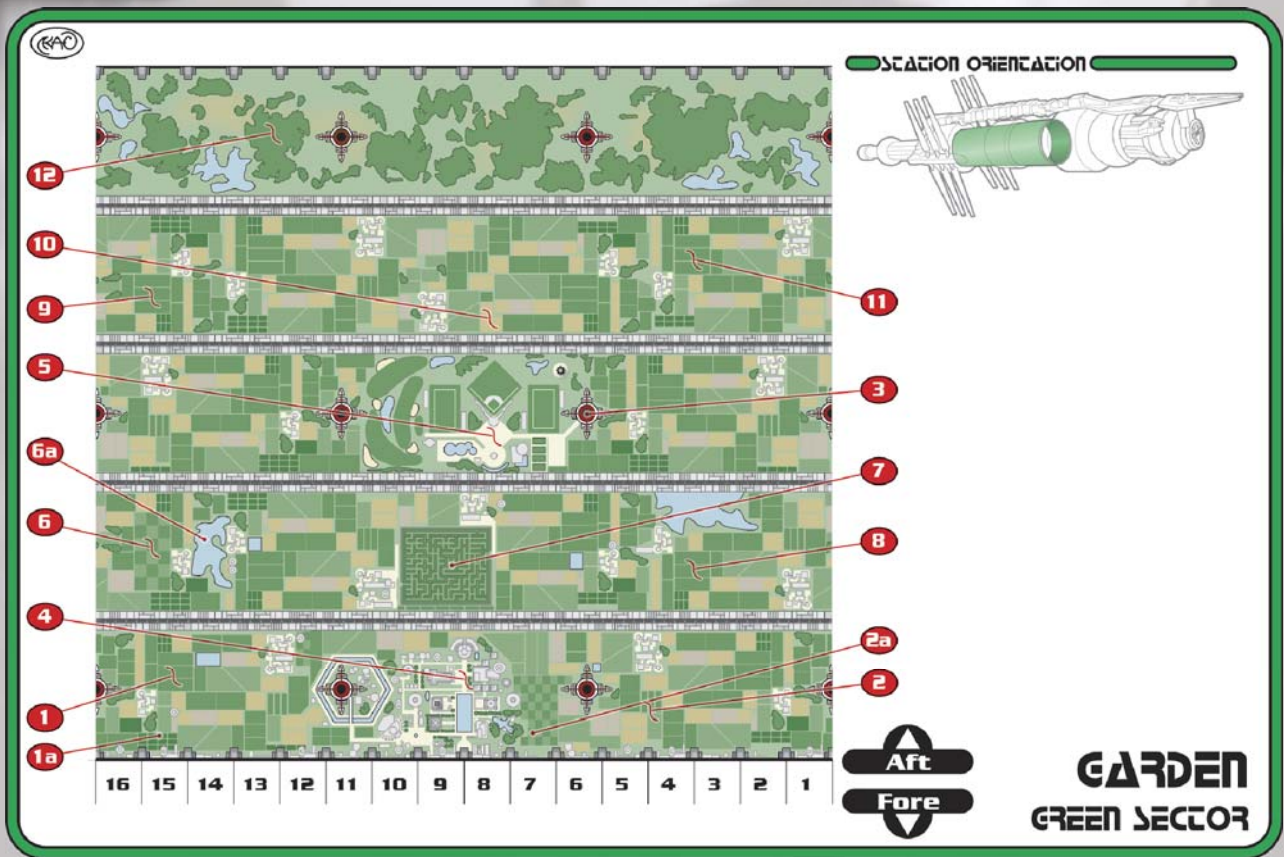
The walls of the maze itself are a little more than three metres high and a little less than a metre thick, formed of densely grown holly bushes to make cheating on the maze a difficult and painful endeavour. There are a total of ten security cameras in the hedge maze, five of which are marked as such and intended to serve as a 'panic button' for people who become hopelessly lost in its depths.

Twice a year, the gardeners bring in machinery to uproot parts of the maze in order to rearrange its shape. This usually takes about two days, and is intended to keep the maze from going stale for people who have walked it many times. The station's security officers serving in this area of Babylon 5 hate this time of year, as they are required to know the maze by heart and this means they must relearn it to take into account the usually minor adjustments the gardeners make.

The first time the gardeners changed the hedge maze in 2257, they inadvertently closed off the only means of escape, essentially converting the entire maze into one big cul-de-sac. Chief Warrant Officer Michael Garibaldi has not yet forgiven the gardening crew for the seven hours he spent lost inside it.

The hedge maze has a simple stone path running along the outside on either side, connecting the religious and cultural centre to the sporting centre





for those without the patience for the actual maze. Hedged with flowers and boasting a dozen benches on each path, these walkways are favourite spots for meetings of a less clandestine nature than those that occur in the hedge maze.

The first time a character enters the maze, he will require 10 hours to navigate his way through it, minus 30 minutes for each point of the character's Intelligence. Thus, a character with an Intelligence of 15 would need two and a half hours to find his way through the maze to the other side. Once a character knows the proper way to walk through the maze, it will only take him 20 minutes to do so.

8. **Orchard.** Mirroring the first orchard (area 6) in size and layout, this orchard is filled with various citrus fruits, such as lemons and oranges.
9. **Cropland.** This stretch of cropland is used to grow and harvest corn for the station.
10. **Cropland.** This stretch of cropland is used to grow and harvest potatoes for the station. This is quickly coming to be known among those who follow the

station's baseball games as Mendoza's Field, as the star hitter of the Ghost Riders, Juan Mendoza, has knocked no fewer than 13 home runs out the station's sports centre and into this field.

11. **Cropland.** This stretch of cropland is used to grow and harvest potatoes for the station.
12. **Forest.** The aft side of the Garden produces no food at all. Rather, it is given over to a riot of trees, flowers, shrubs and other plants in a wild-seeming but carefully tended miniature forest.

## Religious and Cultural Centre

At the forward end of the Garden stands a collection of artfully designed buildings which overlook the vast expanse of greenery. These buildings, divorced as much as possible from the hustle and artificiality of the station itself, house the religious and cultural facilities of Babylon 5, as well as a few areas of quiet contemplation or simple, natural beauty.

In addition to the graceful buildings in this area of the Garden, there are multiple streams and rows of flowers to



further augment the illusion of being in a natural setting, rather than in the belly of a space station.

This area also marks the only pedestrian entrance to the Garden, where people may come and go through Red 27. Technically, this part of the Garden lies within Red Sector.

1. **Entryway.** This is the entryway to the Gardens, the only public means of access aside from the Core Shuttle. The entry is as grand as the Garden itself, a seven metre wide gateway from the synthetic surroundings of the station into the natural wonder of the Garden. It opens onto a large plaza with a raised wall on either side. The walls themselves are overgrown with ivy, save for a few spots set aside as bulletin boards, where flyers advertising various happenings in the Garden, from invitations to attend one of the religious services to advertisements for upcoming sporting events, can be posted.

During the 'daylight' hours of the Garden, this plaza is home to as many as 20 cart-pushing vendors, selling drinks, sandwiches, ice cream and other refreshments. At night, these carts are collected by the gardeners and stored in the shed (area 15), until their owners retrieve them the next day.

2. This small, **Open-Air Theatre** was intended as one of the cultural diversion aboard Babylon 5. Designed to seat 150 humans (or humanoid aliens) it has, sadly, stood empty since the station opened. No theatre troupe has been willing to make the journey from even the closest Earth Alliance colony to play this theatre, and no one aboard the station has shown any interest in forming a theatre company. Discussions are currently underway to convert it into a movie theatre. Chief Warrant Officer Michael Garibaldi has been vocal in his support of this conversion, promising to provide 'cartoons' to be shown before every feature.

3. **The Plaza.** Separated from the rest of the cultural and religious centre by a series of artfully placed, ivy-covered walls, this plaza is a popular meeting place, as well as a venue to hold receptions and gatherings of all kinds.

The plaza is a favoured place for holding events on the station, from a friend's birthday party to a wedding reception, and can be reserved for a cost of 150 credits per hour, which pays only for the use of the space. Visiting Minbari diplomats are particularly fond of this area of the Garden, and often book it for everything from polite meetings to sacred religious ceremonies. All bookings for the plaza can be made through BabCom as much as four months in advance of the date of the event.

Anyone who books the plaza is taking a gamble, however. The plaza is the 'official' reception area for visiting dignitaries and new ambassadors arriving on the station, many of whom do not advertise their arrival for months in advance. If the arrival of a new dignitary conflicts with a previously reserved private function of some kind, the reservation comes out on the losing end in favour of the official reception. In such cases, the money paid for the reservation will be refunded and an alternate venue provided, but for some, this is insufficient.

4. **The Zen Garden.** This small alcove on the right-hand side of the Garden is perhaps the most peaceful spot on the station, a refuge from the noise and cramped quarters that otherwise mark Babylon 5. It is a particularly favoured spot of Minbari Ambassador Delenn, who can often be found here contemplating the lines in the sand of the Zen garden. Commander Sinclair once told her here that it was difficult to set aside space for the Zen garden, which seems a strange circumstance, considering the vastly larger amount of space taken up by such installations as the hedge maze and reflecting pool.

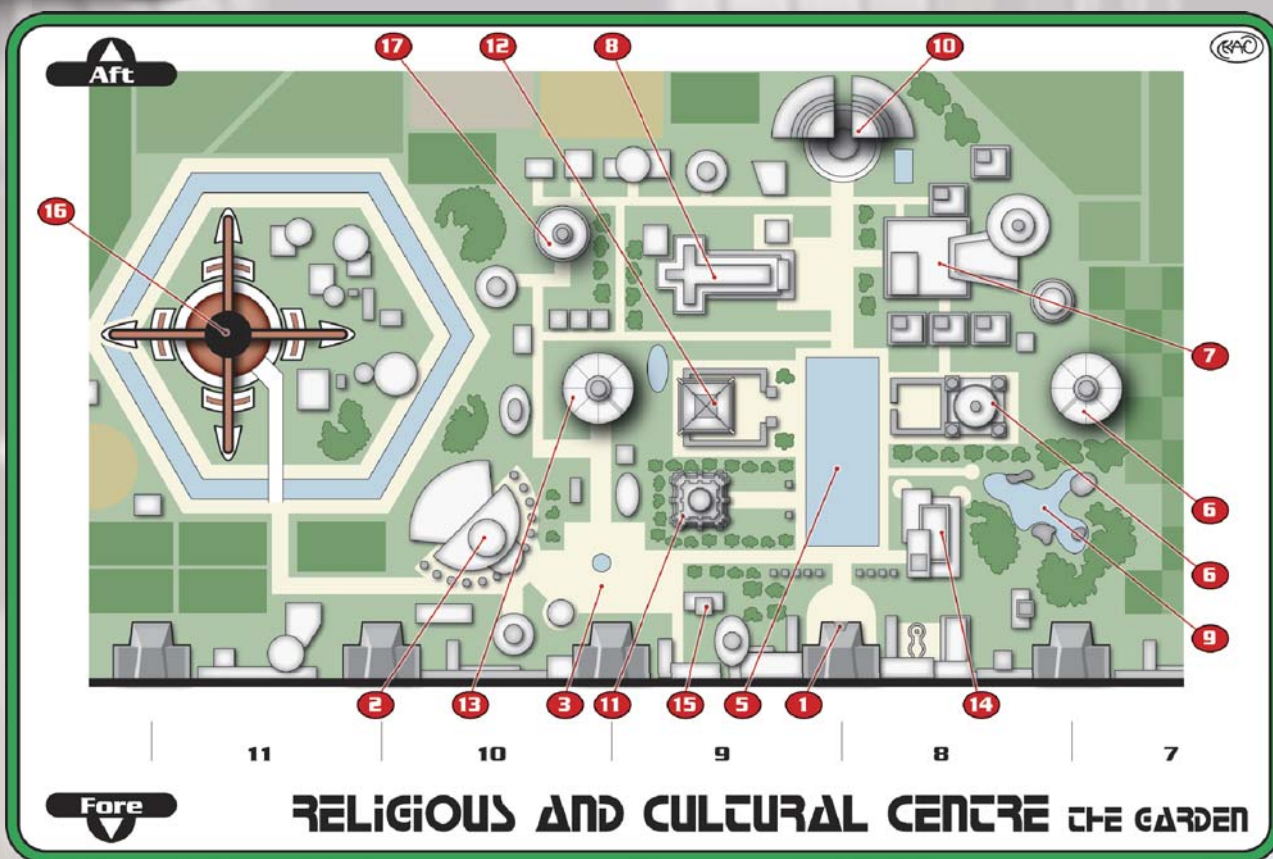
5. **The Reflecting Pool.** The religious and cultural centre of the Garden is criss-crossed with streams, all of which begin and end here in the reflecting pool. Only about three metres deep, the bottom of the reflecting pool is inlaid with multicoloured tiles and bits of smoked mirror, making it almost hypnotic to gaze into.

6. **The Mosque.** Easily identifiable by the small minaret atop it, the mosque in Babylon 5 is crowded on Fridays and experiences light traffic the rest of the week. Imam Ramullah ibn-Rahan serves as the spiritual leader for about one-third of the station's human workforce. There is room for only one mosque on Babylon 5, meaning that all Muslim sects must share the same facility.

7. **Babylon 5 Continuing Education Centre.** This building was intended to be part of a larger educational network aboard the station, but budget cutbacks just before Babylon 5 opened doomed this school before it ever got started. It is an empty structure, lacking almost everything but doors and windows. Originally, it was meant to house continuing education facilities catering to the blue-collar employees and residents of the station, allowing them to further their educations with introductory level university courses.

8. **The Church.** Approximately 40% of the station's residents follow one of the Christian denominations. As there is not enough room for a separate centre of worship for each of the several dozen denominations represented on the station, all Christians who wish





to attend worship services must share in this single ecumenical building. It is quite crowded on Sundays, and sees some small crowds on Wednesdays, but most of the rest of the week this building stands empty.

9. **The Grotto.** One of the most popular spots in this area of the Garden is the grotto, an artificial lagoon complete with a small waterfall, multiple exotic flowers and even a population of frogs and turtles. This area is also a popular spot with the growing number of those following the Foundationist movement aboard the station, who prefer to gather in such places for their religious ceremonies.
10. **Observation Towers.** These two wedge-shaped towers are designed to provide a birds-eye view of the Garden for those willing to make the 60 metre climb up the stairs to the top. In fact, these towers are one of the worst wastes of space in the entire station, as anyone interested in a panoramic view of the Garden need only ascend to one of the Core Shuttle platforms for a much higher and much better view. Rarely used for observation, the two towers have found some purpose with the more fitness-minded residents on the station, who use the long stairways for exercise.

11. **Hindu Temple.** Though followers of the Hindu faith make up less than 10% of the station's population, initial estimates placed it much higher, leading to the building of this small temple in the Garden. The outside of the temple is unadorned, but the interior is opulent with a variety of *murtis*, creating a sense of actually being in an ancient temple somewhere on Earth.
12. **Buddhist Temple.** Some 10% to 15% of the station's human population are followers of Buddhism, who gather in this round temple for their own religious services. As with other religions on the station, there is not enough room to build separate centres of worship for every separate sect within each religion, thus, followers of both Theravada Buddhism and Mahayana Buddhism must share the same temple.
13. These two large, round towers are actually **Water Storage Tanks** and pumping stations, each holding approximately 35,000 gallons of water. They serve the simple purpose of maintaining the constant flow of water throughout the streams, grotto and reflecting pool of the station's religious and cultural centre.



14. **The Fresh Air Restaurant.** Extending out over the Garden's religious and cultural centre is one of the most famous spots on the station, the premier eatery of Babylon 5, the Fresh Air Restaurant. Rightly famed for its gourmet menu that uses not one molecule of synthesised food, the Fresh Air is an open-air restaurant, affording its patrons a magnificent view of the Garden along with a fine meal and an excellent bottle of wine to truly enjoy the experience.

The watchword at the Fresh Air is service. The restaurant offers its patrons an extensive menu designed to cater to all tastes, even offering various alien dishes that conform to the station's law that all such food must be tolerable to humans. Additionally, the restaurant is the premier catering facility aboard the station, serving exclusive dinners to parties as small as ten and as large as 200. The Fresh Air has even been known to make pizza deliveries to the quarters of senior staff members when requested to do so.

Of course, all this service does not come cheap, and the Fresh Air is beyond the means of many people who make their homes upon the station. The restaurant's clientele consists primarily of visiting businessmen, dignitaries, senior staff members and the few wealthy people who actually reside on Babylon 5, as well as those who could not normally afford to dine in such a place, but are splurging for a special occasion.

15. **Gardeners' Shed.** Hidden in a corner of the religious and cultural centre is a small building with fabricated walls, where the gardeners store their tools and equipment, as well as the vendors' carts used during the day at the entrance to the Garden.
16. **Core Shuttle Access Tube.** This marks the spot where one of the Core Shuttle's access tubes provides the station's personnel with a quick and easy way into or out of the Core Shuttle overhead.
17. **Earharts.** Named after the American aviator of the 20<sup>th</sup> Century who became the first woman to pilot an aircraft across the Atlantic Ocean on Earth, Earharts is the officers' lounge on Babylon 5 and is open to all EarthForce officers and their friends. It has a fully stocked bar and can get quite noisy in the evening when the majority of shifts end – officers looking for a quieter setting are encouraged to go elsewhere. Regular celebrations are organised by the Command Staff to herald diplomatic milestones or newly gained commissions and promotions, ostensibly to continue the station's high level of morale. This has helped develop the strong sense of loyalty EarthForce officers serving on Babylon 5 have towards one another. Visitors will note that the crests of every

major EarthForce ship that has voyaged to the station adorn the walls, a common tradition in many officers' messes throughout the Earth Alliance.

There is a rule within Earharts that no officer is permitted to bring official business into the officers' lounge, on pain of buying a round for the entire bar. Though regarded as a joke, long-serving officers are deadly serious about enforcing this entirely unofficial rule and many young officers have seen their month's salary decimated in one night, to the good-natured jeering of their comrades.

## SPORTS CENTRE

While the religious and cultural centre helps to fulfil the spiritual and mental needs of those who make their homes on Babylon 5, the sports centre in the Garden helps to fulfil the physical needs – offering the people of the station a place to play and exercise, to sweat out the stress of a busy life on a busy station in the middle of the void.

### Sports on Babylon 5

Though there are dedicated exercise facilities throughout the station intended for staff and ambassadors alike, none of these areas are as popular as the sports fields in the Garden. Not only do the sports fields offer the closest thing to being outdoors one can find on Babylon 5 without needing an EVA suit and a security pass, none of the station's exercise facilities can provide the convivial, competitive atmosphere a friendly ball game can deliver.

The sports fields on Babylon 5 are open from 09:00 to 20:00 every day. From 20:00 to 09:00 the following morning, the station's crew of gardeners work to repair any damage done to the fields over the course of the previous day. Usually, there is little actual repair work to be done, as the grass used for the fields is a genetically-engineered variant of Bermuda grass, and is exceptionally resistant to the kinds of wear and tear that occur on a sports field.

### Sports Fields

Though space is limited in the Garden, just as it is everywhere else on the station, there are several sporting fields available for recreation and relaxation. The most popular of these facilities is the baseball field, available for either team play or for individual practice, equipped with an automatic pitching machine. Also popular are two long fields suitable for soccer, rugby or American football. There is also a small, three-hole golf course.

All sporting fields on Babylon 5 are designed with human sports in mind, and have proven impossible to adjust to



serve the needs of any alien sports. Several ambassadors on the station have filed requests to have the sporting facilities in the Garden expanded to fulfil the requirements needed for alien sports, but the lack of additional space and the presumed lack of substantial demand for such facilities has meant that such requests fall on deaf ears.

#### Field Rental

Of course, using the sports fields on Babylon 5 is not free, except to ambassadors (with diplomatic immunity) and senior staff (who tend to view this as an unofficial perk).

Renting a sports field in the Gardens costs 40 credits per hour. Though it is not required, it is suggested that anyone wishing to use a field reserve a time slot. Reservations may be made through the station's computer system up to six weeks in advance. This requires a valid identicard and full payment in advance. If a field is not reserved, it can be used by anyone willing to pay for the privilege, though they must leave the field immediately if they begin to infringe on someone's reserved time.

The most popular sports field in the Garden is the baseball field; the game has even generated a small league of teams who play on it frequently. At any given time of day, there is a 25% chance the baseball field is in use. For all other fields, there is a 10% chance.

#### Leagues

Of all the sports played on the fields in the Garden, only baseball has become popular enough to generate enough individual and official teams to form a functional league – though of course they are not professional teams. There are 16 different baseball teams in the Babylon 5 league, formed from different groups of workers on the station. For example, there are two teams of dock workers, one team of maintenance workers, one team of gardeners and so forth. The league is dominated by the three teams fielded by the three individual Starfury squadrons, who have adopted their squadron names – Flying Nightmares, Ghost Riders and Air Cavalry – as their team names.

Currently, all baseball teams playing aboard Babylon 5 are made up of humans. Shortly after the station opened, Commander Sinclair, with an eye toward improving interracial relations through activities such as sports, asked the Flying Nightmares to try to recruit an alien team to join the rapidly forming baseball league. The members of the Flying Nightmares gave it a valiant try, speaking to the station's populations of Centauri, Narn and Minbari, but none of these races were interested in trying the strange human sport. Eventually, the Flying Nightmares found a group of Drazi that were elated at the thought of joining the league, gave them a copy of the rules and agreed to meet them in an exhibition game three days later.

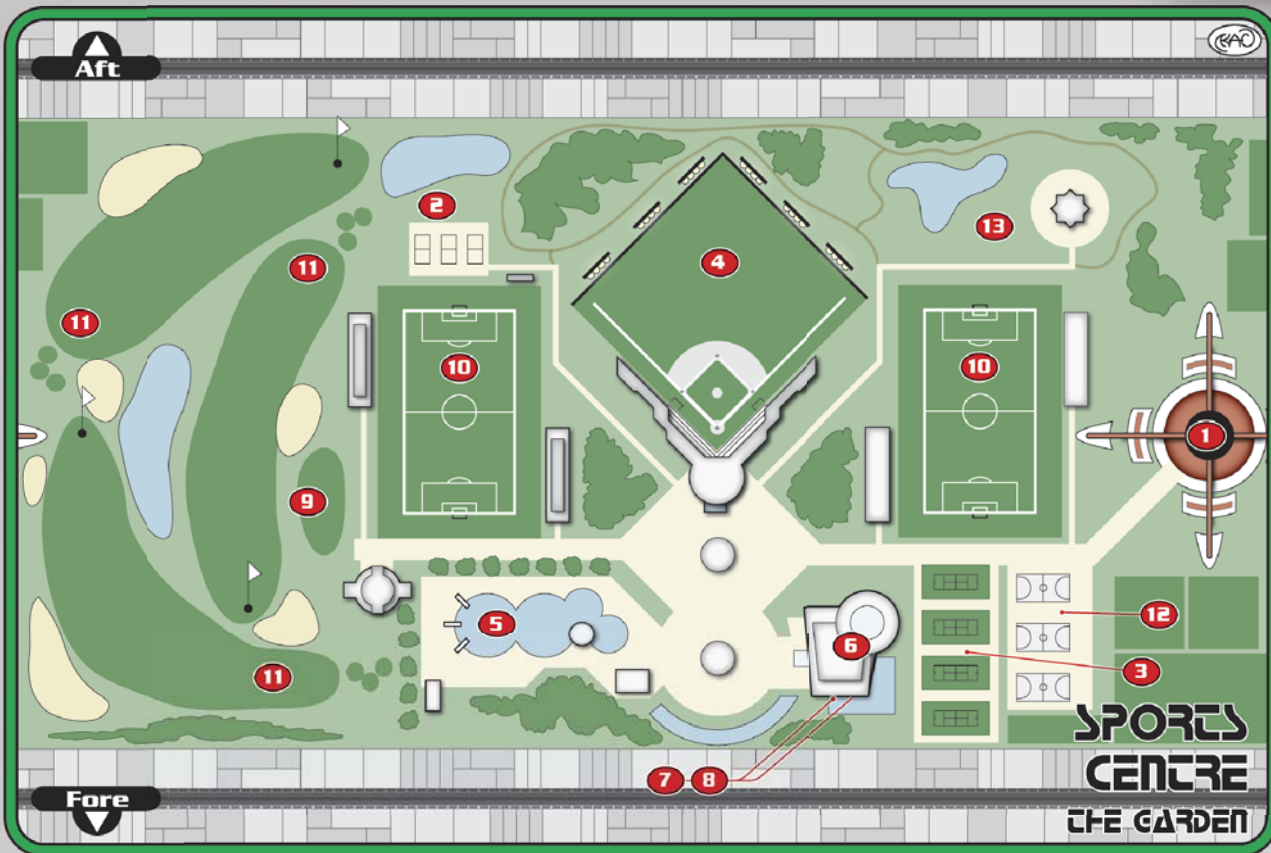
Unfortunately, the Drazi never actually read the rules. Their excitement at joining the league stemmed solely from their realisation the game was played with large wooden clubs, which, they assumed, was all they needed to know. As Lt Richard Burnell, the pitcher of the Flying Nightmares, threw out the first pitch of the exhibition game, the Drazi team charged the field en masse, shouting battle cries and swinging their bats. Within moments, the field turned from the site of a leisurely baseball game into a chaotic battlefield. Fortunately, Chief Warrant Officer Michael Garibaldi and Security Officer Zack Allan were at the field as spectators, and were able eventually to break up the melee, with the help of four more hastily summoned security officers. Nonetheless, the exhibition game ended with five Starfury pilots and four Drazi sent to Medlab for their injuries, effectively grounding half the Flying Nightmares Starfury squadron for three days. Chief Garibaldi wanted to charge the Drazi with compromising station security, but, with an eye toward avoiding any political fallout from the incident, Commander Sinclair talked him out of it.

Since the unfortunate incident with the Drazi, no one has approached them again about joining in a human sport. Particularly those who play golf. While there are sometimes alien spectators at the sporting events aboard the station (particularly Centauri Ambassador Londo Mollari, who likes to place bets on the outcome) none have chosen to join in.

The games of the Babylon 5 baseball league are broadcast on BabCom channel 261. Reruns of previous games are on 262, while all other sports played in the Garden are shown on channel 263.

1. **Core Shuttle Access Tube.** This marks the spot where one of the Core Shuttle's access tubes provides the station's personnel with a quick and easy way into or out of the Core Shuttle overhead.
2. **Volleyball court**
3. **Tennis court**
4. **Baseball diamond.**
5. **Swimming pool.** The station does not provide a lifeguard to stand duty over the swimming pool, thus, all who are interested must swim at their own risk.
6. **Indoor exercise facility.** This facility contains exercise machines, free weights and a small sauna. There is also a small equipment locker where sports equipment, such as balls, pads and similar items may be checked out. Checking out a piece of sports equipment requires a valid identicard and a rental charge of five credits per hour.

## The Garden



7. **Women's locker room, changing room, showers and toilet facilities.** Note that these facilities, particularly the showers and toilets, may only be used by humans and similar aliens, such as the Centauri. More exotic races will have to use the toilet facilities appropriate to their race in Red Sector.
8. **Men's locker room, changing room, showers and toilet facilities.** Note that these facilities, particularly the showers and toilets, may only be used by humans and similar aliens, such as the Centauri. More exotic races will have to use the toilet facilities appropriate to their race in Red Sector, or ascend the Core Shuttle access tubes to the nearest station.
9. **Putting green.**
10. Each area labelled as **Area 10** is a field suitable for soccer, rugby or American football.
11. **Golf Course.** Each area labelled as Area 11 is one of the three holes in the Babylon 5 golf course. Though it is short, it is considered challenging, particularly with the variable gravity of the station and the curvature of the floor of the Garden. Par for the first hole is 3, par for the second is 4 and par for the third is 3.
12. **Basketball court.**
13. **Picnic Area.** This park-like area is neatly sculpted and dotted with trees, making it an idyllic spot for a picnic or other informal gathering. It also acts as the starting and stopping point for the running and walking trails that wend their way between the various sports fields of the Garden's sports centre.



# BROWN SECTOR

Aside from the verdant beauty of the Garden, there are few places on Babylon 5 that can be considered attractive. Brown Sector is definitely not one of them.

In fact, there are two sides to Brown Sector. One is its relatively small residential and business area, populated by the station's poor, those who are only half a step and a day's pay away from Downbelow. The other side is much larger. Brown Sector is home to Babylon 5's industrial area, where waste recycling and life support manage vital functions necessary to the continued upkeep of the station. These parts of Brown Sector are dark and foul places, reeking of treatment chemicals and raw waste, filled with the thunderous noises of massive machines banging and chugging to keep the station operational. It is little wonder that only the station's poor make their homes here.

Brown Sector is open to anyone wishing to enter it, though few people coming from outside the sector are willing to do so without a security escort.

## Brown Sector Industrial

The first 40 decks of Brown Sector are purely industrial in nature, housing the massive machines that keep the station operational and habitable. A visitor to this part of Brown Sector expecting to see neatly ordered individual decks with humming machines is sure to be surprised. Decks one through 40 of Brown Sector are very nearly decks in name only. The entire area more closely resembles an enormous, open air factory, the individual decks nothing more than stops on the lifts that open onto wire-framed catwalks and creaking stairways that straddle yawning abysses. In a few spots, it is possible to stand on Deck 40 and look up at the opposite side of Deck 40 nearly half a mile overhead. These decks are connected together with a spider web of stairways and ramps, peppered with maintenance stations and often strewn with trash.

The atmosphere of Brown Sector's industrial area is almost apocalyptic, massive machines spewing steam and gasses, an eternal thunder of machinery, alternating pools of bright, industrial lighting and long stretches of shadowy walkways and benighted corners. Footing in this area of the station can be slippery and uncertain, and character moving at a speed greater than double their base movement rate must succeed with a Reflex saving throw (DC 10) every round or lose their footing and fall. Those who do fall down must succeed at a second Reflex saving throw (DC 15) or slip off the catwalk, falling 12 metres to the next deck and taking damage appropriate to the gravity of the level of the station they are in.

### Brown Sector Gravity

Deck	Gravity
1-10	0.1g
11-20	0.25g
21-25	0.5g
26-30	0.66g
31-35	0.75g
36-40	0.85g
41-45	0.95g
46+	1.1g

## Encounters in Brown Sector Industrial

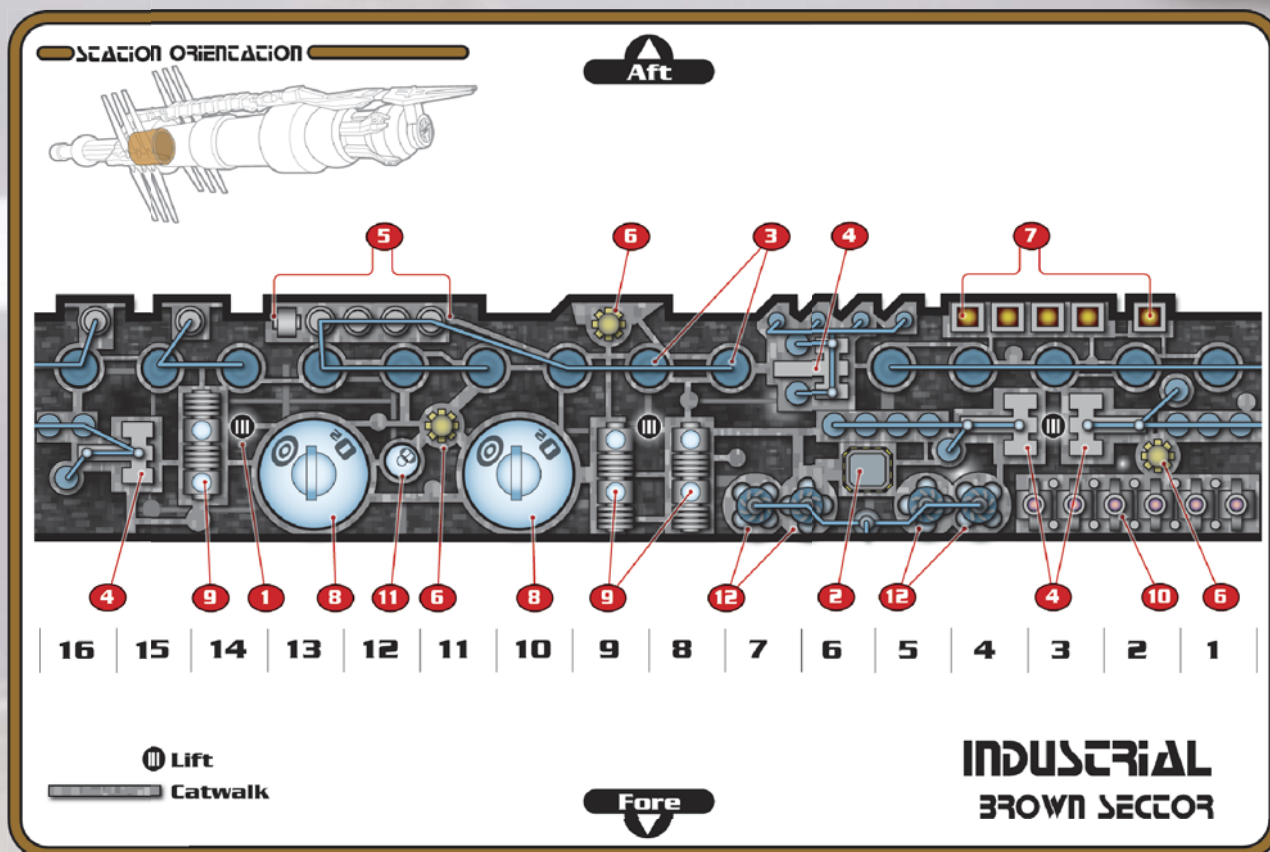
The industrial area of Brown Sector differs from most of Babylon 5 in that it is possible to go for some time without running into another living soul. In places like Red Sector, on the other hand, people literally trip over one another, particularly in areas like the Zocalo.

Given the constant tumult of noise in Brown Sector's industrial area, Notice skill checks to detect any given sound suffer a -10 circumstance penalty everywhere in the industrial area. Workers here wear protective gear over their ears at all times, and even without it, a face-to-face conversation must be conducted in a voice just short of a shout in order to be heard.

### Brown Sector Encounter Table

D20 Roll	Encounter
1-2	1d3 Day Labourers (Lurker 2)
3-4	1d2 Technicians (Worker 2)
5	1 Engineer (Scientist 3) and 1d3 Technicians (Worker 2)
6-7	Rusted catwalk, impassable for 10 feet
8-9	1d6 Day Labourers (Lurker 2)
10	Steam venting through catwalk, go around or suffer 1d4 hit points of damage from heat.
11	1d2 Thugs (Soldier 1)
12	1d4 Thugs (Soldier 1) with a leader (Soldier 3)
13-16	1d4 Maintenance Workers (Worker 2)
17	1d3+1 Security Officers (Soldier 2)
18	Pile of broken machinery
19	Collapsed stairway
20	Gas leak (Fortitude save DC 15) or lose 1d4 points of Constitution for one hour.

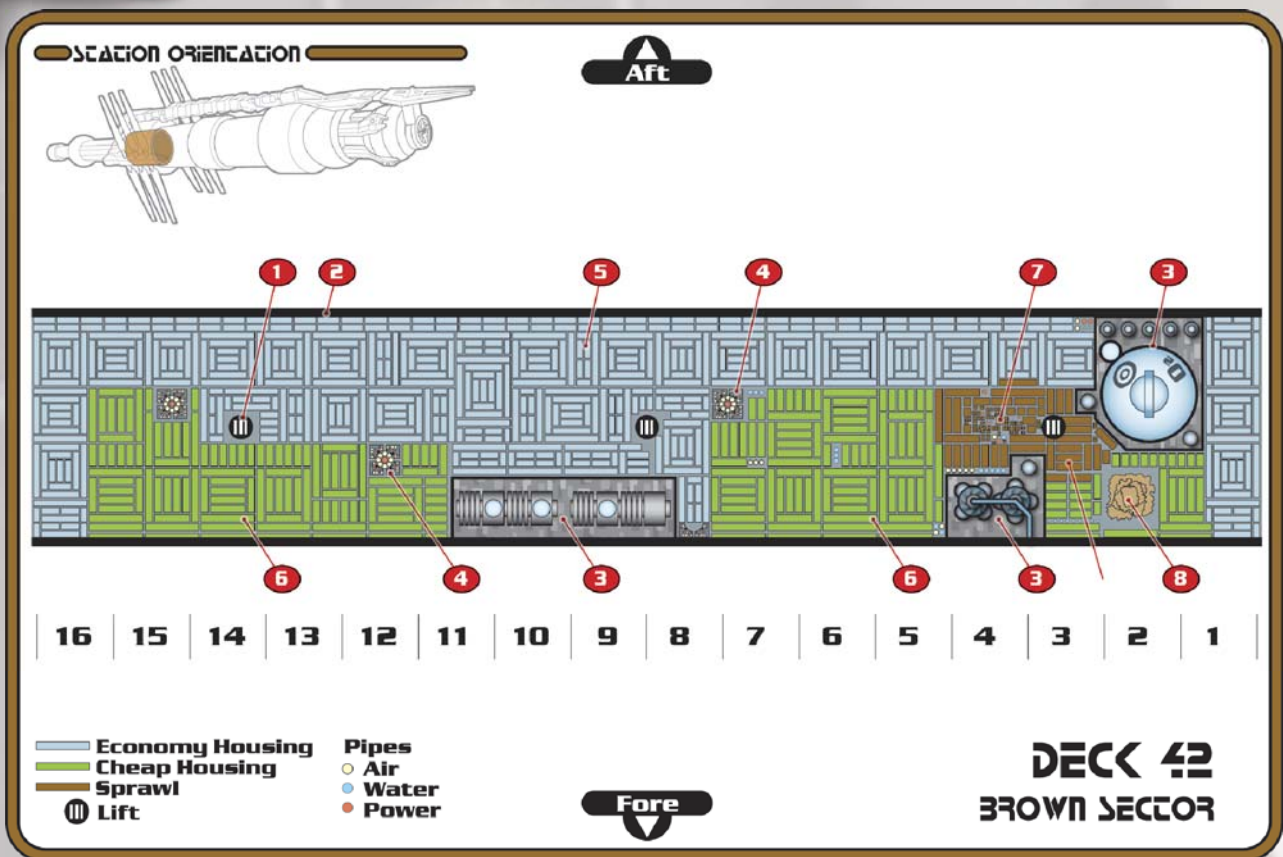
## Brown Sector



If the Games Master wishes to use the Brown Sector Encounter Table to determine encounters when the Player Characters are in Brown Sector, it should be consulted every 30 minutes of game time.

1. **Lifts.** These areas mark the passenger lifts servicing Brown Sector.
2. **Cargo Platform.** This immense lift, a flat, square steel platform measuring 10 metres on a side, is used to ferry large pieces of machinery up and down through the Sector. Capable of supporting as much as 25 tons at standard Earth gravity, the platform runs from Deck 40 all the way to the centre of the station. Pieces of machinery that need to be repaired or replaced in Babylon 5's fabrication furnaces can be moved into Grey Sector through a zero-g passage in the station's core.
3. **Wastewater Storage Tanks.**
4. **Wastewater Treatment Facility.**
5. **Wastewater Chemical Purification Facility.**
6. **Maintenance and Operations Controls.** Scattered about on each deck, these consoles are used to control the massive, steaming, thundering machines of Brown Sector's industrial area.
7. **Solid Waste Firing Furnace.** Solid waste collected through the station's wastewater treatment facilities is routed here and burnt to ash, which is in turn ejected from the station.
8. **Oxygen Storage and Regulation.** These massive tanks collect oxygen from the life support filtration units and mix it with other gasses to create normal atmosphere.
9. **Oxygen Filtration.** Essentially enormous return air collectors, these machines work to clean the station's air, pumping oxygen into the storage and regulation units.
10. **Temperature Control.** The station's primary heater and air conditioner, this enormous machine maintains a steady temperature throughout the station's life support zones.





11. **Exotic Gasses Filtration and Storage.** These smaller tanks serve to maintain exotic atmospheres where needed in the station.
12. **Water Pump Stations.** These machines supply a constant flow of water throughout the station.

## Brown Sector Residential & Commercial

As Mr Garibaldi notes in his security briefing for Brown Sector, 'residential' and 'commercial' are fairly charitable terms for the dark and dank decks of Brown Sector where many of the station's most destitute residents outside of Downbelow live and, if they are lucky, work.

The few residential and commercial decks of this sector are cramped, dimly lit places, populated by people living a hand-to-mouth existence, and by others willing to exploit the poverty of their neighbours. No housing more luxurious than a 'cheap room' can be found in Brown Sector, while slightly more than half the housing is of subsistence quality. Many of the rooms available in Brown Sector have something wrong with them, and while station maintenance is

tasked with fixing such problems as surely as it is with repairing imperfections in the ambassadorial quarters of Green Sector, it is a simple fact of life that there are only so many maintenance workers on the station and only so many hours in the day, meaning problems in Brown Sector tend to get bumped to the bottom of the work list. It is not uncommon to rent a room in Brown sector only to find that the BabCom terminal is missing or the toilet is broken.

Decks 41 through 44 of Brown Sector are devoted to housing and commercial, but of these, deck 42 (see map) is the most densely populated and developed. However, the basic layout of the four decks is identical.

1. **Lifts.** These areas mark the passenger lifts servicing Brown Sector, ascending from the Core Shuttle platforms in the sector's centre.
2. **Bulkheads.** These great bulkheads at either end of the sector serve both to isolate it further from the rest of the station, and as conduits for power, sewage, data lines and other essential elements of station infrastructure.

3. **Machinery.** These areas mark places where machines from the sector's industrial area protrude into the residential and commercial area of Brown Sector. Shielded from vandalism by steel plates and mesh, it is nonetheless possible to access them through maintenance doors in the housing. These doors are locked with electronic locks (DC 20).
4. **Pipes.** These areas mark the places where sewage pipes, air ducts and power conduits take a short cut through the middle of the sector on their way to the industrial areas beneath. The people of Brown Sector commonly patch into these pipes for their own use.
5. **Economy Housing.** These areas are all blocks of densely packed economy housing. On Deck 42, between 50% and 75% of these housing blocks will be occupied at any given time. On the other residential decks, the housing blocks have a 30% occupancy rate.

Economy housing is the cheapest form of housing available on Babylon 5 (aside from a blanket thrown on the deck in Downbelow, of course), offering literally nothing but a small bed, a toilet and a power outlet. Costing 100 credits per week or 20 credits per day, economy housing is rented on the spot, so to speak, by sliding an identicard into the slot on the door and paying the daily or weekly rate. Once payment is made, the station's computer will log the identicard's information, and for the length of the rental, the door will only open for that identicard. A small, often cracked and dirty screen on the door displays whether or not it is available for rent.

Economy housing is the only kind of housing unit on Babylon 5 that does not include a BabCom terminal in the room.

6. **Cheap Housing.** Upscale by the standards of Brown Sector, these areas mark the location of housing blocks of cheap rooms. These rooms cost 350 credits per week in Brown Sector, and may be rented through any BabCom terminal. All these rooms have BabCom terminals installed, though in a small number of them (about 5 to 10%) the terminals have been ripped out of the wall by thieves. On Deck 42, about 80% of these rooms will be occupied at any given time, compared to about 50% on the other residential decks.
7. **The Sprawl** (see below).
8. **Dump.** Because of budget cutbacks during the completion and finish-out stage of Babylon 5's construction, the trash chutes intended to be

built into Brown Sector's housing areas were never completely installed. These chutes, present in all other residential units on the station, are meant to provide a quick and easy way for residents to rid themselves of trash – by dropping it into the chute, it is taken to a central collection facility where the station's maintenance workers sort through it, recycling what can be reused and consigning the remainder to fiery oblivion. In Brown Sector, residents are deprived of even this small luxury, and instead must discard their waste in receptacles placed throughout the deck. The station maintenance services pay day labourers drawn from the local population to collect these receptacles and dump them in a single location – the dump. Ostensibly, the station's maintenance crews are expected to come by weekly to remove the garbage, but monthly is a more accurate description for their schedule. Trash builds up here quickly and in large amounts, making this part of the deck a particularly aromatic and rat-infested place.

### The Sprawl

The Sprawl is Brown Sector's answer to the Zocalo. Built around the bones of two commercial blocks that were never completely finished, the Sprawl is home to a variety of shops and establishments serving the unfortunate residents of Brown Sector. Boasting more than its share of bars and casinos, the Sprawl has been revamped and remodelled several times since Babylon 5 first went online, and never with any idea of a master plan in mind. The Sprawl is still owned by Babylon 5, and as this is not Downbelow, the merchants here all pay rent to the station and all must be licensed businessmen, but most of them are not adverse to making a little supplementary income, and more than a few have connections in the station's underworld.

In truth, most shop owners in the Sprawl need any supplementary income they can get. In addition to rents paid to the station (admittedly low in Brown Sector, most shops average 450 credits per month of rent) and license fees, many of them also must pay 'insurance' fees to gangs from Downbelow – another 400 to 500 credits per month on average. Given that their clientele is not the wealthiest to be found on the station, almost every merchant in the Sprawl is struggling. Some of them have let their business licenses lapse, or have officially 'closed', then moved into an otherwise unused store to avoid paying rent, counting on the rarity of security patrols in Brown Sector, in a bid to keep themselves afloat in a very poor economy.

The reason the Sprawl has been revamped and remodelled several times since the station went online is because of the protection fees charged by Downbelow gangs – or rather, because of those who did not pay it. Businessmen



who were too independent-minded and refused to pay the gangs' price tended to find their shop had been destroyed overnight, either by fire (an incident that will definitely bring security here in force) or simple thievery and vandalism.

Originally intended to resemble an old-world marketplace or bazaar, with dozens of freestanding buildings and vending carts, the Sprawl resembles a warren now more than anything else. Virtually all businesses are located on the fringes of the Sprawl; the interior areas are too dangerous, and largely have been given over to decay. A few businesses that would rather stay out of the limelight, on the other hand, do locate themselves here.

The Sprawl can only be found on Deck 42; all other residential and commercial decks of Brown Sector have cheap housing in the matching area.

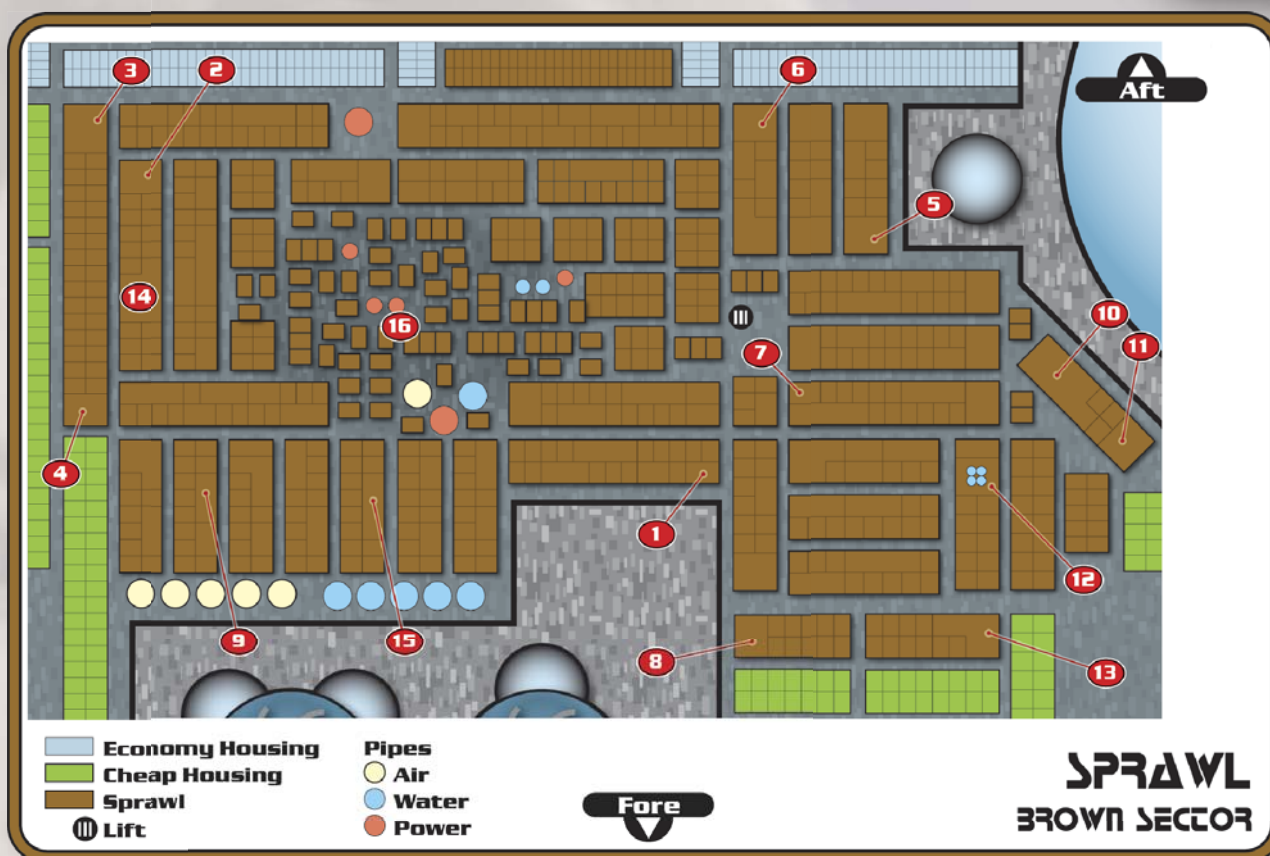
1. **New to You.** This is a second-hand store selling mostly furniture and clothing, and is owned by Cal Meathers (Human Male Trader 3).
2. **Brown Sector Labour Centre.** Run and administered through Babylon 5's maintenance staff, the Brown Sector Labour Centre is the primary recruitment place for day labourers in this sector. Each day, more than 300 men and women gather in front of the Centre every morning before 08:00, hoping to be chosen for one of the 50 or so day jobs the Centre has to offer on any given day. Gina Richmond (Human Female Worker 3) oversees a staff of three people in dispensing work from the Centre.
3. **Brown Downs.** The largest bar in the Sprawl at nearly 30 metres long and 18 wide, Brown Downs does more trade than virtually any other business in the Sprawl. Open from 11:00am to 03:00am, Brown Downs does a steady business day or night, providing average quality drinks at low prices.

The owner of Brown Downs, Julius Hampton (Human Male Soldier 2, Trader 2), sees his bar as a communal gathering place for the people of Brown Sector and of Deck 42 in particular, and sees himself as a champion of their rights and needs. He has written several times to Commander Sinclair regarding the plight of the people in Brown Sector, but has yet to see any tangible results of his efforts. His frustration growing, he has begun to talk to his customers about organising a protest en masse. To say he is talking of a workers' revolt would be quite premature, but Hampton and his friends are certainly beginning to move in that direction.

Hampton is one of the few merchants in the Sprawl who does not pay protection to Downbelow gangs. He and his establishment are so popular in Brown Sector that most gangs believe he is essentially untouchable without rousing too much trouble from the locals.

4. **Lucky Day.** A small, low-class casino focusing on small-stakes games and half-credit slots. The Lucky Day is actually owned by several members of the Mooks gang in Downbelow (see *Life on the Station*, page 26), though it is fronted by Ramon Deutsch (Human Male Lurker 3). Julius Hampton, owner of the Brown Downs, bears a particular distaste for Deutsch, accusing him of siphoning off what little money the people of Brown Sector have with false hope and crooked games, and the two men have come to blows more than once. In point of fact, the games are crooked.
5. **Hole in the Deck.** About half the size of the Brown Downs and about five times as rough, Hole in the Deck is a favourite watering hole for Brown Sector's day labourers, who will often spend their entire day's wages in this place after a long day of work. Hole in the Deck is owned by Owen Burrell (Human Male Trader 4), a man who has served time in half the colonies of the Earth Alliance, and is widely thought to have started this bar with dirty money, but has yet to come to heads with security on the station. This bar is particularly popular with a group of Drazi living in Brown Sector, who will gladly hire themselves out as bodyguards to anyone in need of such services. The Drazi are all Soldier 3, and charge 20 credits per hour. They do not have firearms.
6. **McBari's.** One of the newest additions to the Sprawl is McBari's, a place that serves tasty but low-quality fried foods. It has managed to attract at least one customer who seems a usual presence in this sector – Vir Cotto, aide to Centauri Ambassador Londo Mollari. McBari's is best known for its triple-decker sandwich called 'The Big Spoo'.
7. **Pleasure Palace.** This store, owned by Baroldo Nefrete (Centauri Male Trader 3) does a brisk business in low-brow and pornographic video entertainment playable on any BabCom terminal.
8. **Bottle House.** The Bottle House sells various packaged alcoholic beverages of low to moderate quality. The owner, Nell Jacobsen (Human Female Trader 1), has the dubious honour of paying the highest premium in protection money to Downbelow gangs of all shop owners in the Sprawl, a situation

## Brown Sector



that is pushing her closer and closer to being out of business. She is considering pooling the last of her money to pay someone to take care of the problem for her, but has, thus far, been talked out of it by Julius Hampton of the Brown Downs.

9. **Na'Losh Bakery.** This bakery, offering medium quality Narn food, is owned by Na'Losh (Narn Female Trader 2). Na'Losh and her husband came to Babylon 5 at the beginning of 2258 on their way through. However, he and their ship both vanished without a trace that night, leaving Na'Losh stranded on the station. She has tried to speak with Ambassador G'Kar several times about her predicament, and was allowed in to see him once, but as soon as she mentioned her husband's name, G'Kar became uncomfortable and quickly ended the meeting. He has refused to see her since.
10. **Tasty's.** The large store sells both frozen meals and groceries, and is one of the main sources of food for the people of Brown Sector. It is owned by Bryant Farrini (Human Male Trader 2) and his wife Isa (Human Female Trader 1).

11. **Quick Fix.** 'When you can't wait forever, come to Quick Fix' is painted in an unsteady hand in orange English letters out the outside of this shop. Quick Fix was established to do what the station maintenance crews should be doing, but often don't – fixing the minor infrastructure problems in Brown Sector. The residents of Brown Sector come to Quick Fix for everything from broken showers to jammed doors, willing to pay a portion of their meagre savings if someone will just fix the problem. Quick Fix is owned by Hank Hillock (Human Male Worker 5), and employs three workers (Human Male Worker 1). Determined to offer fair prices, Hillock usually charges between 5 and 20 credits for a job.
12. **Pipe Room.** The name of this store is actually a pun on itself. The Pipe Room sells pipes, cigarettes and tobaccos, but also has a bundle of thick water pipes running through the middle of it from the floor to the ceiling. Shop owner Martin Houser (Human Male Agent 3/Trader 3) has hung a sign on the pipes reading simply: 'No, I don't know where they go'. Houser, who has only been in business for three months, sells only tobacco and other legal smoking



materials – he will not stock any illegal drugs, and politely asks anyone looking for them to leave his store.

Houser pays no protection money to the Downbelow gangs, a fact he has not advertised, but is beginning to come to light nonetheless. Julius Hampton of the Brown Downs and others of the Sprawl are curious why this is, but have not yet been able to find out.

The fact is that the Pipe Room is little more than a front for Houser's primary means of income—weapons dealing. Hidden in a secret room at the back of the shop (Notice skill check DC 30 to find) is a locker containing more than 100 weapons, from antique slugthrowers to a single D'Va'Tak Assault Pulse Rifle. Houser, who is intensely distrustful of anyone he does not know – and certainly will not deal weapons to anyone he does not know – commonly charges two to three times list price for his weapons.

13. **Holy Sisters Clinic.** The people of Brown Sector, for the most part, do not have health insurance and cannot afford a visit to Medlab. They do, however, have a free clinic at their disposal, which has saved many lives in the nine months it has been operating. The clinic is run by four Roman Catholic nuns led by Sister Mary Ignatius (Human Female Diplomat 2, Scientist 4), and offers free health care to all who need it, though they do accept donations. These donations, along with funding from the church and extra supplies Dr Stephen Franklin funnels to them on the sly, keep the clinic operational.
14. **Lost, Then Found.** A second-hand and general store, offering everything from basic foodstuffs to religious trinkets. It is owned by D'Hran (Narn Male Trader 4).

**'I don't understand. The owner said the place was sanctioned by station personnel. That's the only reason I spent money on it.'**

**'Lots of people claim their business is sanctioned by us. More than half of them are lying. You should never believe a claim like that without checking with us first.'**

**Mr Clute and Captain Lochley, 'The River of Souls'**

15. **New Way.** This holobrothel attracts customers from throughout the station with its promise of erotic entertainment with the partner of their choice. It is owned and operated by a man named Jacob Mayhew (Human Male Trader 2/Scientist 2), a wormy little fellow with a knack for legal loopholes. In 2262, the New Way is shut down permanently when it begins offering customers the opportunity to spend some time with a holographic recreation of Captain Elizabeth Lochley.
16. **Ruins.** This area of the Sprawl was destroyed by fire and collapsed in December 2257, and though the station maintenance crews have carted away most of the debris, there have been no moves to rebuild the area. Accessible only through a maze of narrow corridors, the ruins of the Sprawl have become a favourite haunt of drug addicts, prostitutes and thugs, and no one of honest character ventures in there. The ruins of the Sprawl are one of Julius Hampton's touchstones when he speaks of the unfair treatment of the people of Brown Sector.



# GREY SECTOR

**P**erhaps the most unusual of the different sectors of Babylon 5, Grey Sector is located to the aft of the station, between Brown Sector and Yellow Sector. It is unusual for two reasons. First, Grey Sector is not merely another spool rotating around a central point – the sector actually includes the entire area making up the ‘spine’ of the station, the enormous pylon stretching all the way forward to Blue Sector. Second, only part of Grey Sector rotates, leaving the rest of the sector foundering in zero-g

Grey Sector is located to the aft of the station, though the sector also incorporated the spine of the station, a zero-g cargo area and facilities structure reaching all the way to Blue Sector at the front of the station. It holds most of the engineering, power facilities and rotation drivers of Babylon 5. Only authorized EarthForce personnel, civilian engineers and corporate employees renting one of the laboratories are allowed access to Grey Sector, though security is not as tight here as in Blue and Green Sectors.

Much of Grey Sector is still incomplete due to budgetary cutbacks to the Babylon Project during construction of the station, and it is a little-known fact that the original Grey 17 is missing, an oversight on the blueprints of Babylon 5 not noticed until the main structure work on Grey Sector was finished. Faced with thin budgets, the station's construction crews merely renumbered Grey Sector's decks, converting Deck 18 to 17 and so forth.

## The Triangle

The area around Grey 17 is known on Babylon 5 as the ‘Triangle’, a zone where strange things occur, scanners go haywire and comlinks often do not work. The exact borders of the Triangle do not seem to be static – where everything worked normally one day might be the site of a virtual blackout the next, but the effects of the Triangle have never extended past Grey 14 and Grey 20, and are usually more localised, affecting Grey 16 through 18. The reason for the Triangle has never been established, though several maintenance crews have checked, rechecked and checked again every piece of equipment in the area for electromagnetic emissions or anything else that might result in such a phenomena, to the point of nearly going mad from frustration, but nothing to explain the Triangle has ever been found. Thus, the decks affected by the Triangle are essentially abandoned, which is just as well, as they were never finished anyway.

## Commercial Research Laboratories

The Earth Alliance has managed to gain extra funding for Babylon 5 through investment by corporations interested in the use of the zero-g research laboratories located within Grey Sector along the spine of the station. Such facilities are almost impossible to replicate on a planet's surface and only the very largest corporations can even consider pouring billions of credits into projects to create their own laboratories in space.

Babylon 5 can provide the necessary conditions for zero-g research to any commercial organisation, though competition between corporations to reserve the time and space is becoming increasingly fierce, and the laboratories are already booked up three years in advance. This has prompted the Earth Alliance to increase the costs for using the facilities in the future. All income generated through the laboratories goes to providing another source of funding for the station, giving it the potential to become self-sustaining and thus stop being a permanent and massive drain on public taxes.

Decks 21 and 22 of Grey Sector are predominantly research laboratories.

**‘At least you don’t have to spend your day in the Triangle.’**

**‘Triangle?’**

**‘Grey sector. Ever since B5 went online, there’ve been all kind of stories about the place. Strange lights, weird noises, people vanishing. Maintenance nicknamed it the B5 Triangle. Now they swear that something’s making their scanners go haywire.’**

**‘Anything to the stories?’**

**‘Nah, every station has its phantoms.’**

**Chief    Warrant    Officer    Michael    Garibaldi    and  
Captain John Sheridan, ‘Knives’**



## Security on Grey Sector

Though not as tight as it is in Blue Sector, Green Sector, or for that matter, Yellow Sector, Mr Garibaldi and his security teams keep a close eye on the important areas of Grey Sector. Security teams routinely patrol the corridors and areas involved in power distribution, power storage and rotation maintenance.

Security patrols may also be encountered outside of the scientific laboratories, though many of the actual laboratories are officially off-limits to security except in the event of an emergency. This is a situation that causes Mr Garibaldi no end of frustration, rooted as it is in corporate paranoia about espionage. However, in order to keep the corporations happy and convince them to continue to rent time in the Babylon 5 laboratories, an increasingly profitable part of the station's operation, EarthGov will usually accede to a corporation's wish to conduct any experiments in privacy. Except in the case of fire, hull breach, attack or commission of a violent crime, security forces are barred from entering any active laboratory.

Security also patrols often in the sector's spine, from the area of the fabrication furnaces aft. Forward of the fabrication furnaces, the station's spine is divorced from life support and environmental control, meaning that officers would have to patrol in space suits, an activity that is considered far too dangerous for nothing but a routine patrol. However, there are six spacesuits hanging in security lockers at the airlock leading into the unregulated part of the spine, allowing officers to suit up and proceed to a trouble spot as quickly as possible.

## Travel in Grey Sector

Considering that part of the sector has gravity, while part of it does not, travelling about in Grey Sector requires a little forethought.

The first ten decks of Grey Sector are devoted primarily to the power distribution centre and its attendant subsystems. Located at the centre of the station, the gravity in this area is very low despite the fact it is rotating. As one progresses outward toward the hull of the station, the gravity pull generated by the rotation increases, up through Deck 20. Beginning with Deck 21, the sector is effectively bisected, with only part of it rotating, Decks 21 through 22 are zero-gravity research laboratories.

Moving from the gravity to zero gravity areas of the sector is not difficult, considering the slow rate of turn. However, to prevent accidents, the passageways remain locked at all times, and may only be opened

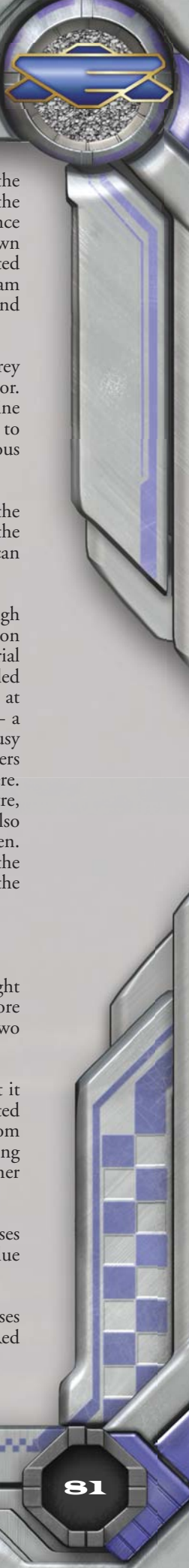
with an identicard with appropriate security credentials. All technicians, scientists and private security guards working in a research laboratory on Grey Sector are issued appropriate credentials for their identicards, though these credentials are rescinded upon completion of research (or upon the expiration of the laboratory's rental period).

The aft section of Grey Sector's spine is incorporated into the station's life support and environmental control systems, though it too is zero gravity. The corridors in the zero-gravity areas of Grey Sector are more like shafts than a traditional hallway, equipped with handholds on all four sides and a series of guy wires running the entire length of the shaft.

While it is possible to travel about in Grey Sector by going hand over hand, it is faster and more practical to travel by means of a zero-g harness. This harness goes over the shoulders, around the chest and between the legs of the wearer, secured in place by a pair of quick-release buckles. The harness has two cables extending from the shoulders, each tipped with a karabiner. The karabiners in turn are secured to the guy wires running through the shafts and rooms of the Sector, allowing the wearer to travel quickly in zero-g without fear of losing control of his movement.

Travelling with a zero-g harness allows the wearer a movement rate of up to 30, provided he makes a Dexterity ability check every round (DC 10). The wearer can even increase his speed to 60, though this requires a Dexterity ability check (DC 15) every round of travel. If the wearer moves at a rate of 10 or less, he may dispense with the Dexterity ability check entirely. Likewise, a character travelling by means of the handholds embedded in the walls may move at a speed of up to 10 without trouble, and may move at a speed of up to 20 if he is willing to make a Dexterity ability check (DC 15) every round. Failure of the ability check for someone wearing a zero-g harness means the harness becomes tangled in the guy wires, bringing the character to an immediate stop and causing him to spend the next 1d3 rounds untangling his harness. In the case of a character moving hand over hand, failure of the Dexterity ability check means he loses his grip, and must make a Reflex saving throw (DC 15) or tumble out of control. A character spinning out of control in any zero-g area of the ship must roll on the following table.

D6 Result	Consequence
1	Collide with bulkhead for 1d2 damage
2	Collide with bulkhead for 1d3 damage
3-4	Continue drifting, roll again next round
5-6	Find handhold



## Grey Sector Hub

The hub of Grey Sector contains much of the station's massive machinery, from the great fabrication furnaces to the huge rotation drivers that keep the majority of the station spinning, generating the gravity most people on board have come to take for granted.

Primary access to Grey Sector is through the Core Shuttle tube, which terminates just forward of the power distribution centre. From the Core Shuttle tube, the remainder of Grey Sector's hub can be accessed through any of three lift shafts, each containing a passenger lift and a freight lift.

At the rear of Grey Sector is a collar that does not spin. This collar attaches the hub of Grey Sector to the spine of the station. The spine itself is accessed through a pair of hatchways.

The first ten decks of Grey Sector belong to the station's infrastructure. It is here that the power distribution centre lies, as well as the central monitoring station of Babylon 5's artificial atmospheres, auxiliary power batteries and rotation drivers. In some ways, this area looks much like the industrial area of Brown sector, save that everything is well lit, in much better repair and generally free of unexpected steam vents. However, the catwalks, wire mesh stairways and enormous machines that are ubiquitous in Brown Sector's industrial areas are reflected here as well. Of course, access to this or any other part of Grey Sector is also heavily restricted.

Decks 10 through 20 in Grey Sector (which also includes the phantom Deck 17, see above), were never finished during the construction phase of the station. Decks 11 and 12 are sometimes used as storage facilities for the infrastructure on the decks below, but above that, there is nothing but half-finished walls and a great deal of leftover trash.

Decks 21 through 23 of Grey Sector do not rotate, and are attached to the sector's spine.

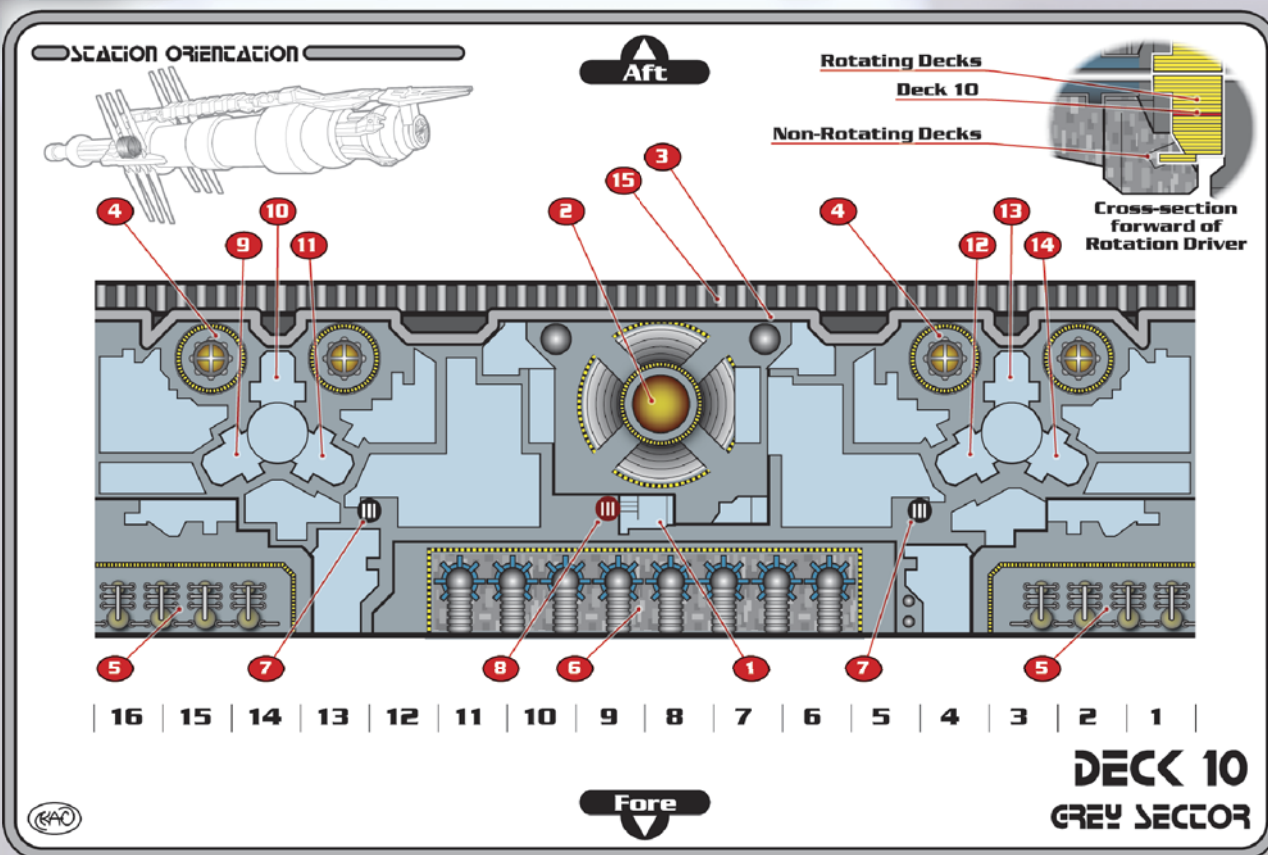
## Grey Sector Deck 10

1. **Grey Sector Security Station.** There are 22 officers in total assigned to Grey Sector security, who spend the majority of their time patrolling the bottom 10 levels of the sector. There is rarely any need for them to look in on decks 11 through 20, and little area for them to patrol in the research decks.
2. **Power Distribution Centre Control.** This enormous structure reaches down to very nearly the core of the station. Staffed with dozens of technicians and engineers, this control building monitors the energy output coming from the reactors in Yellow Sector,

and ensures there are no major fluctuations in the flow of power throughout the station. Most of the people here have been working in this facility since the station went online, and have created their own odd culture amongst themselves. This is reflected in the name of the Babylon 5 Baseball League team fielded by the distribution centre technicians and engineers – the Watts Whats.

3. **Bulkhead.** This lead-laced bulkhead separates Grey Sector (and the rest of the station) from Yellow Sector. Though it is not nearly as thick as the Quarantine Shield (see Yellow Sector, page 88), it is intended to serve as a secondary line of defence in case of a serious reactor leak in Yellow Sector.
4. **Auxiliary Power Units.** These areas mark the location of four of the auxiliary power units of the station. The remaining five auxiliary power units can be found on lower decks of Grey Sector.
5. **Atmospheric Monitoring Control.** Though the majority of the air exchange and purification machinery can be found in Brown Sector's industrial area, those machines are all monitored and controlled from this facility. At any time of the day or night, at least 25 technicians will be working in this area – a number that can increase to as many as 100 during busy trading days or when a significant number of quarters need to be prepared with a specialised atmosphere. Like the workers in the power distribution centre, those who spend their days labouring here have also formed a baseball team for league play in the Garden. Somewhat thoughtlessly, they named their team the Fresh Air, something which the management of the Fresh Air Restaurant is not happy with.
6. **Primary Breaker.**
7. **Lifts.** These areas mark the passenger and freight lifts servicing Grey Sector, ascending from the Core Shuttle platforms in the sector's centre. These two lifts do not go beyond Deck 20.
8. **Lift.** This lift looks exactly like the others, except it does go beyond Deck 20, incorporating a sophisticated synchronisation mechanism to pass smoothly from the rotating area of the station to the non-rotating area. It is also propelled by magnetic forces, rather than raised or lowered by a cable.
9. **Sector Power Control Centre.** This area supervises the power consumption and transfer throughout Blue Sector.
10. **Sector Power Control Centre.** This area supervises the power consumption and transfer throughout Red Sector.





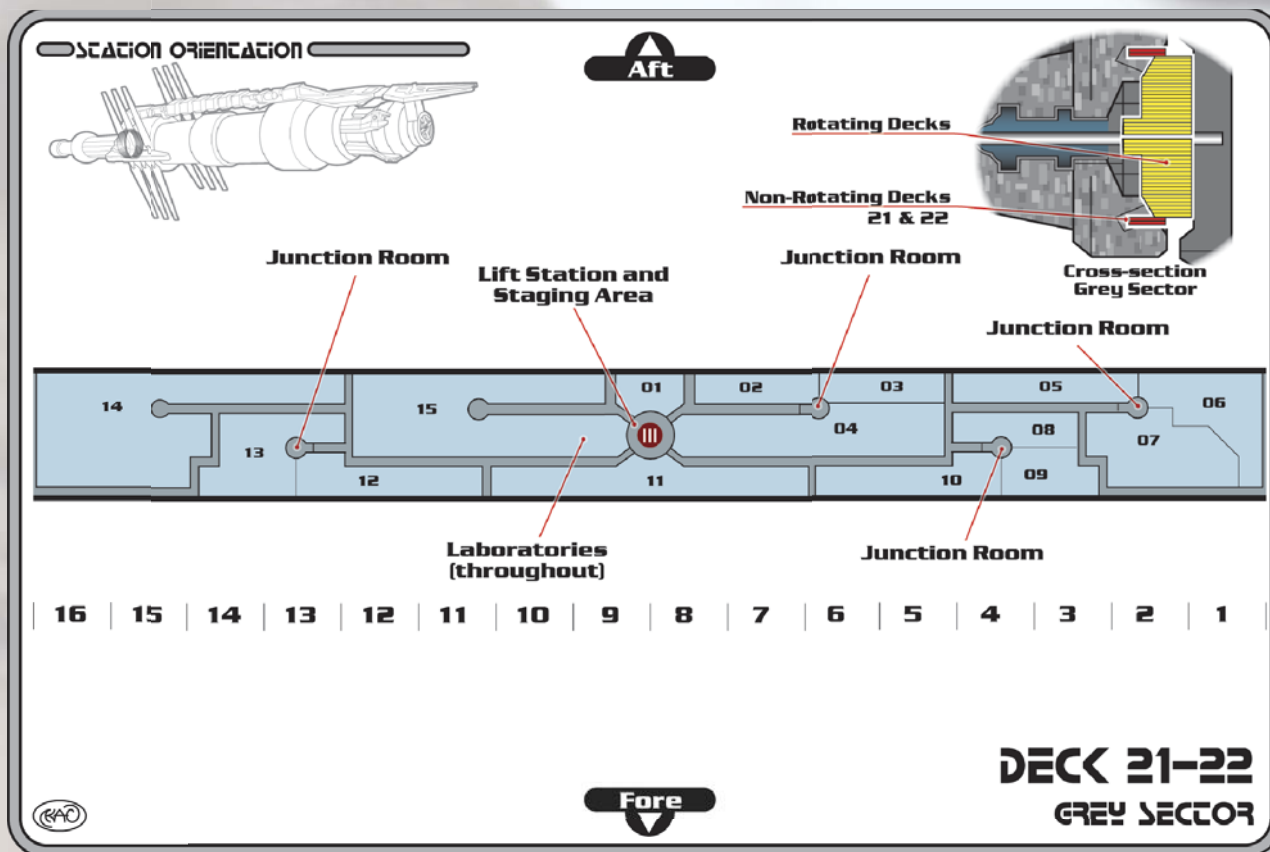
11. **Sector Power Control Centre.** This area supervises the power consumption and transfer throughout Brown Sector.
12. **Sector Power Control Centre.** This area supervises the power consumption and transfer throughout Green Sector.
13. **Sector Power Control Centre.** This area supervises the power consumption and transfer throughout Grey Sector.
14. **Sector Power Control Centre.** This area supervises the power consumption and transfer throughout Yellow Sector.
15. **Rotation Drivers.** Most of the machinery in Grey Sector is fairly quiet, or at least not as thunderously loud as the monstrosities in Brown Sector. Not so with the Rotation Drivers. Closed up behind a soundproof wall running along the entire circumference of the sector, the rotation drivers start on Deck 2 and

extend upward to culminate at Deck 10. They are enormous machines that keep the majority of the station rotating at a constant velocity to maintain gravity, and though there is never a change in their function, they require constant supervision. There are at least 20 technicians monitoring the rotation drivers at all times, and any hint of an oncoming problem is assumed to be top priority for the station's maintenance teams – barring something even more drastic, such as a massive hull breach, of course.

Personnel working on the rotation drivers are required to wear protective gear over their ears at all times, but the noise is still tumultuous enough that Dr Franklin has treated several driver workers for hearing degradation since the station opened.

Though the soundproof wall contains the roar of the rotation drivers, their presence can be perceived throughout much of the sector, a dull hum that is felt more than heard, pervading each deck, though it is difficult to notice anywhere past Deck 19.

## Grey Sector



Within the soundproof wall, it is impossible to hear anything but the drivers. All Notice skill checks based on listening will automatically fail.

## Grey Sector Decks 21 & 22

Decks 21 and 22 of Grey Sector contain the station's rented zero-gravity research laboratories, and are usually among the most heavily secured parts of the station, not because of the security forces themselves, but because of the private security guards stationed outside the corporate laboratories.

Mindful of the penchant for secrecy amongst the corporations of the Earth Alliance, the authors and architects of the Babylon Project purposely designed these decks to allow for maximum possible privacy. Though the decks may only be accessed by a single set of lift tubes, including one passenger lift and one cargo lift, all separate laboratories radiate out from this central location. There are eight doors leading from the central lift room, which lead to a total of 15 laboratory facilities on each of the two decks. Every corporation is free to add its own security measures, and many do, from armed guards standing

guard outside the laboratory, secured in place with a zero-g harness, to electronic surveillance countermeasures mounted on every wall inside the laboratory itself.

The floor of Deck 21 and the bulkheads of these decks are extremely thick and tough, stronger even than the hull of the station, with a Damage Reduction score of 20 and 200 hit points. Though corporations are forbidden from conducting any experiments aboard Babylon 5 that might compromise the integrity of the station or the safety of its residents, it is unspoken common knowledge that many of the experiments going on in these laboratories, should something drastic occur, could do just that. Thus, the design incorporated the additional armour in the floors and walls, hoping that, in the event of a cataclysmic explosion, the main force of the blast will go outward. Certainly, the station would still be grievously damaged in such an occurrence, but perhaps at least the power distribution, atmospheric control and rotation drivers located in the lower decks of Grey Sector would survive – meaning the station itself could survive. In theory. Depending upon the strength of the explosion (or whatever the nature of the accident), these precautions could be nothing but a twig before a torrent.



**Rental Schedule  
Corporate Laboratories  
January 2258**

Laboratory	Corporation	Purpose of Research
2101	Interplanetary Expeditions	Undisclosed
2102	Interplanetary Expeditions	Undisclosed
2103	Interplanetary Expeditions	Undisclosed
2104	Interplanetary Expeditions	Undisclosed
2105	Interplanetary Expeditions	Undisclosed
2106	Interplanetary Expeditions	Undisclosed
2107	Interplanetary Expeditions	Undisclosed
2108	Interplanetary Expeditions	Undisclosed
2109	Interplanetary Expeditions	Undisclosed
2110	Interplanetary Expeditions	Undisclosed
2111	Interplanetary Expeditions	Undisclosed
2112	Interplanetary Expeditions	Undisclosed
2113	Interplanetary Expeditions	Undisclosed
2114	Interplanetary Expeditions	Undisclosed
2115	Interplanetary Expeditions	Undisclosed
2201	Cornell University	Effects of zero gravity on inert cell cultures of alien diseases
2202	Edgars Industries	Undisclosed Medical Research
2203	Edgars Industries	Undisclosed Medical Research
2204	Synchrodyne Inc.	Undisclosed Computer Component Research
2205	CalTech	Miniaturised Propulsion Components in zero gravity
2206	Turner-Howitz Holding, Ltd.	Undisclosed
2207	Polychron Medical Systems	Undisclosed Medical Research
2208	Johns Hopkins	Prevention of degenerative effects of zero gravity on human body
2209	Fulbright Corporation	Zero gravity and subatomic particle behaviour
2210	Green Earth	Hydroponics in zero gravity environment
2211	Cambridge University	Effects of zero gravity on neurochemical balances in human brain
2212	Jaworski Partners	Effects of zero-gravity on mammalian and ovum gestation
2213	Cruise Legacy Fund	Effects of zero gravity on treatment of psychoses
2214	Mitchell-Hyundyne	Undisclosed
2215	Quartermaster Corporation	Undisclosed

The laboratories on Decks 21 and 22 come equipped with only the most basic of equipment. The corporations themselves are responsible for providing the lion's share of what makes a laboratory a laboratory, from dedicated computers to particle colliders to Bunsen burners. The station provides little more than power, water and the zero-g environment, but considering how difficult that last one is to come by in a laboratory setting, it is enough.

In January 2258, there was a great stir on the station when Interplanetary Expeditions,

also known as IPX, pre-empted the rental reservations of 15 other corporations to take over the entirety of Deck 21 for research. Approved by EarthGov itself, IPX has moved several dozen scientists and several dozen more burly security guards into the deck, which is now officially closed even to station security and the EarthForce officers aboard Babylon 5. The displaced corporations have lodged multiple complaints with EarthGov and even filed lawsuits against both EarthGov and IPX, but all these suits were summarily dismissed. What IPX is doing on Deck 21 remains a complete mystery to everyone on the station.



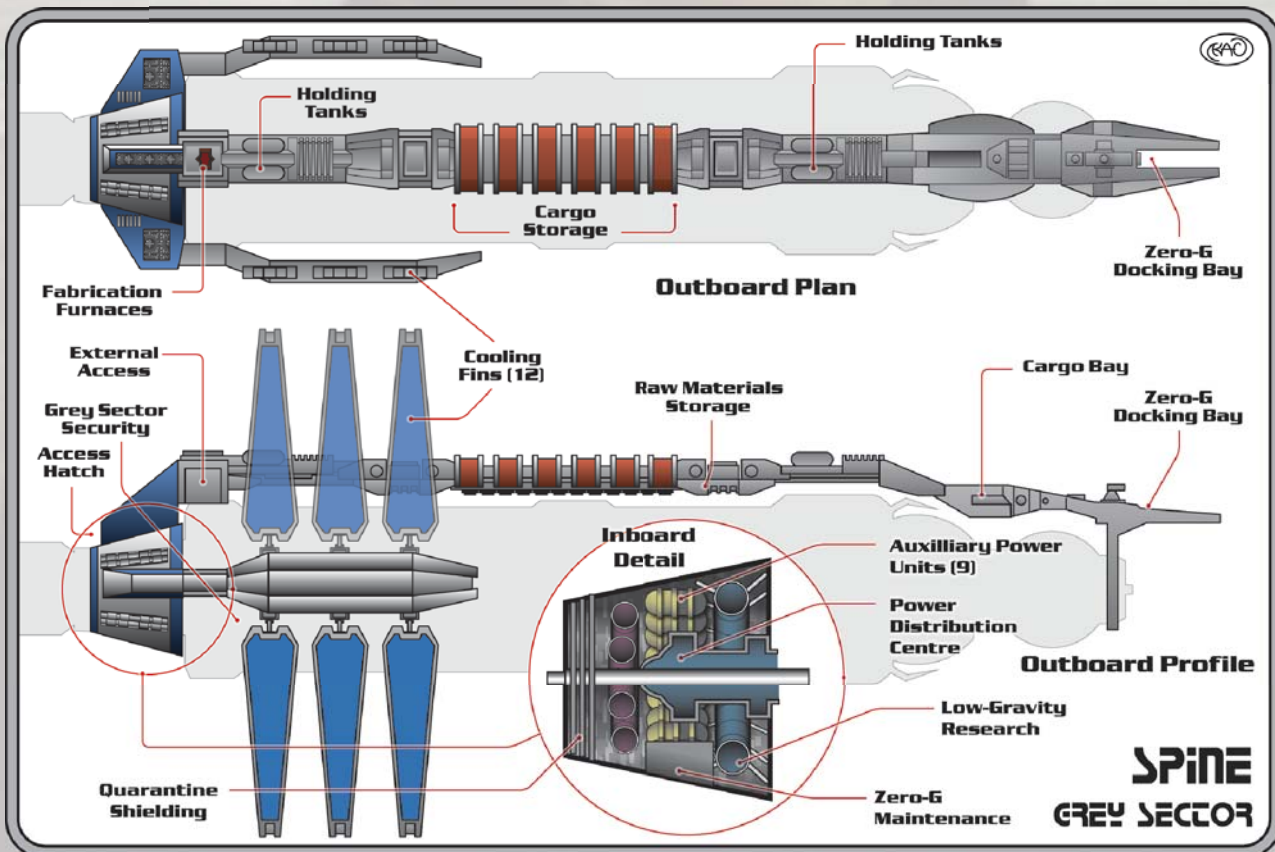
- ⑤ **Lift Station and Staging Area.** This lift tube provides the only access to the scientific laboratories in Grey Sector, descending to the core of the sector and rising up to the spine atop the station. A large, round room, it is also used as the primary staging area for a corporation moving equipment and supplies into a newly-rented laboratory. Multiple round hatchways of thick metal lead away toward the laboratories.
- ⑤ **Junction Room.** These rooms are little more than antechambers leading to yet more laboratories. Usually, there will be at least two security guards posted here in front of an occupied laboratory. This is also as far into the deck as station security is allowed to go, unless pursuing a suspect or in response to an emergency.
- ⑤ **Laboratories.** As stated before, the laboratories provided by Babylon 5 are spartan affairs. Each has furniture, BabCom access and an abundance of power, but any more advanced equipment must be provided by the corporation renting the facility. The laboratories are numbered 2101 through 2115 on Deck 21, and 2201 through 2215 on Deck 22.

## Grey Sector Spine

Extending for nearly two-thirds the length of the station, the spine of Babylon 5 is also part of Grey Sector and does not rotate. Running up to Blue Sector's docking area, it contains engineering facilities that require zero-g, as well as the station's main storage and cargo areas and the powerful thrusters needed to keep the station in orbit should it ever be knocked out of its position at the L5 point. This has only happened one time, when a Minbari assassin on the station attempting to kill Vorlon Ambassador Kosh and spark a war between the Vorlon Empire and the Earth Alliance blew himself up to avoid being captured by Commander Sinclair.

Except where noted, all areas forward of the fabrication furnaces are not a part of the station's life support and environmental systems, meaning they not only have no gravity, they also have no air or heat. Travel into any area forward of the fabrication furnaces requires a space suit to survive.

- ⑤ **Access Hatch.** This is the main cargo access hatch between Grey Sector's hub and spine. It actually





contains two hatches, one for personnel access, no larger than any other interior airlock, and one large cargo hatch, measuring eight metres square.

⑤ **External Access.** This large airlock, measuring 20 metres square, allows access to the interior of the spine from space.

⑤ **Fabrication Furnaces.** Located toward the rear of Grey Sector's spine are a small complex of fabrication furnaces used for the production of tools and spare parts required for the station's operation. Babylon 5 was never designed to be completely self-sufficient, but the presence of this manufacturing facility, operated by civilian contractors, means the station is less reliant on incoming ships for items vital for basic functions. Note that these furnaces function as general production facilities, and thus are incapable of making extremely complex items. In other words, it is simple enough to manufacture things like hammers and deck plating here, but the fabrication furnaces cannot make a complicated item like a PPG pistol.

⑤ **Power Distribution Centre.** Even more so than the reactors themselves, this area is the beating heart of Babylon 5. From this massive chamber, teams of technicians take the energy produced by the station's reactors and channel it throughout Babylon 5, ensuring that each Sector of the station receives enough power to satisfy its needs, as well as keeping watch for any unusual increases or decreases in power consumption.

Bristling with power readouts and computer terminals, the power distribution centre is located in the centre of the station, occupying decks 1 through 8 in Grey Sector. Babylon 5 never sleeps, and neither does the power distribution centre. It is a constant hub of activity, and day or night there will be at least 50 technicians on duty here, guarded constantly by two security guards armed with PPG rifles.

⑤ **Auxiliary Power Units (9).** The station's auxiliary power units, essentially gigantic batteries, lie in wait, fully charged, in Grey Sector just forward of the

Quarantine Shield. Each of these auxiliary power units is capable of keeping the station operational for one hour in case main power fails.

⑤ **Zero-G Maintenance Facility.**

⑤ **Holding Tanks.** Mounted on the exterior hull of Grey Sector's spine for safety reasons, these two specialised holding tanks are designed to hold hazardous liquids and inert gasses. Each has several sealed compartments within it to hold incoming shipments brought to the station, and both tanks may be ejected into space in the event of disaster. Active safety systems can automatically flush gases or liquids if they become unstable and both tanks are heavily armoured against exterior attack (DR 16, 100 hit points).

⑤ **Cargo Storage.** Within the spine of Grey Sector are the primary storage areas for cargo aboard Babylon 5. Capable of holding up to 15,000 metric tons of dry storage and up to 5,000 metric tons of wet storage, these immense warehouses are usually very active, as maintenance pods move cargo into and out of the zero-g netting that holds it in place loading and unloading the massive conveyors that bring most of the cargo up in from the Cargo Bay. These storage areas are not part of Babylon 5's life support and environmental system structure, meaning they are cold, airless places.

⑤ **Cargo Bay.** In this cavernous room, all incoming and outgoing cargo is checked and tagged before being sent back into the storage areas or forward into Blue Sector to its waiting transport ship.

⑤ **Raw Materials Storage.** These five large containers serve as warehouses for Babylon 5, containing such basic materials as steel, plastic, wiring and other items of use in the fabrication furnaces.

⑤ **Grey Sector Security Station.** One of the most important but least popular assignments in station security is Grey Sector, a task which involves mostly boredom and floating around. There are 22 security personnel assigned to Grey Sector security.

# YELLOW SECTOR

**T**hough most visitors to the station never give it a second thought, Yellow Sector, located on the aft end of Babylon 5, is in its fashion the most important part of the station. It contains the massive reactor furnaces that supply all Babylon 5's power, after all, and without it the station would be nothing but a cold metal can hanging in space.

The station is powered by eight separate Tokamac 790 high-energy reactors, all of them in constant use to provide a total energy output of more than 4.7 gigawatts. The six enormous solar panels on the exterior of the station serve to supplement the reactors' power output when one or more reactors must be spun down for maintenance, or when the station comes under attack and needs every spark of power it can muster.

The majority of Yellow Sector is uninhabited and uninhabitable to anyone not wearing a space suit. The entire sector aft of the maintenance deck (see map) is not serviced by the station's life support systems, leaving it an airless, inhospitable place.

Approximately 750 metres in length, though only 600 metres of that extends aft of the station's carousel, Yellow Sector is one of the few areas of Babylon 5 that does not spin, meaning the entire sector is effectively zero-g. Twelve cooling fins run most of the sector's length, bleeding off the reactor's heat into the frigid vacuum of space. Despite the very efficient cooling of space, the heat funnelled through the fins is such that the entire exterior of Yellow Sector is prohibited to access via space suit – only a vessel such as a maintenance pod can safely approach it.

Though Babylon 5's Tokamac reactors are some of the cleanest, most efficient power generators the Earth Alliance has ever produced, they still manufacture dangerous radioactive waste. This waste is transferred on a weekly basis to a HazMat storage facility that trails in a parallel orbit seven kilometres behind Babylon 5.

## YELLOW SECTOR AND SECURITY

Though there are many areas of Babylon 5 that are off limits to civilians, Yellow Sector can be considered to be more off limits than most. With the buffer zone of half of Brown Sector (the half which is restricted access) and all of Grey Sector forward of Yellow Sector, it is exceptionally rare that a civilian finds his way back to either of these Sectors. Considering that doing so requires bypassing multiple restricted access signs and coming through at least

nine armoured doorways that require an identicard with security privileges to bypass, the security officers stationed in Yellow Sector feel they have the right to assume any unauthorised civilian they find in Yellow Sector is there for some nefarious purpose, not because he simply managed to bumble his way through.

The security officers stationed here take their job very seriously, as Chief Warrant Officer Michael Garibaldi has reminded them time and again of the fact that one tiny breach in security could mean the entire station vanishes in a puff of atomic fire. In Yellow Sector, security officers usually carry PPG rifles, and it is not uncommon to find them patrolling in a flak jacket.

## TRAVEL IN YELLOW SECTOR

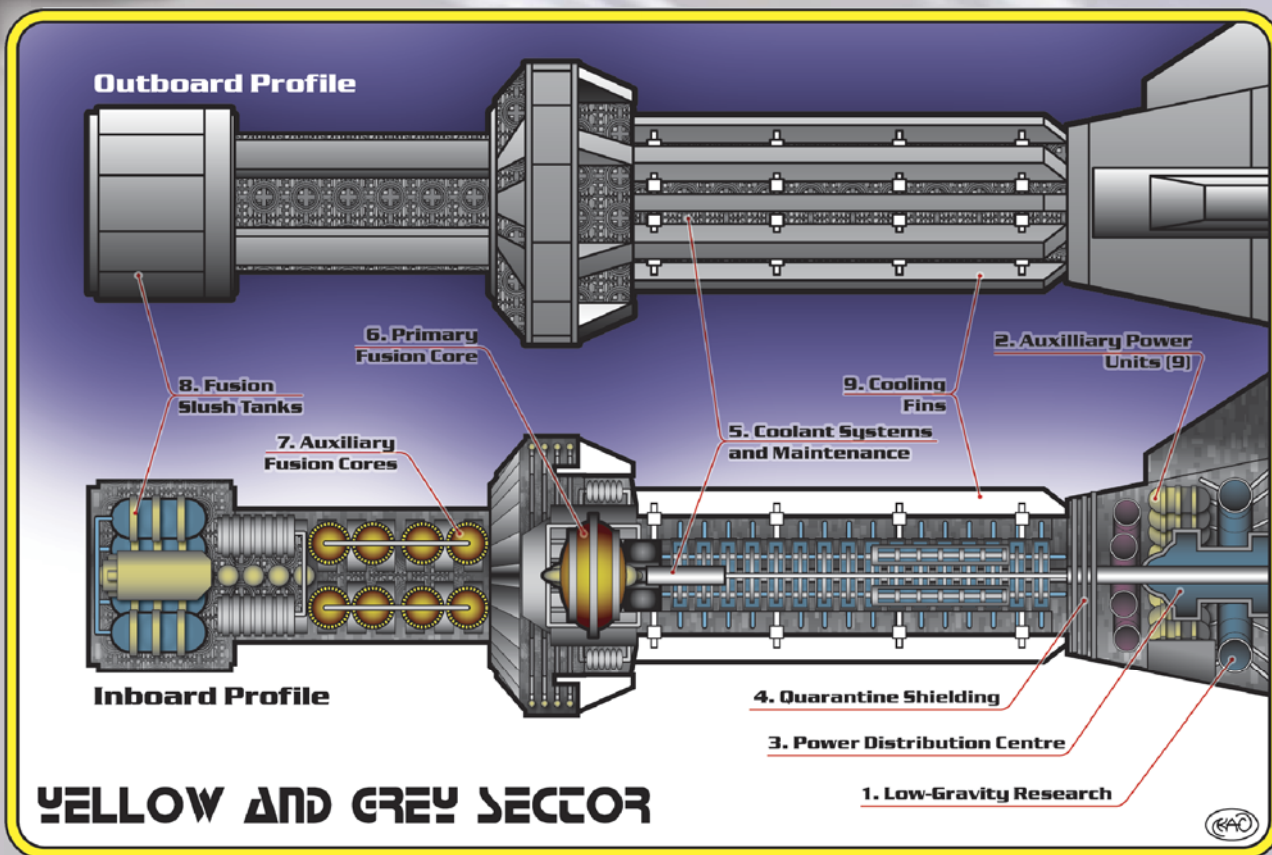
Unlike the majority of the station, Yellow Sector does not rotate, meaning this entire area of Babylon 5 is permanently at zero-g, which makes travelling about inside of it problematic. The corridors of Yellow Sector are more like shafts than a traditional hallway, equipped with handholds on all four sides and a series of guy wires running the entire length of the shaft.

While it is possible to travel about in Yellow Sector by going hand over hand, it is faster and more practical to travel by means of a zero-g harness. For details of travelling with a zero-g harness please see Grey Sector, page 80.

## YELLOW SECTOR GUIDE

1. **Low-Gravity Research.** Initially, Babylon 5 was intended to function as much as a laboratory as a centre for diplomacy and trade. Flush with the idea of a massive station replete with the latest facilities, the designers of the Babylon Project set aside a large chunk of real estate in the forward area of Yellow Sector, designated as a laboratory area for EarthGov scientists who would require a low or zero gravity environment for their research. As with so many other things in the station, however, good intentions did not win out in the end. When the station's budget was cut for the final time prior to completion, the zero-g laboratories were one of the items on the chopping block. The laboratories themselves are there, but most of them have never been used and stand devoid of equipment.
2. **Auxiliary Power Units (9).** The station's auxiliary power units, essentially gigantic batteries, lie in wait, fully charged, in Yellow Sector just forward of the





## YELLOW AND GREY SECTOR

Quarantine Shield. Each of these auxiliary power units is capable of keeping the station operational for one hour in case main power fails.

3. **Power Distribution Centre.** Even more so than the reactors themselves, this area is the beating heart of Babylon 5. From this massive chamber, teams of technicians take the energy produced by the station's reactors and channel it throughout Babylon 5, ensuring that each Sector of the station receives enough power to satisfy its needs, as well as keeping watch for any unusual increases or decreases in power consumption.
4. **Quarantine Shielding.** Though there has never been a radiation leak aboard Babylon 5, this massive buttress of lead and steel is there in case there ever is. Bisecting Yellow Sector, the quarantine shielding wall is seven metres thick, enough to contain all but the most cataclysmic of radiation leaks. It is pierced in two places by pressure doors, the only means of accessing the reactor room from inside the station.
5. **Coolant Systems and Maintenance.** Running in a band around the entire sector, encircling the reactors, is Yellow Sector's
- massive coolant system. This is also the last point in the entire station serviced by life support, meaning that anywhere aft of this area requires a space suit to enter. At any time of the day or night, as many as 50 technicians will be working in this area, monitoring the temperatures of the reactors and the coolant that keeps them in check.
6. **Primary Fusion Core.** This enormous reservoir generates some 4.7 gigawatts of power through the cooperative efforts of all the station's reactors, providing all the energy used to power the station.
7. **Auxiliary Fusion Cores.** Each of the eight Tokamac 790 reactors aboard the station also has its own individual fusion core. These are rarely used, intended only as a backup source of power in case the unthinkable happens and the primary fusion core must be shut down.
8. **Fusion Slush Tanks.** These two huge tanks (50,000 gallon capacity) at the aft end of the station are used to store the poisonous material left over from the fusion process. This waste is transferred on a weekly basis to a HazMat storage facility that trails in a parallel orbit seven kilometres behind Babylon 5.

Yellow Sector

## Yellow Sector

9. **Cooling Fins (12).** Twelve cooling fins run most of the sector's length, bleeding off the reactor's heat into the frigid vacuum of space. Despite the very efficient cooling of space, the heat funnelled through the fins is such that the entire exterior of Yellow Sector is prohibited to access via space suit – only a vessel such as a maintenance pod can safely approach them.

### Yellow Sector Maintenance Deck

Yellow Sector is unique on Babylon 5 in that it only has one deck. The maintenance deck of Yellow Sector is wrapped tightly around the main power conduit that runs forward to Grey Sector, and exists primarily as a work platform for the nuclear engineers and technicians who keep the atomic beast on a tight leash.

The maintenance deck for Yellow Sector is approximately 200 metres long, with a circumference of 180 metres.

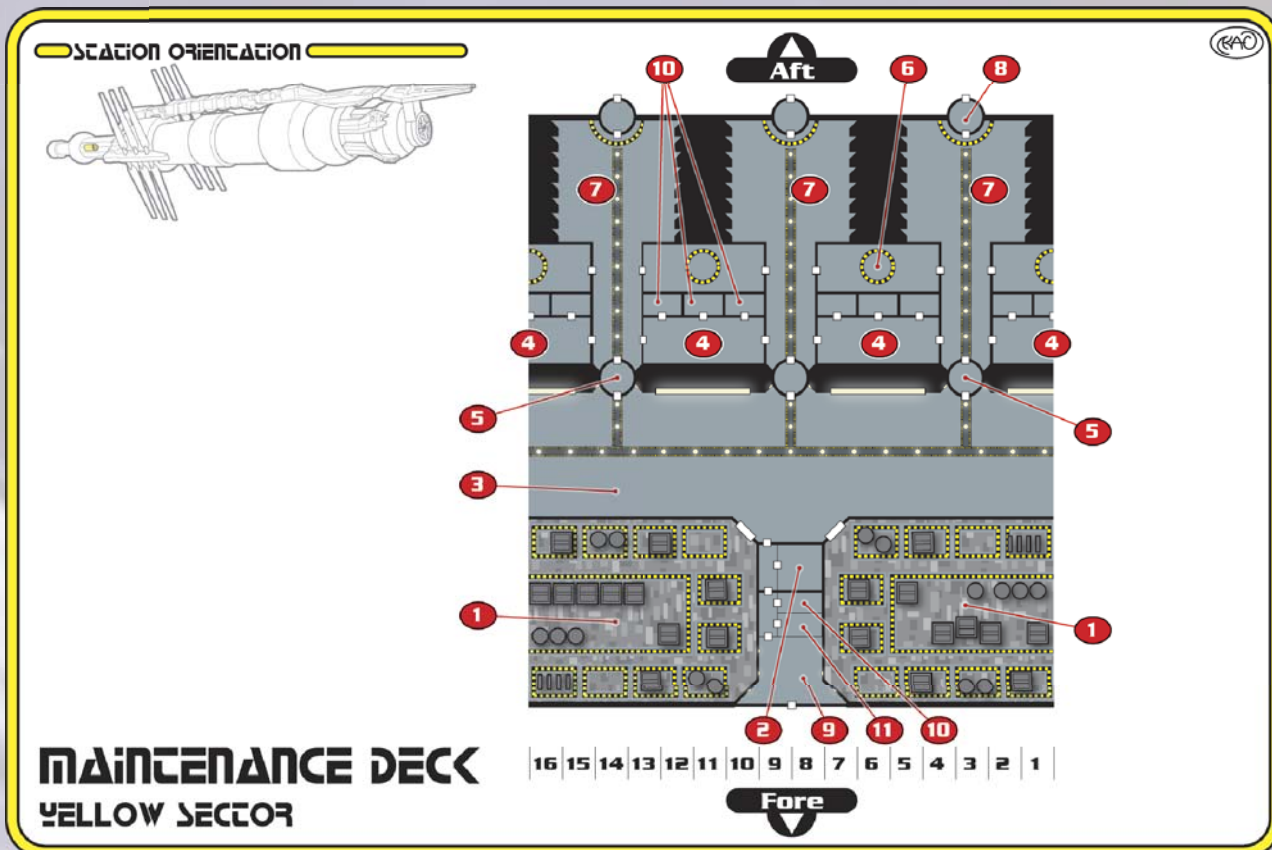
1. **Zero-G Storage Bays.** Areas marked with a '1' on the map are storage areas, containing anything from excess drums of coolant to spare parts for the reactors. Storage bays are sealed and locked at all times, requiring an identicard with appropriate privileges to access.

2. **Yellow Sector Security.** One of the most important but least popular assignments in station security is Yellow Sector, a task which involves mostly boredom and floating around. There are 38 security personnel assigned to Yellow Sector security.

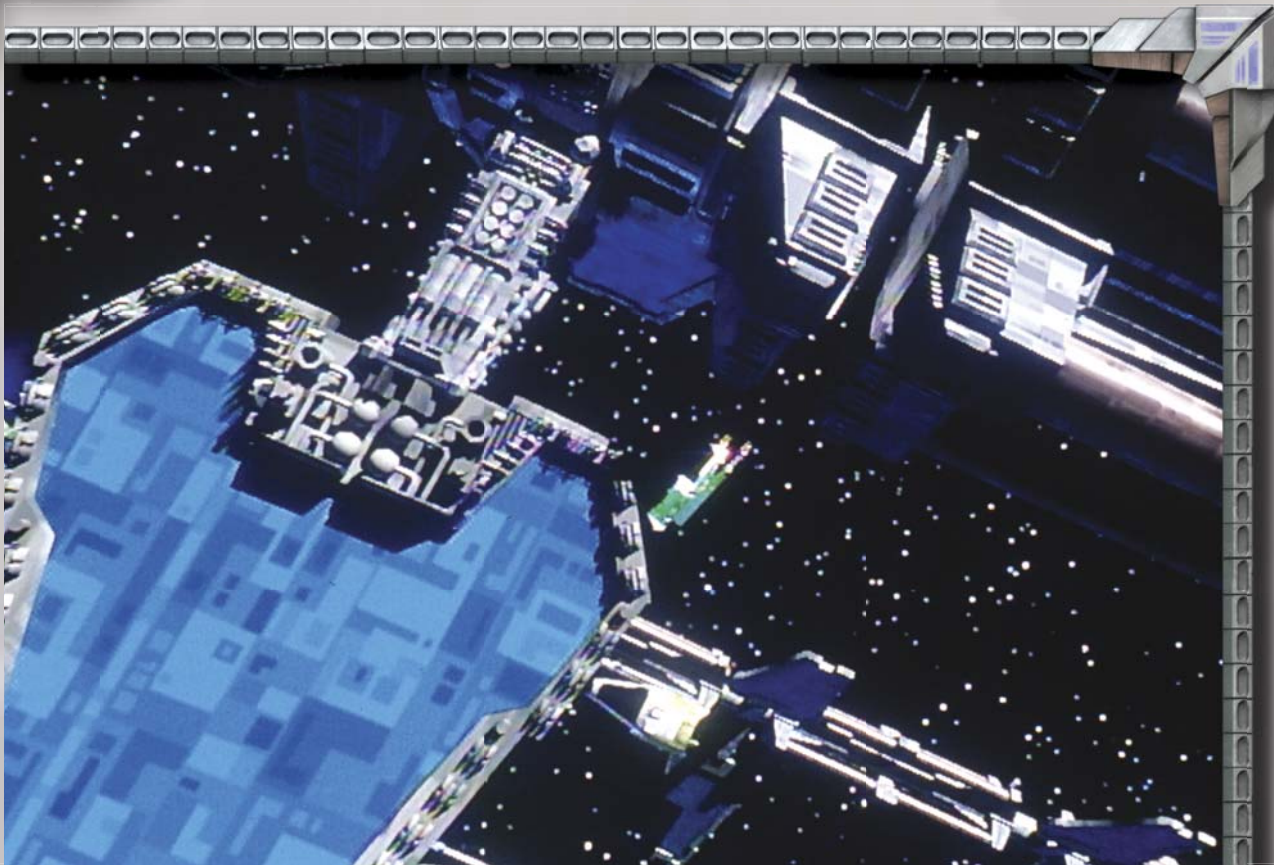
This security station differs from the others aboard Babylon 5 in that it has no cells in which to incarcerate prisoners – all prisoners must be taken forward to Yellow Sector.

After Security Central in Red Sector, this security station does boast the largest amount of security monitors – more than 30 – which serve to keep a vigilant eye on everything that happens in this desolate, but essential, sector of the station.

3. **Coolant Systems and Maintenance.** Running in a band around the entire sector, encircling the reactors, is Yellow Sector's massive coolant system. This is also the last point in the entire station serviced by life support, meaning that anywhere aft of this area requires a space suit to enter. At any time of the day or night, as many as 50 technicians will be working in this area, monitoring the temperatures of the reactors and the coolant that keeps them in check. Although the security station







for Yellow Sector is quite nearby, there will always be at least three security guards armed with PPG rifles standing (or floating) watch in this area.

4. **Main Reactor Observation and Maintenance.** Though the lion's share of work relating to the reactor is done in the coolant systems and maintenance room, the size and complexity of the reactors demand additional vigilance and work. These areas are dedicated to the main fusion core, and are staffed by technicians and engineers in space suits. Each of these areas will have four people in it, working in two-hour shifts around the clock.
5. **Airlocks.** These three airlocks provide access from the coolant systems and maintenance area into the aft end of the Sector. Identical cards with security privileges are required to access these airlocks.
6. **Reactor Access.** These three rooms provide the only direct access to Babylon 5's reactors.
7. **Auxiliary Reactor Observation and Maintenance.** These three areas, each staffed with two technicians in space suits working two-hour shifts, are dedicated to overseeing the eight auxiliary reactors on Babylon 5.
8. **Airlocks.** These three airlocks provide access from the maintenance deck to a narrow tunnel leading to the fusion slush tanks at the rear of the station.
9. **Power Transfer Maintenance.** This large room, staffed by 20 to 25 technicians, depending upon the time of the day, keeps watch over the reactors' energy input into the station's main power grid.
10. **Decontamination Showers.** In case of radiation leak, all exposed personnel are to immediately proceed to one of these areas. Of course, since this is in zero-g, the showers look more like cocoons than anything else.
11. **Toilet Facilities.** Yellow Sector has only a single toilet facility set up for the large staff working here. As with every other room on the station, there is no gravity here, so all the toilets are zero-g. There are no toilets available for exotics.

## Yellow Sector



# DOWNBELOW

**T**hroughout the course of its construction, Babylon 5 was victim to both ongoing financial cutbacks and the dwindling of political will to realise the dream of the mighty station. The effects of these cutbacks are seen throughout the station, from the pale reflection of what the Zocalo was meant to be to the sorry state of formal education on the station to the deck upon deck of empty laboratories in Yellow Sector. Nowhere are the effects more obvious, or for that matter, more famous, than in the area of the station that has come to be known as Downbelow.

The station's financial cutbacks meant that large areas of the station, primarily in Brown Sector but reaching forward into Green Sector and backward into Grey Sector, which had been set aside for future work and finish-out, were never completed as the credits to do so were simply no longer there. The largest of these areas is Downbelow.

Many people, be they human or alien, come to Babylon 5 hoping for a new start and a new life among the stars, but, for most, their dreams are never fulfilled. Trapped on the station, unable to find solid work and unable to pay for passage out, they are forced to take part time jobs for low pay and when those dry up, they are ejected out of their rented quarters. With no money remaining, they are forced to become lurkers in the undeveloped parts of the station, sleeping where they can find space and scavenging for food just to stay alive.

With resources required elsewhere, security teams make few patrols in the several square kilometres that form Downbelow, causing the crime rate among the station's lurker population to skyrocket, with criminals operating alone or in gangs in the scattered shantytowns that spring up and dissolve again in Downbelow.

The strongest and most intelligent lurkers can make a good living in Downbelow, however, and there are several illegal brothels, drug emporiums, bars and other diversions. In addition, the extortion rackets that plague the smaller traders of Brown Sector and Red Sector spring from the gangs who rule so much of Downbelow.

Raw credits do not always have the same power among lurkers as they do elsewhere on the station – after all, credit chits cannot be eaten and do not keep the homeless warm. For those few who have established themselves as powers in Downbelow, on the other hand, credits serve at least as well as they do elsewhere on the station.

Downbelow is a dangerous place with muggings and murders common among both the lurker population and those visitors who dare descend into Babylon 5's

underbelly. Even security officers will not travel alone in Downbelow and public access, while not illegal, is strongly discouraged.

## Navigating Downbelow

Moving through Downbelow is, in the words of security officer Zack Allan, as easy as walking backward and blindfolded through a stampede. Predominantly confined to decks 49 through 53 of Brown Sector, Downbelow is a maze of temporary shelters, breached bulkheads, impromptu barricades and thousands of people. Of course, Downbelow is not solely a few decks in Brown Sector. Certain areas of Red Sector that were never finished out during the station's construction harbour the criminals and the desperate as well. There are even reports of groups of lurkers squatting in the subsystems between the Garden and the ambassadorial quarters – but as there is no access from there into Green Sector proper, these reports have not been cause for much concern.

Though the original deck plans for the areas of the station that have become Downbelow are readily available for security or any other interested party to examine, they are useless as a map for Downbelow. The entire area has been torn apart and put back together again and again in even the few short years since the station was built – so many times, in fact, that the layout of Downbelow bears little to no resemblance to that set forth in the plans. Attempts to amend the maps to account for changes made by the lurkers have proven equally fruitless, as the layout of the deck is apt to change again by the end of the week. These changes are not drastic when taken individually – after all, few of the lurkers have access to the tools necessary to cut holes in the station's bulkheads – but they accumulate quickly. A door that was open one day may be soldered shut the next, a hallway that was passable last week might now be clogged with anything from packing crates to steel plates, a room with an unblemished floor might have a freshly cut hole offering access to the next deck.

These constant changes are one of the primary factors keeping security out of Downbelow except in extreme circumstances, as it is far too easy the stumble blithely into a brand-new dead end, a gang of lurkers closing in immediately to deprive officers of their weapons, identicards, credits and possibly lives. Even the most hardened lurkers rarely know every in and out of Downbelow, though most lurkers do know the immediate area in which they live better than any security officer ever will.

Downbelow exists on the outer edges of the station, meaning that the gravity in Downbelow is equal to or even



slightly higher than Earth normal. Obviously, this is not the case in the small area of Downbelow that extends into the zero-g environment of Grey Sector.

## GUIDE TO DOWNBELOW

1. Happy Daze (Brown 50-10). It is said that those calling the Dark Star a dive have not seen the Happy Daze. It is a less than well regarded bar located in Brown Sector, its dark and smoky atmosphere drawing in unsavoury elements who are interested in little else other than seeking the happy void of drunken oblivion. Despite the intimidating demeanour of the clientele to a first time visitor, very few fights ever develop in the Happy Daze, as patrons are typically too drunk or too wrapped up in their own problems to bother anyone else. The drinks served, however, are extremely potent and while they would insult a connoisseur, the beverages here can guarantee unconsciousness within an hour at an extremely affordable price. Lurkers who manage to scrape together a few credits are known to visit the Happy Daze bar, if only to escape from the tedium of Downbelow for just a few hours before their money runs out and they are forced to return.
2. N'Grath's Storeroom (Brown Sector ? - ?). Somewhere in Brown Sector is the storeroom of N'Grath, though the exact location is known only to the alien. Regarded as one of the worst-kept secrets on Babylon 5, it is well known to long-term residents of the station that N'Grath controls much of the black market trade that passes through. Coming from a little-known insectoid race found on the distant outskirts of the galaxy, N'Grath arrived on the station as soon as it went online and immediately commenced setting up a fencing operation that has proven highly successful as more and more aliens of different cultures arrived on the station, wishing to sample exotic and possibly illegal delights from other star systems. Though N'Grath conducts all his business from his quarters in the alien sector, he cannot keep all his inventory on hand, which led him to seek out and find a hidden corner of Brown Sector that serves as a temporary storeroom.
3. Bliss (Brown 51-11). The most infamous of the illegal brothels of Downbelow is Bliss, owned by The Syndicate (see *Life on the Station*, page 26), though actually proving such ownership would be all but impossible. Bliss currently maintains a stable of 21 female prostitutes (17 human, 2 Centauri, 1 Brakiri and 1 Narn), most of whom were recruited from the ranks of the lurkers. By playing upon their poverty, their need for money to provide for children and other family, the Syndicate coerced them into service at Bliss. However, not all the

prostitutes here came originally from Downbelow. Two of the human females are here because the Syndicate arranged for the utter destruction of their finances, then offered loans to 'help them' get over the sudden and stunning bankruptcy. By making sure these women would never be able to repay the loan otherwise, the Syndicate was able to effectively force them into employment at Bliss.

Bliss is open around the clock.

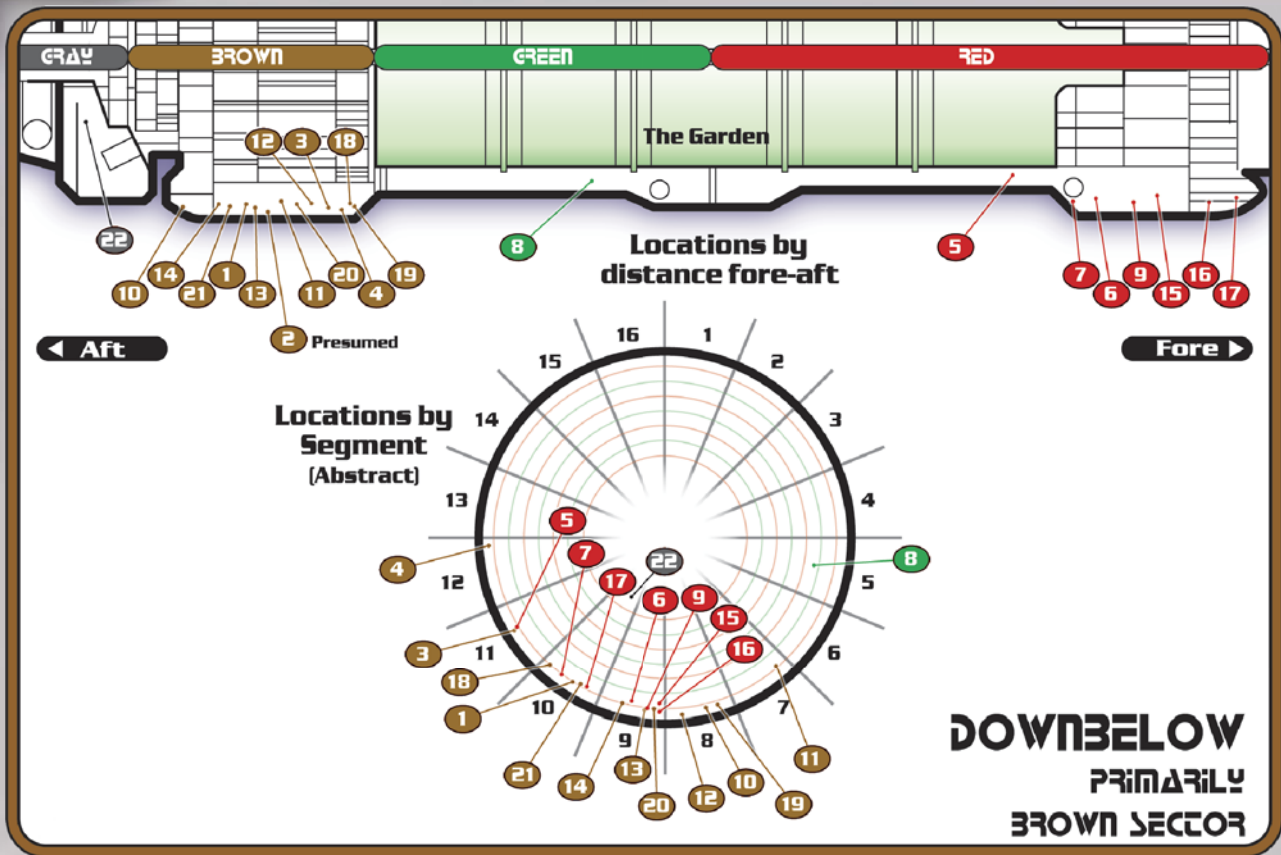
4. Underground (Brown 52-12). If a bar can be said to be worse than the Happy Daze, the Underground is it. Dank and rank, this cramped converted storeroom serves home-brewed grain alcohol and little else. Whereas the Happy Daze is frequented by those anxious to briefly escape the misery of Downbelow, Underground is frequented by those who wallow in it, and fights here are common. The bar's owner, Tyrus Jankowski (Human Male Lurker 6) keeps a black market PPG rifle behind the bar, and has had occasion to use it in the past on unruly clientele. He will let a fight go on without interfering until any of his property is damaged (aside from the odd broken glass), which will cause him to put an immediate stop to it by any means necessary. Thus, most fights that begin in the Underground move outside the bar very quickly, at the mutual agreement of the combatants. The Underground is open whenever Jankowski feels like being open, usually from around 16:00 to 01:00.
5. Cdr'kl Headquarters (Red Sector 40-11). This is the headquarters for a fairly unusual gang consisting of a small group of Vree government operatives working to undermine Brakiri influence by enlisting organised illegal help from other races. The leader, C'ln (Vree Telepath 7) brutally scans every operative (Vree or otherwise) he employs in order to ensure loyalty. He also pays quite well – up to 100% of the retail value of any cargo stolen from a Brakiri merchant. The Vree government will deny any involvement with this 'aberrant individual'. See *Life on the Station*, page 26.
6. Graalon's Eats (Red Sector 39-9). One of the more reputable businesses in Downbelow (not that that means much) is Graalon's Eats, a food counter run by Graalon (Male Drazi Lurker 4) and his two young sons. Offering little variety of bland synthesised foods, Graalon's Eats is nonetheless a fairly clean and safe place to eat – meaning that there is little chance of a visit to Medlab after eating there. It is also priced to appeal to the lurkers of Downbelow; a meal at Graalon's costs 2 credits. Graalon keeps his counter open from 07:00 to 20:30.

7. Hi-Tech (Red Sector 40-10). In an abandoned waste control maintenance room, Jeremy Cortez (Male Human Lurker 2/Scientist 3) runs a small business buying and selling alien artefacts. According to rumour, Cortez once worked for IPX, only to be fired for withholding technology from them. Of course, it is widely suspected Cortez started that rumour himself to give the garbage he sells a sheen of authenticity. Most of what Cortez offers for sale is nothing but a shoddily constructed fraud, though he does occasionally come into possession of an actual ancient artefact. Perhaps 10% of Cortez's stock is actually legitimate, and he does possess the knowledge to know when something is truly valuable and when it is mere dross.
8. Garden (Green Sector 5-11). Hiding amongst the elaborate machinery used to maintain the Garden is a group of 43 lurkers, who have fled the Downbelow of Red Sector and Brown Sector in search of a new place to live, free of the crime and violence of the more 'traditional' areas of Downbelow. These people are no better off financially than any other average lurker; they merely hope to make a life where poverty and fear do not go hand in hand.
9. Rim of the Wheel (Red Sector 40-9). Despite its location next to and amidst the wastewater treatment facilities of Red Sector, Rim of the Wheel tries to bring an upscale atmosphere to Downbelow, endeavouring to recreate a sort of 'old world gangster' charm. Employing no fewer than ten armed security guards (Human Male Soldier 2/Lurker 2) Rim of the Wheel actually manages to maintain an exclusive clientele in Downbelow. The bar serves drinks of greater quality (and price) than most bars on the station, placing it entirely out of reach for the lurkers. Instead, the bar caters to the wealthy of Downbelow (in other words, the criminals) as well as any visitor to the station willing to risk the dangers of Downbelow to drink in such a place. A least one member of the Syndicate can be found here whenever the bar is open, which is from 10:00 to 04:00.
10. Headquarters of the Mooks (Brown Sector 51-8). This is the headquarters for the Mooks (see *Life on the Station*, page 26), a gang of paper-tiger thugs of Downbelow who make their living through legitimate fronts and picking on the weak and feeble. If confronted with an actual armed threat, the Mooks will likely (75% chance) run unless they outnumber the enemy more than three to one.
11. Home of Jimmy Regal (Brown 49-7). Located at the 'top' of Downbelow is the home of Jimmy Regal, known throughout Downbelow as the go-to fix-it man for the lurkers. Regal (Human Male Lurker 2/Worker 6) makes a good living working for the other lurkers, putting his technical knowledge to use by splicing into power conduits, setting up unofficial BabCom terminals, fixing and installing plumbing, building new walls and tearing down old and all manner of other traditional blue-collar trades work. Regal does nothing overly illegal (for example, he will not make identicards, though he likely could), priding himself instead on an honest living charging a fair price to the lurkers. He will often accept barter in place of credits for a lurker who cannot otherwise pay.
12. Headquarters of the Bookers (Brown 52-8). The headquarters for the gang known as the Bookers (see *Life on the Station*, page 25), a group that seems determined to become the pre-eminent weapons smugglers of Babylon 5. The headquarters itself is an old storeroom, 20 feet by 30 feet. The Bookers have built a secret hatch into the floor (Notice skill check DC 20 to find), where they hide their stash of guns and drugs.
13. Hard Luck (Brown Sector 51-9). The largest of the illegal casinos operating in Downbelow, Hard Luck is owned by a small gang of humans known as the Tommies. The bread and butter of the casino is low-ante blackjack and small stakes craps, but it is also host to several high-stakes poker games a week, which draw everyone from rich criminals to wealthy visitors to Centauri Ambassador Londo Mollari.

The Hard Luck is one of the largest contiguous areas in Downbelow, created by tearing out the walls between several empty rooms to create a space some 120 feet by 200 feet where the majority of the games are played. Through a heavy steel door, guarded at all times by one of the casino's 15 guards (Human Male or Female Lurker 4/Soldier 1) is a 20 foot square room where the high stakes games take place. The Hard Luck features its own bar (serving mostly low-quality drinks, except to the high stakes players). Another heavy steel door, also guarded at all times, leads to a series of three 20-foot square rooms that serve as the headquarters for the Tommies, including a hidden doorway (Notice skill check DC 15 to locate) that leads to a hidden room where the Tommies hope to hide out if trouble ever comes.

Trouble may come soon to the Hard Luck and the Tommies. Chief Warrant Officer Michael Garibaldi has recently discovered that the Tommies have bribed at least one of his officers, and have tried to bribe two more. He is searching his ranks for any officers on the take from the Tommies, and it is a safe bet that after he finds the bad apple, he will come knocking on the Tommies' door.





14. Headquarters of the Yellows (Brown Sector 50-9). This is the headquarters for one of the most ruthless gangs in Downbelow, a group of Drazi known as the Yellows (see *Life on the Station*, page 26).
15. Thieves' Haven (Red Sector 38-9). This area is the current haven for the Thieves' Guild (see *Life on the Station*, page 26) aboard Babylon 5. Unlike the gangs of Downbelow, the Thieves' Guild is not confined to Babylon 5. Indeed, operations aboard Babylon 5 represent only a small fraction of the actions and interests of the Thieves' Guild.

Far older than the station itself, the Thieves' Guild has operated for centuries. Unlike other organised crime groups, there is no central hierarchy to the Thieves' Guild, no single ruler and his chain of lieutenants. Instead, the Thieves' Guild is a loose association of criminals that spans many worlds – no one is certain how many – that have banded together for mutual benefit.

The Thieves' Guild is unique aboard Babylon 5 for one simple reason – no one outside the organisation knows of its presence there, and

that is exactly the way the Thieves' Guild would have it. Certainly, there is some suspicion in the ranks of the station's security officers, but thus far no one has managed to uncover any evidence that the guild is operating on the station.

The current location for the Thieves' Haven is incredibly well hidden; finding it is almost impossible if one does not know how to follow the Thieves' Guild glyphs found throughout the station. Even if one is able to follow the glyphs, they essentially lead into a trap. They direct the follower through Downbelow to a random stack of crates. In the ceiling above these crates is a trap door, which must be lifted and pushed aside to enter. The trap door emerges in the centre of the room above, giving the thieves within ample opportunity to do whatever they wish to the interloper. The haven itself, a simple room some 30 feet square, has no fewer than seven concealed exits (Notice skill check DC 30 to find), allowing the thieves multiple avenues of escape through the bowels of the station. If the haven is ever discovered by someone not of the guild, it will be immediately abandoned and a new haven established within a week.

16. Santa's Workshop (Red Sector 40-9). This is the small workshop owned by Julius Berendt (Human Male Agent 1/Lurker 2/Scientist 4), an overweight man with a long beard. In fact, his shop officially has no name, but Berendt would prefer practically anything over the nickname of Santa's Workshop that his physique and stock in trade have earned it. Berendt officially makes his living by repairing broken electronics, but his real income stems from his consummate skill as a forger, able to make new identicards, wipe existing ones, create false invoices and shipping manifests, add or enhance security credentials and any number of other illegal activities. Berendt commonly charges about 3,000 credits for a false identicard with security credentials, a price his customers think is a bargain.  
  
Berendt keeps two bodyguards (Drazi Male Soldier 5) with him at all times. Thus far, no one has been foolish enough to refer to them as his 'elves'.
17. Red Sector District (Red Sector 39-10). This frightening and famed illegal brothel specialises in providing for the needs of alien clients, as well as clients with 'unusual' tastes. Its revolving roster of employees has included virtually every race, from human to Pak'mara. There is a rumour in Downbelow, and among the more unsavoury persons in the station above, some of whom seem disturbingly eager, that the Red Sector District will soon be adding a Gaim to its list of employees. Rumours that a Minbari is working there have been disproven many times, but still pop up again and again, drawing a fair number of ultimately disappointed potential customers to the brothel every month. The Red Sector District is open around the clock.
18. Still Breathing (Brown Sector 50-10). This bar has been described as 'Happy Daze without the whimsy'. Serving mostly grain alcohol distilled right behind the bar, more than one patron of this place has died a screaming death simply from drinking the foul swill served here. In early 2258, it was shut down by station security, but reopened again a week later. This bar is the headquarters of the Star Eaters (see *Life on the Station*, page 26). Still Breathing is open erratically, never keeping the same hours two days in a row.
19. Downbelow Shelter (Brown Sector 51-8). This shelter, run cooperatively by the religious institutions aboard the station is a faint, feeble light of hope for the lurkers of Downbelow. Consisting of several converted storage bays, the Downbelow shelter measures about 150 feet by 70 feet, and provides a safe place to spend the night for as many as 200 lurkers. It also offers hot meals (of synthesised food) cooked on site and given for free to those lurkers wishing to stay the night. Drug counselling and rudimentary medical services are made available as well, and Dr Stephen Franklin makes his way down to the shelter about once a week to tend to those who cannot afford a visit to Medlab. Religious counselling and prayer services are also made available to those who are interested. The shelter opens at 18:00 every day. Its doors remain open until filled to capacity or until 21:00, after which no one is admitted. All who spend the night in the shelter must leave by 09:00 the following day. No alcohol, drugs or weapons are permitted in the shelter.
20. Home of Laura Rosen (Brown Sector 50-9). This is the home of Laura Rosen, a mysterious woman who offers medical services to the lurkers of Downbelow. One of the devices she uses is an alien artefact able to affect miraculous cures in her patients.
21. Ch'yka's (Brown Sector 51-10). This is the small shop of a Vree who is clearly down on his luck. Ch'yka (Vree Trader 2) offers a variety of second hand objects for sale here, from used blankets to incomplete toolkits. Everything in Ch'yka's costs 75% of list price (see the *Babylon 5 Roleplaying Game 2<sup>nd</sup> Ed* core rulebook), but only provides half its usual bonus to any skill checks (if applicable).
22. T'Plath (Grey Sector 4-10). Floating in the zero-g environment of Grey Sector is a new arrival on Babylon 5, T'Plath, a creature of the same race as N'Grath that seems intent on supplanting him as a smuggling kingpin of the station. T'Plath's stock in trade is exotic animals, including beasts that are illegal to bring onto the station under any circumstances. Rumours abound in Downbelow that N'Grath is preparing to move this new and very unwelcome arrival quite harshly in the very near future.



# LICENSE

## OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ('Wizards'). All Rights Reserved.

1. Definitions: (a) 'Contributors' means the copyright and/or trademark owners who have contributed Open Game Content; (b) 'Derivative Material' means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgement or other form in which an existing work may be recast, transformed or adapted; (c) 'Distribute' means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) 'Open Game Content' means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) 'Product Identity' means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) 'Trademark' means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) 'Use', 'Used' or 'Using' means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) 'You' or 'Your' means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

## 15 COPYRIGHT NOTICE

Open Game License v 1.0 Copyright 2000, Wizards of the Coast, Inc.

D20 System Rules & Content Copyright 2000, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on original material by E. Gary Gygax and Dave Arneson.

This printing of *The Babylon 5 Station Guide* is done under version 1.0 of the Open Game License and the draft versions of the D20 System Trademark License, D20 System Trademark Logo Guide and System Reference Document by permission from Wizards of the Coast ®. Dungeons & Dragons and Wizards of the Coast are trademarks of Wizards of the Coast, Inc. in the United States and other countries and are used with permission." 'd20 System' and the 'd20 System' logo are trademarks of Wizards of the Coast, Inc. and are used according to the terms of the d20 System License version 5.0. A copy of this License can be found at [www.wizards.com/d20](http://www.wizards.com/d20).

The mention of or reference to any company or product in these pages is not a challenge to the trademark or copyright concerned. Portions of the *The Babylon 5 Station Guide* are Open Game Content licensed with version 1.0a of the Open Gaming Licence (see above).





**The Roleplaying Game**  
Second Edition



# **Life on the Station**

Babylon 5 created by J. Michael Straczynski



# LIFE ON THE STATION

## CREDITS

**Author**  
Greg Lynch

**Editor**  
Richard Ford

**Cover Image**  
Brandon Bray

**Cartography**  
Keith Curtis

**RPG Manager**  
Ian Belcher

**Production Director**  
Alexander Fennell

**Proofreading**  
Ron Bedison

**Special Thanks**  
J. Michael Straczynski, Fiona Avery, Isabelle Richard,  
Skye Herzog

## CONTENTS

Introduction	Page 2
Station Services	Page 3
Social Structures	Page 12
Crime & Punishment	Page 21
Life on Babylon 5	Page 38
Alien Factions	Page 52
License	Page 64

**Designation of Product Identity:** The following items are hereby designated as Product Identity in accordance with section 1(e) of the Open Game License. Version 1.0a: Any and all Babylon 5 logos and identifying marks and trade dress, including all Babylon 5 product and product line names; any elements of the Babylon 5 setting including but not limited to capitalised names, planet names, alien species names, ship names, organisation names, characters, equipment, setting and historic events, episode descriptions, any and all stories, storylines, locations, plots, thematic elements, documents within the Babylon 5 world, quotes from character or episodes, all artwork, symbols, designs, depictions, illustrations, maps and cartography, likenesses, poses, logos, symbols or graphic designs; any other unspecified incarnations of Babylon 5 creative property, including elements either derived or inferred from the Babylon 5 setting; and website support materials and all future incarnations, online community donations and all free game support items, except such items that already appear in the d20 System Reference Document and are already OGC by virtue of appearing there. The above Product Identity is not Open Game Content.

**Designation of Open Game Content:** Subject to the Product Identity designation above, the following portions of the *The Babylon 5 Station Guide* are designated as Open Game Content: all character statistics and creation rules, all new character classes and abilities, all new feats, powers and skills, all rules systems and mechanics, all statistic blocks and paragraphs specifically explaining rules mechanics or special qualities. The use of Product Identity in these circumstances is limited solely to mechanical effects and systems, not to the items previously stipulated as falling under the PI. Printed in China



Copyright © 2006 Warner Bros. Entertainment Inc.  
BABYLON 5 and all related characters and elements are  
trademarks of and © Warner Bros. Entertainment Inc.  
WB SHIELD: ™ and © Warner Bros. Entertainment Inc.  
(s06)

# INTRODUCTION

**B**abylon 5 is a massive space station, one of the largest structures ever built by humans, and home to approximately 250,000 intelligent creatures.

Despite its status as a colony of the Earth Alliance, living on Babylon 5 is nothing like living on Earth, Mars or Io. To live on Babylon 5 is to live in an amalgam of dozens of races, to rub shoulders with some of the most important people of the day, to live on the stage upon which the fate of the galaxy will play out and, of course, to experience unparalleled frustration at what is undoubtedly the slowest post office in all the known worlds.

Whereas the *Guide to the Station* is intended to show the reader where everything is on Babylon 5, and how it all works together to keep the massive system operational, *Life on the Station* takes a closer look at what is happening inside Babylon 5, the groups, the races, the factions, the guilds and how they all fit together in this great experiment. *Life on the Station* addresses everything a resident of Babylon 5 needs to know to get through his day, whether he is an EarthForce officer or a lurker in Downbelow.

The book begins with the first impressions many visitors will have of Babylon 5 – the services the station

offers, from the availability of docking facilities to the cost of using the station's storage bays, not to mention such fundamental necessities as life support and the first part of the station's interior most visitors will see: the customs offices.

Home to more than 250,000 intelligent creatures from dozens of races, Babylon 5 has more than its share of crime. *Life on the Station* offers information on the kinds of crime most common aboard the station, as well as a complete description of the station's legal processes, from the commission of the crime to the sentencing of the criminal.

There is, of course, more to Babylon 5 than crime, customs and the doings of diplomats. This is a place where tens of thousands of people with little interest in the great happenings of the day are trying to make a life for themselves. *Life on the Station* discusses exactly how they do that, with information on the kinds of employment and housing available, as well as costs for an assortment of basic goods.

Lastly, *Life on the Station* deals with the movers and shakers of Babylon 5, from the station's government to the various alien races of the galaxy represented on the station.



**Station Services**



# STATION SERVICES

**T**he primary mission of Babylon 5 is one of diplomacy and understanding, an attempt to avoid the costly mistakes of the past by promoting the use of words and treaties, rather than warcruisers and guns, to solve the problems that invariably arise between different races and governments. Despite this mission it has little direct or immediate impact on the lives of the vast majority of people on the station itself.

Most people on Babylon 5, whatever their race, have little real interest in the doings of the diplomats. Though there are obviously exceptions, by and large they do not care about the outcome of the latest border region dispute between the Centauri Republic and the Narn Regime, nor do they care about the minutia of a trade agreement between the Abbai Matriarchate and the Drazi Freehold. They care about the things that affect them.

In essence, though the primary goal of Babylon 5 is diplomacy, very few people on board the station are here for that reason. Rather, they are on board for one of the secondary purposes of the station. They are here for trade and business.

This chapter discusses the services provided by or available from Babylon 5, from the rules and regulations of customs to the cost of storage to the availability of life support on board the station.

## CUSTOMS

The first area any newcomer to Babylon 5 sees inside the station is the customs area. Every person disembarking from any of the 50 to 100 ships that come through Babylon 5 every day must pass through customs in order to enter the station – a fact that makes customs one of the busiest areas.

Upon disembarking an arriving ship, all passengers must form a line as directed by security officers and wait to go through customs. Usually, this is a fairly painless process, but when a number of ships arrive simultaneously, the line can become excruciatingly long. The average wait to get through customs can range from five minutes to more than four hours, depending upon the time of day and the amount of traffic coming through the station. The current waiting time is always displayed on a large monitor above the customs station.

Security officers have the right to search any ship, bag or person they believe might be transporting illegal goods, though they are

required to do so in a courteous and open manner. Security officers must explain to anyone they search the reasons for the search, informing them of their rights as they do so. If a security officer unpacks a bag in the course of his search, he must help repack it afterward. If something is damaged in the course of a search (assuming the search finds no contraband), the security officer is liable for damages.

All security officers aboard Babylon 5 are required to treat all races equally. In the event of a security officer needing to conduct a search on a being who does not speak a language in common with the officer, he is required to wait until a translator arrives to inform the being of its rights before the search can begin.

An essential part of going through customs is the possession of an identicard (see page 4). A human who does not have an identicard is an automatic red flag for security as all humans are required to have one when they travel. Aliens who come to the station and do not have an identicard will be issued one at security, a process which takes about five minutes to encode the necessary information and press the card.

## Contraband

The following items are considered contraband and may not be brought on board Babylon 5. Many of these items are also illegal, and mere possession of the item at customs is enough to restrict the character's visit to Babylon 5 to the interior of a security cell, with a brief stop in the courtroom.

- ⑤ **Drugs:** No drugs (other than approved medicinal drugs) are allowed on the station. The character's identicard must reflect the medical condition requiring the drug.
- ⑤ **Weapons:** No weapons are allowed on the station except for those carried by security or EarthForce personnel.

**The Vorlons alone of all the races in the known galaxy are exempt from going through customs on Babylon 5. This is just as well, as the scanners produced by the Earth Alliance are unable to discern anything about Vorlon technology.**



- ⑤ **Alien Technology:** Though many merchants outside the station do a booming business, no ancient alien artefacts (such as changeling nets) are allowed on Babylon 5.
- ⑤ **Stolen Goods;** By far the hardest to enforce, transportation of stolen goods onto or off of the station is strictly prohibited. However, unless the character happens to be carrying the Mona Lisa under his arm, he is likely to get away with it.

**Identicards are an almost foolproof means of proving one's identity, but no matter how good any system is, it is possible to get around it. False identicards (which cost 1,000 credits and up) can get past a customs agent, as can some alien artefacts, such as a changeling net.**

## Passing the Scanners

Everyone entering the station must pass through the scanners in the Customs area. This is some of the best scanning equipment the Earth Alliance can produce and slipping something past it is exceptionally difficult. The scanners can detect:

- ⑤ **Chemicals:** In amounts as low as one part per million.
- ⑤ **Energy sources:** The scanner can detect and identify most common energy sources. Earth Alliance scanners do have difficulty distinguishing power sources of either Centauri or Minbari make – they cannot tell the difference between the power supply of a flashlight and the power supply of a weapon. An observant security guard (Spot check DC 20) will notice a slight flux in the readings but will have to make a Technical (electronics) check DC 25 to recognise it as dangerous.
- ⑤ **Shapes:** The scanner can recognise the shape of most known weapons or their major component parts.

Characters who think to avoid the scanners by stowing contraband items in their bags are advised that luggage is also put through the scanners. Additionally, there is a 10% chance that any particular person or bag will be searched by hand.

## IDENTICARDS

The one thing no one on Babylon 5 should be without is his identicard. These devices (about the size of a 21<sup>st</sup> Century credit card) work as a personal identification card, a credit card, personal calendar and medical history file. Most importantly, aboard Babylon 5 it works as a passport.

Every Earth Alliance civilian is required to have his identicard in order to enter Babylon 5, and is further required to keep the card on his person at all times and surrender it to a security officer for inspection if asked. Aliens visiting the

station are likewise issued an identicard for the duration of their stay, and are also under obligation to keep the card handy and present it when asked (a requirement some alien races have a hard time remembering).

The identicard is an efficiently designed item. Inside its non-conductive case is a memory chip and processor board that store all relevant data about the owner. On one side of the card is a small playback screen where the data can be viewed. It is also designed to be read with a handheld scanner.

An identicard contains the following information:

- ⑤ Travel visas
- ⑤ Travel history
- ⑤ Medical information (including DNA)
- ⑤ Security clearances (if any)
- ⑤ Personal information (name, date of birth and so forth)
- ⑤ Financial records

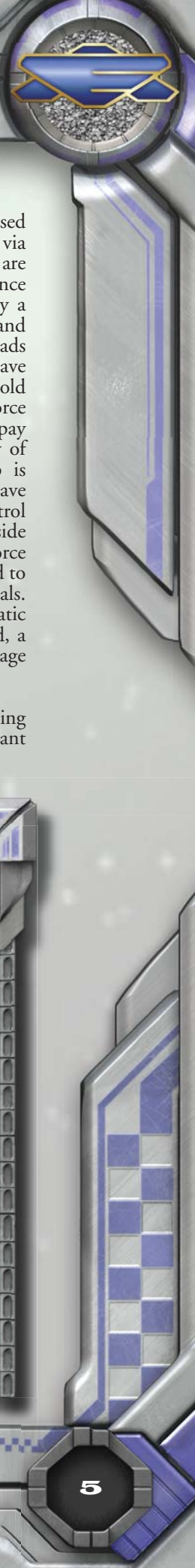
A lost identicard can prove to be a tremendous hassle for the person who lost it, as without the card, the individual is severely restricted in his freedom of movement and unable to access his accounts. However, the card can be replaced fairly easily for a cost of 100 credits. This can be done at customs or any security station on Babylon 5.

## DOCKING

This is the busiest area on Babylon 5, with over 1,500 dock workers, security guards, maintenance crews and ship crewman all working together to transfer cargo to and from ships in orbit around the station. The loading facilities can handle almost any configuration of cargo transport, though the processing of standard Earth Alliance cargo pods is by far the quickest and so during hectic periods of over-scheduling, ships carrying these are often given priority over alien vessels – not out of prejudice, but simple expediency.

The cargo bay is a massive, sprawling construction, extending into the spine of the



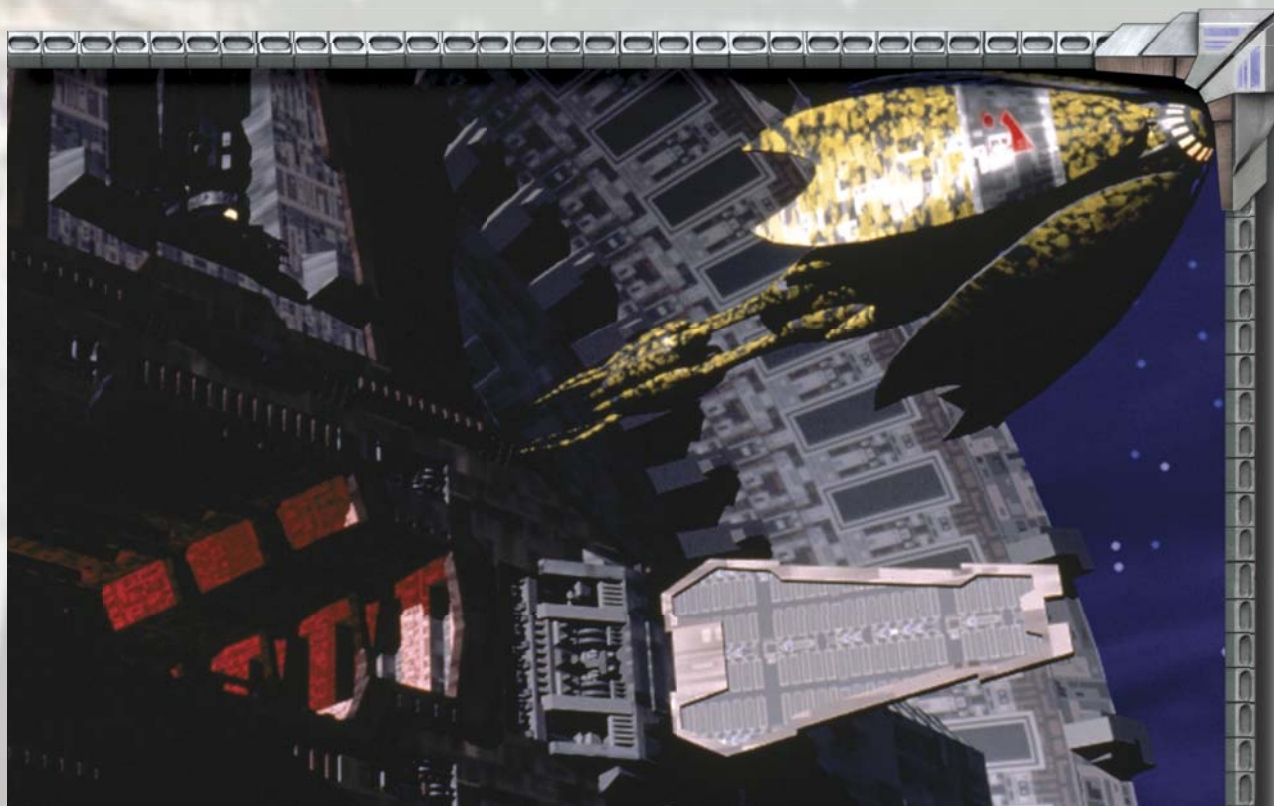


station, with elements stretching down into Blue Sector almost to the Central Docking Hub. Within the docking bays, a high turnover of arriving ships guarantees a hectic schedule for dock workers during peak times but it is within the spine that the majority of cargo is brought onboard from large freighters waiting in orbit around the station. It is here that high volume traffic is routed, as well as cargo pods that must be kept in zero-g, away from the rotating parts of Babylon 5. The familiar hard docking mooring clamps that extend in front of the station are used to facilitate the movement of cargo pods brought in by maintenance pods and cargo loaders from freighters, where they await rotational scheduling that will bring them into the cargo bay. From there, cargo pods are scanned, catalogued and routed to storage bays where they await processing, either to within the station itself or to other ships waiting in orbit once traders onboard have sold their merchandise. With various trade tariffs placed on each type of cargo that arrives on the station, the cargo bay generates the main source of revenue for Babylon 5 and has allowed it to continue operating with far less funding than was first anticipated by EarthGov. The Dockers' Guild appreciates their position as a fundamental part of the station's operation and has begun negotiating better conditions for its workers, including more contractors and upgraded dockside equipment to cope with the growing number of ships that come to Babylon 5 every day.

## Docking Bays

Located within the Command Sphere are 60 pressurised docking bays, all connected to the Docking Portal via the Central Docking Hub. Most docking bays are accommodated in a huge ring that runs the circumference of the Command Sphere, with ships positioned by a system of lifts and tubes upon entering the station, and passengers disembarking through a terminal that leads straight to Customs. However, 12 docking bays have their own sealed compartments and are used to hold the personal craft of ambassadors, sensitive EarthForce military ships and the few businessmen willing to pay extortionate rates in order to maintain the secrecy of their negotiations. Nominally, any visiting ship is permitted to use a docking bay, though those who have not filed travel routes with Command and Control prior to arrival may be required to wait in orbit outside the station until one becomes vacant. EarthForce reserves the right to refuse access to any ship believed to contain hazardous materials, illegal goods or criminals. Ambassadorial ships, however, enjoy normal diplomatic privilege and so may never be searched or detained, a state of affairs that some diplomats have taken advantage of in the past.

The majority of dock workers can be found unloading cargo in these docking bays, and so the area is a constant







hive of activity. Cargo is unloaded from incoming ships and then either transferred to other vessels, routed to transfer terminals for processing or taken directly to Red Sector for sale. Despite over 1,500 dock workers being employed at the station, their guild often complains about over-scheduling and the necessary maintenance of dockside equipment, problems Command and Control is all too aware of but unable to correct due to a lack of funding from Earth Central.

## Docking Bay 13

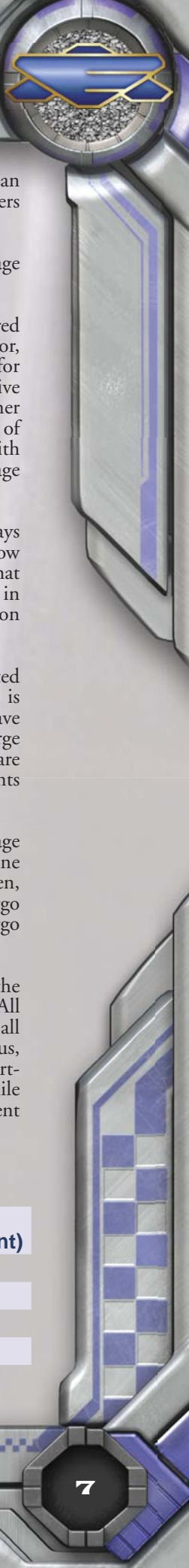
One of the sealed docking bays, Bay 13 is the location in which Vorlon Ambassador Kosh keeps his personal transport. Soon after Kosh arrived at Babylon 5, dock workers began refusing to go anywhere near Bay 13, claiming that they had started having dreams about the Vorlon transport, and that it had begun talking to them in their sleep, though none elaborated on these claims. However, it has become apparent that the Vorlon transport needs no maintenance and so Bay 13 has been restricted to all personnel not within the Command Staff.

## Docking Portal

The Docking Portal is the main entry into the station for incoming ships, routed from here, through the Central Docking Hub and then on to their allocated bay. Located on the central axis of the spinning section of Babylon 5, ships must match the rotation of the station, a process taken over by the Central Computer when vessels surrender navigation to Command and Control. The Docking Portal is automatically sealed when the station's blast doors are activated, and it can also be closed by Command and Control to deny access to any rogue ship trying to enter the Central Docking Hub without authorisation. All ships entering the Docking Portal are rigorously scanned by Babylon 5's sensor arrays to confirm they are not carrying any prescribed substances or illegal weaponry.

Only spacecraft of Gargantuan size or smaller may enter the Docking Portal. Larger vessels must stay in an orbit allocated to them by Command and Control, their crew and passengers entering the station by shuttle. Most ships of this size carry their own smaller landing craft but Command and Control can offer the use of the station's own shuttles and pilots if necessary, at a cost of 2,000 credits per necessary trip.





## Docking Costs

The cost any given ship pays for docking depends upon the size of the ship and the amenities the ship and her captain require while the vessel is in port. Babylon 5 offers both simple berthing of a ship and the availability of dock workers and technicians to make any needed repairs to the vessel. Anyone wishing to have a sealed docking bay may do so, provided one is available (25% chance) and they are willing to pay double the normal cost for docking, as detailed in the chart below. The cost for docking at Babylon 5 is payable weekly, depending upon the captain's needs. A ship in dock for a full month is entitled to a 10% discount on the total docking cost.

All repairs to ships must be paid for individually, in addition to the cost of a repair berth.

### Berthing & Repair Costs per Week

Ship Size	Berthing	Additional Repair Costs (one off payment)
Small	500 credits	1,000 credits
Medium	1,500 credits	3,000 credits
Large	2,500 credits	5,000 credits
Huge	3,500 credits	7,000 credits
Gargantuan	4,500 credits	9,000 credits

Ships larger than Gargantuan in size cannot fit into Babylon 5's docking portal. Passengers and cargo must be unloaded using auxiliary vessels.

## STORAGE

In the enormous spine of Babylon 5, the area of Grey Sector that runs along the dorsal side of the station, are tens of thousands of cubic metres of storage space. Some of this area is given over to stockpiling the station's necessary supplies, but the majority of the space is used as part of Babylon 5's role as a centre for trade.

Ships that dock with the station in Blue Sector can have their cargo transported up into the storage areas of Grey Sector through a series of lifts and mag-level bearings. Ships too large to dock with the station (or

those that require a constant zero-g environment) can be offloaded in space through the station's cargo loaders and maintenance pods.

Of course, the station does not give the use of its storage facilities away for free.

All incoming cargo to Babylon 5 must be cleared through customs before it can be stored in Grey Sector, which can be either a swift and cursory process (for known honest traders) or an exhaustive and intrusive process (for those who have not earned trust). Either before or during the customs procedure, the owner of the cargo must make the necessary arrangements with both station security and the Dockers' Guild for storage of the cargo.

The cost of storing items in Babylon 5's cargo bays varies depending upon the nature of the item and how long it will remain in storage. Traders are advised that Babylon 5's cargo bays are all zero-g; if the cargo in question cannot tolerate that environment, the station cannot accommodate its storage.

Additionally, Babylon 5 is a busy place, frequented by trading ships from all corners of the galaxy. It is therefore entirely possible that the station will not have enough unused storage space to accommodate a large trading ship that arrives unannounced. Traders are encouraged to make any necessary storage arrangements with Babylon 5 before embarking for the station.

Approximately three-quarters of the station's storage bays have only minimal life support, requiring anyone entering them to wear at least a breathing mask. Often, a full space suit is required in the freezing, airless cargo bays. The remaining one quarter of the station's cargo areas are fully climate controlled.

The Storage Costs table gives the cost of storage on the station. All costs are calculated by the cubic metre. All short-term storage costs are calculated daily, while all long-term storage costs are calculated weekly. Thus, to store five cubic metres of perishable goods in short-term storage would cost 1,000 credits for one day, while storing it for a short term in a controlled environment would cost 1,500 credits for one day.

### Storage Costs

Cargo Type	Short-Term Storage	Short-Term Storage (Controlled Environment)	Long-Term Storage	Long-Term Storage (Controlled Environment)
Perishable	200 credits	300 credits	—	1,000 credits
Inert	100 credits	150 credits	450 credits	600 credits
Live <sup>1</sup>	—	1,000 credits	—	—
Volatile <sup>1</sup>	500 credits	2,000 credits	2,050 credits	5,000 credits

<sup>1</sup> Requires special dispensation to store on the station.





**Perishable:** Perishable items comprise cargo such as foodstuffs, which have a limited amount of time before spoiling. These cannot be put in long-term storage without climate control.

**Inert:** Inert materials include such things as plastics, metals, stone and other raw materials that require no special precautions or attention.

**Live:** Live animals may be stored on Babylon 5, but only short term storage in a controlled environment. Babylon 5 crew does not care for the animals, thus the owner must make sure all the creature's needs are met during its time in storage.

**Volatile:** Volatile cargo means gasses, fuels and other potentially hazardous substances. Storing such things on the station is permissible, but requires special dispensation and an extensive safety inspection before the cargo is accepted. The method of storing such materials is dictated by the station, depending upon the type of volatile substance.

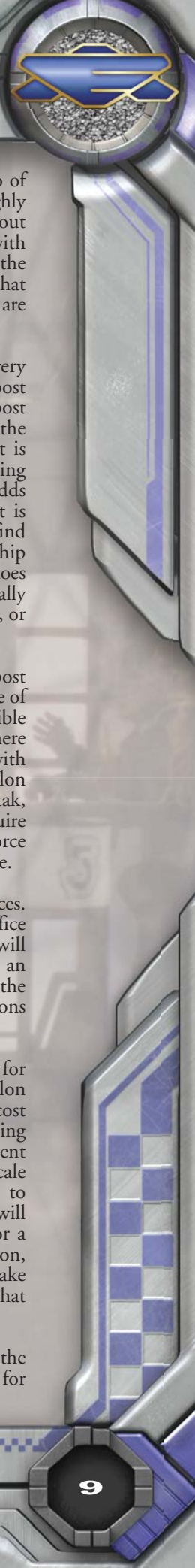
## BANNED CREATURES

Some creatures are deemed so dangerous they are not allowed onto the station under any circumstances, even in the storage areas. Transportation of such a creature onto Babylon 5 is a serious crime, one which the ombuds will vigorously punish.

At least one of the banned creatures is actually a sentient being, but is still considered too inherently dangerous to risk allowing onto the station.

- ⑤ **Na'ka'leen Feeder:** Indigenous to Centauri space, where it is usually kept under tight control, this terrible beast preys on its victims by consuming neurotransmitter chemicals, which can result in a mindwipe or even death for the victim.
- ⑤ **Grylor:** A flying, bat-like creature from Janov 7 equipped with lethal claws and fangs.
- ⑤ **Vindrizi:** An ancient, intelligent life form who believe their purpose is to compile a complete catalogue of history. Though this may seem like a noble aim, the vindrizi gather information (and preserve their lives) by choosing a host and wrapping around the creature's spinal column.





## TAXES & TARIFFS

The vast majority of Babylon 5's income is generated through taxes and tariffs on goods that pass through the station, either as exports or, more commonly, as a waypoint on the cargo's journey to its ultimate destination.

The exact cost of taxes and tariffs varies according to the cargo in question – a cargo container full of frozen spoo, for example, will have a very different tariff rate attached to it than an equivalent amount of Quantum-40. Considering that gravity is variable on Babylon 5, as well as every planet from which the cargo passing through the station comes, taxes and tariffs are figured according to the volume of the cargo, not the weight. After all, in the zero-g storage areas of the station, the goods weigh nothing, and a percentage of nothing will not keep the station operating in budget.

Additionally, the trade treaties of the Earth Alliance vary slightly from race to race. Thus, the tariffs on a shipment of crystals from Centauri Prime will be slightly lower than the tariff on a shipment of crystals from Abba.

## TRANSPORTATION

The station provides free transportation within Babylon 5. All elevators are free for everyone's use, as is (more importantly) the Core Shuttle, which ferries people back and forth between Blue Sector and Brown Sector.

Only transportation within the station is free, however. Anyone needing the services of a shuttle craft should be prepared to pay well for the use of the vehicle.

## POSTAL SERVICE

Babylon 5's post office is nothing short of infamous.

According to the posted hours, the post office is open from 8 a.m. to 5 p.m. Earth time every day except holidays. It is the holiday exception that drives residents of Babylon 5 to distraction. Though the post office is part of and administered by the EarthForce Postal Service, it has taken its role as a part of a multiracial and multicultural space station to heart. Thus, the holidays on which the post office is closed include all major Earth holidays from every Earth culture, as well as all major holidays of the Centauri, Narn, Minbari and each member of the League of Non-Aligned Worlds. What this means to the potential customers of the post office is that it is closed on all but 50 to 60 days each year, depending upon where on the calendar each individual holiday falls. The post office is not always conscientious about posting which days do indeed fall on a holiday.

Obviously, this policy is very popular with the post office employees, who draw their full pay regardless of

how often the post office is closed. In fact, in ratio of pay to work, post office employees are the most highly paid people on the station. Though it may work out well for them, this policy is rather less popular with everyone else on Babylon 5. However, the rest of the station can take some small comfort in the fact that when the employees of the post office do work, they are forced to work very hard.

The post office on Babylon 5 does not offer delivery service; anyone expecting a parcel must go to the post office to retrieve it. The frequent closures of the post office make it very difficult for anyone expecting the delivery of a package to actually pick it up, and it is common wisdom on the station to never have anything perishable shipped through the post office, as the odds are that it will be rotten by the time the recipient is actually able to claim it. In fact, anyone who can find another way to receive a package (though a trader's ship or in a diplomatic pouch, for example) usually does exactly that. Those who use the post office are generally those who have no other means of getting a package, or those who need to send one.

As it is a part of the EarthForce postal service, the post office can only handle direct shipping to Earth or one of the Earth Alliance colonies. However, it is still possible to use the post office to send an item virtually anywhere in nearby space, as the post office has agreements with almost every government involved in the Babylon Project. Sending a package to the Narn world of Kotak, for example, is certainly possible, though it will require the package be sent through a third party – EarthForce Postal Service does not send its ships into Narn space.

What the post office does have going for it is its prices. The cost of shipping an item through the post office is a pittance compared to what most ship captains will charge for the trouble and cargo space of carrying an item. Naturally, the cost increases quickly for items the post office cannot ship by itself – those going to regions of space outside of the Earth Alliance.

The Postage Costs table on page 10 lists the costs for sending parcels of varying weights through the Babylon 5 post office. As noted in the chart, there is one cost for sending packages to Earth and another for sending them to an Earth Alliance colony. For packages sent outside the Earth Alliance, there is a sliding scale depending upon the number of jumps necessary to reach the package's destination. The post office will not handle shipping on an item that is destined for a place more than five jumps away. In such a situation, the individual wishing to send the package must make individual arrangements with a ship travelling in that direction.

The costs given above are for regular shipping. If the sender is in a hurry, he may pay an additional fee for

### Postage Costs

Item Weight	Earth	EarthForce Colony	One Jump	Two Jumps	Three Jumps	Four Jumps	Five Jumps
Less than ½ lb	20 credits	30 credits	35 credits	45 credits	75 credits	90 credits	110 credits
Less than 1 lb	30 credits	40 credits	45 credits	55 credits	90 credits	125 credits	150 credits
1 to 3 lbs	28 credits per pound	39 credits per pound	44.5 credits per pound	55 credits per pound	88 credits per pound	120 credits per pound	149 credits per pound
4 to 10 lbs	26 credits per pound	38 credits per pound	44 credits per pound	54.5 credits per pound	87 credits per pound	119 credits per pound	148 credits per pound
11 to 20 lbs	24 credits per pound	37 credits per pound	43.5 credits per pound	54 credits per pound	86 credits per pound	118 credits per pound	147 credits per pound
21 to 50 lbs	23 credits per pound	36 credits per pound	43 credits per pound	53.5 credits per pound	85 credits per pound	117 credits per pound	146 credits per pound
51 to 100 lbs	22 credits per pound	35 credits per pound	42.5 credits per pound	53 credits per pound	84 credits per pound	116 credits per pound	145 credits per pound
101 to 150 lbs	21 credits per pound	34 credits per pound	42 credits per pound	52.5 credits per pound	83 credits per pound	115 credits per pound	144 credits per pound
151 to 200 lbs	20.5 credits per pound	32 credits per pound	41 credits per pound	52 credits per pound	82 credits per pound	114 credits per pound	143 credits per pound
200 to 250 lbs *	20 credits per pound	30 credits per pound	40 credits per pound	51 credits per pound	81 credits per pound	113 credits per pound	142 credits per pound

\* The post office will not ship an item in excess of this weight.

express shipping. Express shipping costs two and a half times as much as regular – a package sent to Earth weighing less than half a pound would therefore cost 50 credits to send, rather than the usual 20.

The Shipping Times table lists average shipping times for both regular and express shipments. These are not guaranteed times; the galaxy is a big and dangerous place, with a variety of obstacles that might delay a shipment. The amount of time a shipment actually takes to arrive at its destination is up to the Games Master.

After Captain John Sheridan declares Babylon 5's independence from the Earth Alliance in 2260, the post office will continue to operate, though it is no longer a part of the EarthForce Postal Service. Operating as an independent entity, the post office will continue to observe all the holidays it did previously, though the postage fees will triple and the delivery times will double.

## LIFE SUPPORT & NECESSITIES

Life support is obviously offered free of charge on Babylon 5 – the station could hardly do business as a centre for trade without it.

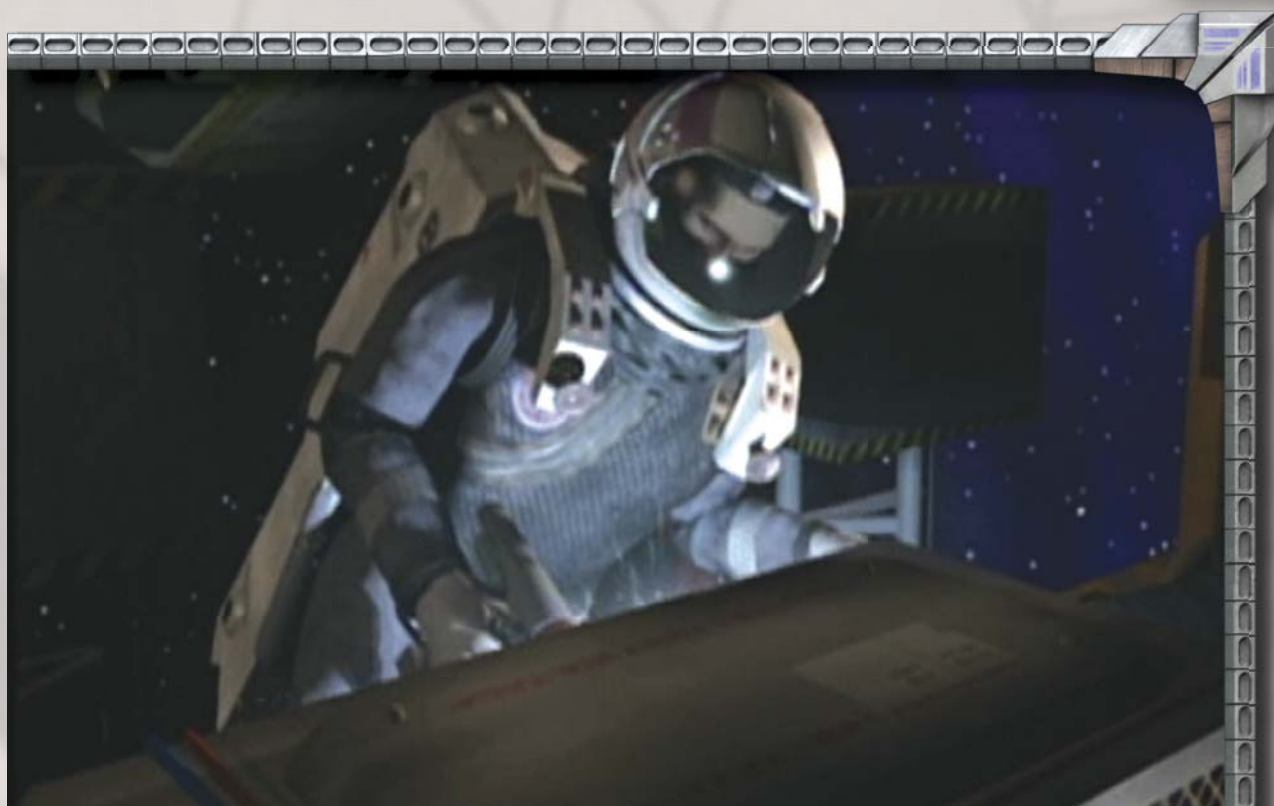
The vast majority of the station has an oxygen and nitrogen atmosphere, suitable for breathing for the majority of the races of the League of Non-Aligned Worlds, as well as all major races except, presumably, the Vorlons. Races which cannot tolerate this atmosphere are much more limited in their movements. Those that require an exotic atmosphere are limited to the alien sector in Green Sector for their quarters – unless they are willing and able to venture out into the larger station equipped with breathing apparatus or an encounter suit.

### Shipping Times

Shipping Time	Earth	EarthForce Colony	One Jump	Two Jumps	Three Jumps	Four Jumps	Five Jumps
Regular	4 days	6 days	7 days	14 days	21 days	28 days	35 days
Express	3 days	5 days	3 days	7 days	10 days	14 days	18 days

## Station Services





The station's immense reactor in Yellow Sector provides a surplus of power to the station, making power free to everyone on board. No one on Babylon 5, whether there for a day or as a permanent resident, has to pay any additional fee for power in their quarters.

Though air and power are plentiful, water is not. The station has a large water supply of approximately 1.5 million gallons, stored in the centre of Red Sector (see *Guide to the Station*), but this water supply is under a great deal of demand. Essential to the survival of every known race, water is perhaps Babylon 5's most precious resource. Each of the 250,000 intelligent beings aboard require water on a near-daily basis, as do the plants and trees of the Garden (see *Guide to the Station*). All water not used to maintain the Garden is consumed by the station residents, but is limited to drinking, cooking and sewage uses. Only a very few senior EarthForce officers and diplomats have access to water for bathing – everyone else must make do with vibe showers, which use sonic waves to clean dirt and grime away. The station's massive and sophisticated water reclamation facilities in Brown Sector are capable of cleaning one

million gallons of water every day. Though this is certainly an impressive amount, it is barely enough to keep ahead of demand.

The temperature in most of the station is kept at a near-constant 72°F (22.2°C), though this temperature may vary in areas such as Yellow Sector (where the station's reactor is located) and in some areas of Blue Sector (such as the docking areas). The temperature also varies throughout the year in the Garden to simulate the changing of the seasons.

Races for whom 72° is intolerable or uncomfortable may raise or lower the temperature in their quarters to suit their needs, within certain limits. Temperatures in individual quarters may not be lowered past 32°F (to avoid any danger of freezing pipes in nearby walls) or raised past 135°F to avoid endangering delicate computer components controlling such things as the door to the quarters or the BabCom terminal (if applicable). If a race has requirements that do not fall within these guidelines, there are no quarters available for them on the station.

# SOCIAL STRUCTURES

**B**abylon 5 is less of a melting pot than it is a tossed salad. Though the station has been online for more than two years, it has only been 'open' for a few short months, and most of the groups aboard Babylon 5 remain strangers to one another, each group going about its own business in its own way. Except for the command staff of the station, those who are tasked with the smooth and efficient operation of Babylon 5, most on the station are perfectly content to let things remain this way. Thus, the members of EarthForce do not mingle overmuch with civilians, just as the Brakiri do not mingle overmuch with the Centauri. Despite the best hopes and wishes of some of the architects of the Babylon Project, it is generally considered very unlikely that many and disparate groups aboard the station will ever congeal into one and in the end that is likely for the best, as it is difficult to learn about and understand culture differences in a homogenised microcosm, an aberration of the way the rest of the galaxy is.

In 2258, there are a number of different social groups throughout the station, demarcated both by the race of the individuals within each group and by the work done by those in the group. These are not hard and fast cliques of people any more than they are different nations with firm borders, and there is of course overlap between the various groups. However, were an outside observer to look at the station objectively, he would quickly identify the following social structures at work within Babylon 5.

## EARTHFORCE

As a colony of the Earth Alliance, Babylon 5 is under the control of both the civilian government, EarthGov, and the Earth Alliance military, known as EarthForce. The station's command staff is drawn from EarthForce, and EarthForce personnel are responsible for most of the station's operations.

Aside from some of the alien races, EarthForce is perhaps the smallest of the social structures on the station, with only about 1,000 personnel on Babylon 5. EarthForce personnel man the C&C, pilot the Starfury squadrons, enforce the law and oversee the majority of the station's essential systems – though most of the actual maintenance and work on those systems is carried out by civilian employees.

EarthForce personnel live in Blue Sector, and can usually be found either there or in Red Sector. Security officers, of course, can be found virtually anywhere in the station other than Downbelow.

Though the station is administered by the military, it is not run under military law, but civilian. Still, as the military people are literally the ones in charge, it serves the civilian population well to learn quickly how to differentiate between the different ranks of the military. Pgs 13 and 14 show the different indicators of rank and function that can be easily seen on station uniforms.

## Human Civilians

Human civilians – those humans who live aboard the station but are not members of EarthForce – comprise the vast majority of people on Babylon 5. Of the station's 250,000 inhabitants, more than 200,000 fall into this category.

The sheer size of this group makes defining them particularly difficult. Virtually every Earth culture and faith is reflected in the civilian population of Babylon 5.

Human civilians on the station tend not to mingle with the other groups on board Babylon 5, though this is more often by accident than intent. When one group comprises nearly 90% of a population, interacting with those outside the group usually takes conscious effort.

Within the vast population of human civilians, of course, there are dozens upon hundreds of smaller groups. The station's dock workers, for example, rarely mingle with the technicians who oversee the immense reactor that powers the station, just as the technicians have little to do with the merchants in the Zocalo Association.

Most human civilians live in either Red Sector or Brown Sector.

## Aliens

Babylon 5's alien population is ever changing and always fluid, as most of the aliens aboard the station at any



# Social Structures

## EARTHFORCE INSIGNIA



EarthForce Medical Badge



EarthForce Security Badge



EarthForce Command Badge



EarthForce Engineering Badge



EarthForce Fire Badge



General



Captain (Navy) / Colonel (Army)



Commander (Navy) / Lt. Colonel (Army)



Lt. Commander (Navy) / Major (Army)



Lieutenant (Navy)  
Captain (Army)



Junior Lt. (Navy)  
1<sup>st</sup> Lt. (Army)



Ensign (Navy)  
2<sup>nd</sup> Lt. (Army)



Warrant Officer



Enlisted Man

1 Star: Brigadier-General  
2 Stars: Major-General  
3 Stars: Lieutenant-General

4 Stars Full General  
5 Stars: General of the Navy/  
Army (wartime only)



Fleet Command Duty Insignia



Command Officer Duty Insignia



Personnel & Command Officer Duty Insignia



Standard Personnel Staff Duty Insignia



Medical Staff Duty Insignia



Security Staff Duty Insignia



Pilot Duty Insignia



Special Operations Duty Insignia

# EARTHFORCE BADGES & UNIFORMS



Private



Corporal



Sergeant



Master Sergeant



Sergeant Major



Sergeant Major of  
the Army



Earth Alliance Logo



Pilot's Wings  
(Captain/Commander)



Pilot's Wings  
(Lt. Commander)



Pilot's Wings  
(Officer)



Pilot's Wings

1.



2.



3.



4.



5.



6.



7.



8.



9.



1. Navy Fatigues
2. Army Fatigues
3. Navy / Security Body Armour
4. Army Body Armour
5. Flight Suit
6. Navy General Staff Uniform
7. Army General Staff Uniform
8. Navy Warrant Officer's Uniform (Army version is green)
9. Navy Officer's Uniform (Army version is brown)





given time are simply passing through. Still, members of more than three dozen races make their homes aboard Babylon 5.

Aside from those aliens who are on the station as ambassadors or part of the ambassadorial staff, aliens aboard Babylon 5 live in either Red Sector or Brown Sector.

The Alien Factions chapter at the end of *Life on the Station* has more information on the alien races to be found aboard Babylon 5.

## DOWNBELOW

Though its population is made up entirely of human civilians and aliens, the area of the station known as Downbelow deserves its own entry. Downbelow (see *Guide to the Station*) is an area of the station that was never finished. It was intended to serve as additional housing and storage, as well as contain various auxiliary and redundant systems for the station's operation, but when the Babylon Project's budget was cut, the area was simply left as it was.

Downbelow is indeed serving as additional housing and storage now, but hardly in the way it was once intended. Populated by the dregs and the destitute of Babylon 5, Downbelow has become a tumultuous mix of the criminals and the poor.

Most of the poor people consigned to life in Downbelow are those who came to Babylon 5 following the promise of work, only to have that promise broken when the station's budget was cut. With no employment, and not enough money to afford a trip back to where they came from, these people now live in squalor in the very area of the station they had come here to work on. Downbelow is a warren of their tiny shelters and shattered hopes.

Like blood in the water calls a shark, the impoverished and un-patrolled stretches of Downbelow called to criminals. Most of the ne'er-do-wells on the station can be found here, running criminal enterprises ranging from crooked card games to weapons smuggling.

Except for the occasions when Downbelow criminals have business with someone from another part of the station, there is virtually no interaction between those who live here and those who live elsewhere on the station. Poor and nearly forgotten, the people of Downbelow are ignored by those who live above.

## FACCTIONS ON BABYLON 5

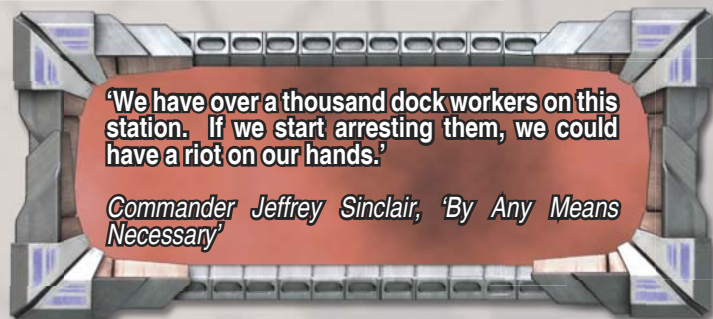
From the criminals to the labour unions, Babylon 5 is full of factions. The criminal gangs are dealt with elsewhere (see page 25); this section of *Life on the Station* focuses instead on some of the various groups on the station, from the mightiest to the weakest. Some of these are formal organisations, others merely loose associations, but each of them has a role to play in the ongoing story of Babylon 5.

## Dockers' Guild

The Dockers' Guild is the largest labour organisation on Babylon 5, comprised of approximately 1,500 dock workers. Led by a charismatic and driven woman named Neeoma Connolly (Female Human Diplomat 1/ Worker 2), the Docker's Guild is dedicated to providing a safe, clean and profitable work environment for its members.

As the dock workers are essential to the operation of the station, all of them were required to sign a contract with the Earth Alliance as a condition of their employment. For the most part, the contract is very simple, but it does forbid the dock workers from striking, despite their status as civilians. If the station and its budget had remained as they were originally planned, this likely would never have become a bone of contention. Of course, the station and its budget have changed.

Almost since the day the station opened for business in July 2257, relations between the Dockers' Guild and the station's command staff have been strained by the ongoing budgetary cutbacks ordered by EarthGov, which have consistently and deeply cut into the operations budget of the station's dock facilities. As a result, life has become increasingly hard for the dock workers on Babylon 5. Though they are obviously an essential component of the station, the dock workers are understaffed (they need an additional 350 workers) and over-scheduled. The average dock worker now works an average of 15 hours each day, with only one day off every





two weeks. Considering the fatigue of the dock workers and the disrepair of some of their essential equipment, it is only a matter of time before an accident claims the life of one of them. Ms Connoly has repeatedly warned Commander Sinclair about the matter, even going so far as to intimate the workers may strike – contract or no contract – but there is little he can do to help her.

In July 2258, about one year after the station officially opens for business, the accident Ms Connoly had been dreading occurs. An exhausted dock worker, labouring with a piece of unsafe machinery, was killed in a tragic accident, an event which put the entire Dockers' Guild up in arms. Fed up with their situation and angry over the death of their co-worker, the Guild threatened to violate its contract and go on strike, a situation EarthGov would not permit, intending to break the strike by any means necessary. A hard-nosed negotiator arrived on the station to deal with the Dockers' Guild. After negotiations broke down, and against the advice of Commander Sinclair, the Senate Labour Committee invoked the Rush Act (see below). As riots began to break out between the dock workers and the security forces sent to contain and arrest them, Sinclair discovered that the Senate's order was literally to end the strike 'by any means necessary'. Though he knew it would earn him no

friends in EarthGov, Sinclair took the order at its word, reallocating 1.3 million credits from the station's military budget to buy more dock equipment and employ more personnel. He also offered amnesty to all rioters unless any serious crimes had been committed (so long as the rioters stopped rioting immediately) and made sure no charges were brought in the scuffles that had already broken out between the security forces and the striking dock workers.

Even after Sinclair's gesture, however, the dock workers aboard Babylon 5 remain overworked and under-equipped, a situation that does not seem likely to change any time in the near future.

Membership in the Dockers' Guild is mandatory for all dock workers on the station, and expulsion from the guild is automatic for any dock worker found to be engaging in illegal activities on the job, such as aiding smugglers. Naturally, this punishment is in addition to any legal ramifications from the dock worker's actions.

Dock workers pay an annual dues fee of 350 credits, which seems a small amount until it is multiplied by the total number of dock workers on the station. These dues generate more than half a million credits every year for the guild.

## Social Structures





## The Rush Act

The Rush Act is a piece of legislation passed by EarthGov during the war between Earth and Minbar. At the time, it was intended to give the government the tools necessary to end a strike that threatened the war effort of the Earth Alliance. Applying only to unions and similar organisations of labour, the law grants the Senate Labour Committee the authority to resolve a strike threatening the function of a military base by any means necessary, which in the past has always involved the use of force.

Prior to its invocation during the dock workers' strike in 2258, the law had not been used since the riots on Europa in 2246, which resulted in the deaths of more than 100 citizens. Many feel the law is antiquated and has no place during a time of peace, but it remains on the books to give EarthGov the ability to take quick, decisive and often brutal action when it feels threatened by a striking workforce.

## Transport Association

Though it is in no danger of overtaking the Dockers' Guild in terms of total membership, the Transport Association is nonetheless the third largest union on the station, and is growing fast. It is also the newest guild, formed shortly after the station went online.

The Transport Association is a collection of freelance pilots and ship captains who have banded together to form a union in order to gain a better bargaining position against EarthForce regulations. In reality, the Transport Association has little real power, as its members have too many interests of their own to organise any serious action in response to treatment they feel is unfair. Even if some of its pilots opted to protest by refusing to fly cargo into Babylon 5, there would surely be plenty of other pilots willing to take up the slack and earn a few easy credits for a simple run. However, the Transport Association does provide a collective voice with which to take issues to regular monthly meetings with the Command Staff of the station, normally headed by Lieutenant Commander Ivanova. In addition, there are other benefits of joining for regular visitors to the station, such as preference over docking bays and maintenance schedules, and a discount on the fees charged by EarthForce for use of the facilities aboard Babylon 5.

Any pilot or captain scheduled to visit Babylon 5 more than three times in any six month period, or able to demonstrate a similar track record of visits in the past, may apply for membership in the Transport Association. The membership fee is a nominal 1,000 credits per year, which entitles members to a 10% discount on all station docking fees (see page 7) and permission to attend regular monthly meetings with a member of the command staff to raise issues and vote upon them.

The symbol of the Transport Association is a pair of silver wings over a gold disk. There are approximately 225 members of the Transport Association in 2258.

## The Intergalactic Brotherhood of Workers

The Intergalactic Brotherhood of Workers grew out of the International Brotherhood of Electrical Workers. The leaders of the IBW are charged with maintaining professional standards in a wide variety of blue collar trades, monitor the treatment of IBW members and provide a 'fair sharing' system by which each worker gets a chance at a limited pool of jobs. Mr Robert

Marlow (Male Human Agent 5), the leader of the IBW on Babylon 5, is a hard-nosed negotiator who uses his bargaining power on the station like a bludgeon. He is known for organising 'brown-outs' where specific areas of the station do not receive scheduled services due to a thousand errors in paperwork. These 'brown-outs' never cause quite enough trouble to be illegal, but are highly annoying to those in power.

There are approximately 1,050 members of the IBW on Babylon 5, each paying annual dues of 300 credits. Membership in the IBW is required for any labourer hoping to find employment on the station. Mr Marlow makes certain that any labourer who does not join will be unable to find work anywhere.

## Zocalo Association

One of the most popular and crowded areas on a crowded station, the Zocalo in Babylon 5's Red Sector (see *Guide to the Station*) is a combination shopping mall, bazaar and economic centre all in one. The Zocalo Association is formed of the owners of the shops, stores, taverns and restaurants located within the Zocalo.



The Zocalo Association is less of an organised force than it is a rumour mill. The owners of the 20 stalls on the Zocalo's first level often gather to talk about events throughout the galaxy and their effect (if any) on trade in the Zocalo. These business owners often ask Mr Adrian Botticheli (owner of the Earth Boutique) to speak to Commander Sinclair or Lt. Commander Ivanova about issues of particular concern to the shop owners, whether it be a recent increase in crime or an influx of new immigrants to the station. Though the Zocalo Association has little real power, the merchants are smooth talkers who can wield a great deal of influence with a word whispered in the right ear. In order to maintain good relations with the merchants (many of whom they deal with regularly) both Sinclair and Ivanova will willingly listen to the concerns of the Zocalo Association.

The Zocalo Association has only 20 members, and as it is not a true organisation, has no dues.

## The HomeGuard

Racism is alive and well in 2258, but with the discovery of alien races, it simply has different targets than it has in the past.

HomeGuard is the largest and best organised of the pro-Earth groups that have formed among humanity since Mankind first journeyed out into the stars and began meeting alien races. HomeGuard's central doctrine is based on putting Earth and humanity first, making them the centre of the galaxy and preventing the corrupting influences of alien cultures. Members of HomeGuard strive to banish all alien influence within Earth's culture and force the alien races themselves away from Earth. HomeGuard's wish is for humanity to go back to its roots, to allow humans to be human. If the cost of this is a few alien lives, then what of it?

HomeGuard is an exceptionally well organised group, far more so than any outsider gives them credit for. Further, HomeGuard enjoys the benefits of having friends in very high places within both EarthForce and EarthGov, men and women who feel as HomeGuard does but are prevented from saying so by politics.

In May 2258, HomeGuard made its presence suddenly and strongly felt on Babylon 5, when a visiting Minbari poet renowned for her skill with Tee'la (a Minbari poem-song) named Shaal Mayan was attacked on board the station, the symbol of the HomeGuard branded into her forehead. As the station careened toward a diplomatic incident, Commander Sinclair placed Mr Garibaldi in charge of wrapping up the investigation into the attack on

Mayan quickly, even while attacks by humans on aliens aboard the station increased. When two Centauri were attacked in the Garden, the situation grew truly desperate.

Ambassador G'Kar, seizing upon the attack on the Centauri as his catalyst, organised a rally of aliens in the Central Corridor, speaking to them in fiery language and stirring them up for a counterattack against the humans of the station, even accusing Commander Sinclair of covering up the attacks because the perpetrators were human. This rally very nearly boiled over into a riot, dispersed only by security forces moving in to break it up – a move that staved off the immediate riot, but only caused feelings to become more embittered. Soon afterward, a human with well known anti-alien beliefs was found badly beaten, the victim of two Drazi who were all too aware of his feelings. As this man Roberts was recovering in Medlab, a visitor to the station named Malcolm Biggs, a former lover of Ivanova, approached Roberts to recruit him into the HomeGuard.

Sinclair and Ivanova chose to try to gain the confidence of Biggs by announcing to the Babylon 5 Advisory Council that the investigation into the attacks on aliens was concluded. This and other actions earned Biggs' trust, and he explained to Sinclair and Ivanova what he was doing on the station.

According to Biggs, the HomeGuard had many supporters in high places within EarthForce and EarthGov, a claim he proved when four of his followers were revealed to be wearing black light camouflage, the latest in EarthForce military stealth technology. He explained to Sinclair and Ivanova that he and his followers had come to Babylon 5 to assassinate the four main alien ambassadors – Delenn, G'Kar, Kosh and Londo. This in turn would serve as a signal to members of the HomeGuard on Earth that it was time to kill the alien ambassadors there. Though Sinclair and Ivanova were able to stop the plot and Biggs, these men were clearly just a drop in the bucket as far as membership in the HomeGuard is concerned – the plot Biggs revealed would require hundreds to execute.

The HomeGuard uses a sign that combines the male and female symbols from ancient Greece into one. Since the arrest of Biggs by Sinclair and Ivanova, HomeGuard has not officially returned to the station, but Mr Garibaldi strongly believes there are cells of the organisation present, waiting for a signal to act.

## Nightwatch

Sprung from the poisoned seeds of the sentiments that gave rise to HomeGuard is Nightwatch.





Nightwatch does not actually come into existence until 2259, inaugurated under the rule of President Clark and operated as part of EarthGov's Ministry of Peace. In the beginning, it seemed almost suspiciously innocuous. Members of the security forces aboard Babylon 5 and elsewhere throughout the Earth Alliance were asked if they would like to join the nascent organisation, which entailed nothing more strenuous than wearing an armband with the Nightwatch emblem on it and collecting an additional 50 credits every month in return for doing so. Unsurprisingly, a majority of the security officers on the station jumped at the opportunity, but Chief Warrant Officer Michael Garibaldi and a few others were suspicious of the motives of an organisation that would give away something for essentially nothing. As things turned out, their suspicions were well-grounded.

The organisation took its name from a time in ancient Earth history, when brave men stood in the dark outside towns and villages watching for enemies. Nightwatch took that legacy of bravery and corrupted it into a totalitarian ideal.

For the better part of a year, Nightwatch asked nothing more of its members than to wear the armband and collect the credits. Even when

that changed, it changed in only very small increments. Representatives from the Ministry of Peace began to visit the station, hosting meetings for Nightwatch members in which very little of any moment was discussed. Then that too began to change. Mr Welles, the co-director of the Ministry of Peace and the head of Nightwatch, began to pay visits to Babylon 5 and, presumably, other Earth Alliance colonies and worlds where members of Nightwatch could be found. Extolling the virtues of Earth, its people, its culture, its values, he began to ask Nightwatch members about anything they might have overheard that could be considered 'anti-Earth'.

Anyone who was reported by a member of Nightwatch as espousing 'anti-Earth' ideas was immediately targeted

**'No more! No more of you! No more Nightwatch, no more hostages, no more lies. Not on my station, not on my watch. No more!'**

*Captain John Sheridan, 'Ceremonies of Light and Dark'*



by Mr Welles, and by Nightwatch and the Ministry of Peace as a whole. As an example, Mr Welles had a shop in the Zocalo shut down when a member of Nightwatch, in this case security officer Zack Allan, reported that the owner had complained about new import regulations. When, during the second Centauri-Narn war, an officer in the C&C told him the station was sheltering a Narn cruiser, Mr Welles immediately informed the Centauri, which precipitated a confrontation resulting in tremendous destruction and loss of life.

It seemed almost over night that membership in Nightwatch went from purely voluntary to almost compulsory. By 2260, refusal to join Nightwatch was often met with moral and emotional blackmail and even sexual bribery, as Lt Commander Ivanova learned when she rebuffed Mr Welles' attempt to recruit her into the organisation.

Eventually, Nightwatch, acting against the law but with the full support of President Clark, was involved in an attempt to assassinate Minbari ambassador Delenn. This was immediately followed by President Clark's declaration of martial law, prompting the members of Nightwatch to attempt to seize control of Security Central, the C&C and of course the command staff of the station. Security Officer Zack Allan, who had been in Nightwatch since the program was first inaugurated, realised the true aims of this quasi-military arm of Clark's government and worked together with the station's command staff to bring Nightwatch down. Captain John Sheridan banned Nightwatch from Babylon 5 and deported its members back to Earth.



# CRIME & PUNISHMENT

**B**abylon 5 is more than a centre for diplomacy or a centre for trade, it is also a place where dozens of races come together, where everyone is a stranger and money is constantly in play. For those unburdened with a belief in the rule of law, Babylon 5 is a place of limitless opportunity. It is also a place with a very capable and often humourless security chief.

This chapter of *Life on the Station* gives a quick look at the legal (and illegal) proceedings aboard Babylon 5, from those who commit the crimes to those who hunt the criminals to those who hand down the punishments.

## SMUGGLING

Aside from minor infractions and misdemeanours, smuggling is almost certainly the most widespread crime on Babylon 5. The station's position as a centre of law and its location in neutral space between several major powers make it nearly perfect as a smugglers' waypoint.

There are three main types of smuggling that take place on Babylon 5 – indirect, personal and professional.

Indirect smuggling occurs when a character leaves his restricted cargo outside the station. Considering the vast amount of traffic coming through the station on a daily basis, it is effectively impossible to physically check all external cargos, which means the smuggler can simply file a falsified manifest with C&C and be done with it. Both the Centauri and Narn governments take advantage of this flaw in station security to move weapons and sometimes even troops onto the station.

Personal smuggling is usually far more innocuous. This occurs when someone tries to carry a restricted item past the vigilant security officers at Customs. This may happen out of ignorance as often as it happens for criminal intent.

A professional smuggler usually deals in cargos too large to slip onto the station. Instead, he will bring a small and easily concealed sample of the goods with him to display for his client, with promises of a much larger inventory waiting on his ship. Such smugglers usually bribe dock workers or security guards to ensure they pass through customs with no problems.

## ENTERING THE STATION

Getting onto the station with more than an ounce of smuggled material requires some work on the part of the would-be smuggler. The following are the five most common (and most effective) ways of bringing smuggled goods onto Babylon 5.

**Bribe a security guard:** Finding a security guard who is willing to accept a bribe requires a Gather Information skill check (DC 25). Success indicates the character finds a guard who is in need of some extra money – usually something to the tune of 10% of the value of the smuggled items. A successfully bribed security guard will enable a character to move large amounts of smuggled goods onto the station with ease. It is worth noting, however, that guards rarely stay bribed. The next time the character comes to the station, he will have to bribe the guard all over again (though he may dispense with the Gather Information skill check). Attempting to bribe the wrong guard is a very serious mistake, one that will lead to the character facing charges of compromising station security.

**Bribe a dock worker:** Dock workers are usually much easier to bribe than security guards, but are also less able to help a smuggler. The most a dock worker can do is set aside a specified package rather than passing it through the scanners. A dock worker caught accepting bribes is immediately banned from the Dockers' Guild, and both he and the smuggler will be charged with compromising station security.

Finding a dock worker to bribe requires a Gather Information skill check (DC 25), and a payment equal to 5% of the smuggled cargo. A dock worker must make a Profession (dock worker) skill check (DC 20) to avoid detection.

**Cut out of line:** When using a false identicard, a character needs to get out of the customs line without being detected. This requires a Hide skill check opposed by the Spot skill of the security officers watching the line.

Once successfully out of line the character must make a Move Silently skill check (DC 20) to move through the cargo area without being detected. If he succeeds, he



must make a Technical (electronics) skill check (DC 25) to deactivate the sensors on one of the security doors in the area. If he succeeds he may then make a Technical (mechanical) skill check (DC 15) to jimmy the door open.

If a character cuts out of line, security will be alerted to the discrepancy between the ship's passenger manifest and its debarkation record within 24 hours. Security will begin a low-intensity search for the character, who will most likely remain at large until he exits the station. It is possible to avoid this by using disposable forged identities.

**Hack the C&C computer:** Though it is exceptionally difficult, this is one of the best ways to enter the station with smuggled goods. This involves hacking the computer and entering complex errors in the inventory tracking data. If successful, this tactic creates a one minute window in which a character can pass a package through customs without it being scanned or tracked properly.

Attempting this requires a Computer Use skill check (DC 25) and 2d4 hours of preparation. The Games Master should make this skill

check in secret. When the attack begins, one character must make the assault on the computer while another has one minute in which to walk through the station's customs area, making a Hide skill check (DC 25) to avoid detection.

**Use false identicards:** Some smugglers find it easiest to simply use several false identicards to pass into and out of customs. Usually, at least one of these identicards has security permissions, allowing the holder to get through security doors. Buying a false identicard requires at least one day of work by an expert identity forger and costs at least 750 credits – the forger may charge as much as 4,000 credits for such an item, considering its highly illegal nature. Such a card will only work one time; once it has been used to illegally access part of the station, security will immediately shut the card down.

Smugglers using false identicards will often have at least three separate identities: one to leave the station, one to come back and one to breach security. This confuses the electronic trail, as the smuggler's name never appears on a manifest having travelled to or from the station. All three identities are sacrificed, for a total cost of at least 2,250 credits, and perhaps as much as 12,000 credits.



## TELEPATHS

Though they are often viewed with nervousness or even outright fear by the 'normal' population, telepaths are not always the imposing, black-suited, chilling minions of the Psi Corps. In fact, very often, telepaths want less to do with the Corps than normal humans. Unfortunately for these telepaths, Earth Alliance law offers few alternatives.

Upon the revelation of an individual's telepathic abilities, that individual is presented with two options. One is to join the Psi Corps. The other is to accept a lifelong regimen of daily doses of drugs called 'sleepers', which inhibit telepathic ability but are widely rumoured to cause a host of mental health problems. Faced with these two options, many telepaths create a third – they run.

Running from both the Corps and the sleepers is not limited to newly budded telepaths, however. Many of those who joined the Psi Corps, upon realising the cult-like nature of the place, choose to flee. Others, tired of the depression and addled thoughts brought on by the sleepers, likewise choose to run from the Corps and the drugs. No matter what the reason, the Psi Corps makes it their personal responsibility to hunt down those telepaths who flee (known in the Corps as 'blips') and bring them back.

Against the power of the Psi Corps, not to mention the entire legal structure of the Earth Alliance, these 'blips' would have little chance if left to their own devices. Fortunately for them, they are not alone. A large number of individuals, mostly doctors, from throughout the Earth Alliance have formed an Underground Railroad for telepaths, a network of contacts that allow a telepath to be smuggled out of Earth Alliance territory and out of the jurisdiction of the Psi Corps.

**'It's damn ironic, isn't it? The Corps got started because we were afraid of telepaths, and now they're victims of our own fears. We took away every right they had and shoved them into a big black box called Psi Corps. Now, look at them. Black uniforms, jack boots, giving orders. Some days they scare the hell out of me.'**

Chief Warrant Officer Michael Garibaldi, 'A  
Race Through Dark Places'

Babylon 5's role in the Underground Railroad is that of a waypoint, not a starting point. Telepaths fleeing Earth or one of its colonies will be smuggled to Babylon 5 with instructions on how to make contact with one of the organisation's members on the station. From there, they will be smuggled aboard yet another ship to be taken out of Earth Alliance jurisdiction.

The method each telepath refugee uses to contact the Underground Railroad on the station differs, as the organisation fears that using the same method over and over again would make it more likely they would be discovered by the Psi Corps, who are aware of the Underground Railroad's existence and not at all pleased about it. For one telepath, the method of contact may be a code word whispered to a certain person. For another, it might be a dropped note in a specific trash bin on the station. For another, it might merely be appearing at customs wearing a red shirt. Whatever the means of contact, the members of the Underground Railroad aboard the station are always informed of what it will be, and are waiting for the telepath when he arrives.

Though it is certainly suspected, the presence of the Underground Railroad on Babylon 5 has yet to be confirmed. Nevertheless, there are several people aboard the station who are actively involved in keeping the railroad running. These individuals, and the location on the station they can most often be found, are:



Dr Stephen Franklin, Medlab  
Amos McKinnion, Zocalo  
Andreas Urzelov, Downbelow  
Captain Lisa Coleson, Casino  
Captain Jeremiah Bentley, Dark Star

**Though doctors, with their ability to conceal or falsify medical records, including genetic information often used to identify telepaths, are an obvious necessity in the Underground Railroad, the organisation is in no way limited to just doctors. Ship captains, port authorities, security officers and others can all make important contributions to the organisation.**



## WEAPONS

Babylon 5 may be the galaxy's last, best hope for peace, a home for diplomacy and understanding lighting the way to a better future for all the races, but that future is not here yet. In the present, war and strife are very real and terribly common. In such an environment, the weapons market booms.

Weapons are illegal aboard Babylon 5, except for security personnel, EarthForce officers and those protected by diplomatic immunity, but that hardly means they are not on the station. For the person who knows where to look and who to ask, virtually any weapon can be acquired, from smoke bombs to grenade launchers.

Most of the illegal weapons on the station are smuggled in, disassembled and hidden in cargo containers. Often, security finds and interdicts these shipments, but enough get through to keep weapons dealers in business. Far less often, illegal weapons on board Babylon 5 came in as legal weapons, but were stolen from security and EarthForce officers. The standard service PPG pistol is exceptionally light, imposing a -4 penalty on Perception skill checks to notice it being surreptitiously lifted from its holster by a skilled pickpocket. Most of these weapons quickly find their way to eager buyers somewhere on the station. The luckless security officer who loses a PPG pistol this way can expect to pay for its replacement out of his own pay, not to mention the addition of an official reprimand to his file and, depending upon the mood of Chief Warrant Officer at the time of the incident, spend as much as two weeks on administrative leave without pay.

Smuggling weapons onto the station is, of course, a more efficient means of procuring stock for a weapons dealer, but it is also more difficult. Babylon 5's sophisticated scanning equipment is designed to locate and identify weapons on any ship approaching the station, making the actual importing of arms a very tricky proposition. In order to circumvent the scanners, some of the station's criminals try to bring weapons parts into the station in multiple shipments, to be assembled on Babylon 5. The sole problem with this approach is the tendency of the station's sensors to identify the power source for PPG and other energy-based weapons – and without the power source, the rest of the gun is little more than a paperweight.

Obtaining an illegal weapon on Babylon 5 is not terribly difficult for those who know their way around the underside of the station. However, it is considerably more difficult than simply strolling into Downbelow and announcing one's deep and abiding desire to own a grenade launcher.

While illegal weapons are not uncommon,

weapons dealers who place their trust in those they do not know are exceedingly rare.

## ORGANISED CRIME

When the designers of the Babylon Project were planning the station, considering every element of culture and society that would need to be included to make this great experiment in diplomacy a success, the inclusion of organised crime was hardly on their list. If the station had been constructed and outfitted as originally planned, organised crime might not have gained a significant foothold.

The station, as everyone knows, was not constructed and outfitted as planned, however. Instead of rows of shops and apartments and entertainment venues lining the corridors of the underside of the station, the construction budget was cut, leaving vast tracts of the station with little or no infrastructure, leaving hundreds, perhaps thousands of people with no means of employment and no funds to go anywhere else. These two factors provided plenty of grist for the mill of organised crime.

Virtually all organised crime on Babylon 5 is home-grown – there are no star-spanning syndicates stretching their fingers all the way from Earth deep into the heart of the station. Unless one counts the corporations such as Interplanetary Expeditions, of course. This is not the case with the alien gangs, most of whom are merely branches of larger syndicates back on the alien home world.

## GANGS OF DOWNBELOW

The winding, fetid tunnels of Downbelow are a fertile environment indeed for crime to flourish. Fairly reeking of poverty, hopelessness and desperation, Downbelow is populated by thousands of people of dozens of races, most of whom came to the station in the vain hope of finding work. Now frantic and destitute, unable even to scrape together enough money to leave the station in search of a better life elsewhere, many of these 'lurkers' in Downbelow are no longer terribly concerned about the sanctity of the law. By themselves, these lurkers rarely amount to anything more than petty crooks, posing no particular danger to the station or security.

Humans, and many other aliens as well, are pack animals by nature, however, a nature that asserts itself often in the criminal element of Downbelow. Banding together into gangs, groups of criminals become a much greater danger to the station, seizing control of certain sectors of Downbelow or establishing their primacy in a particular area of crime.





## Human Gangs

Most of the gangs on board Babylon 5 are led by and made up from the human population. This has more to do with demographics than racial inclinations. Since humans make up the majority of Babylon 5's population, it stands to reason they will make up the majority of the station's criminals.

Most 'gangs' form, operate and vanish in less than a month. They build up around a single charismatic leader (Lurker 5) who oversteps his bounds with Security. Once the leader is arrested or (less frequently) killed in a fire fight with security, the rest of the gang has already broken up, drifting away into the general population. They will reappear later as members of another gang. In other cases, two or more gangs will go to war with one another. After the leader of one of the gangs is deposed, the remainder either disperse or join with the winning gang. This cycle cannot go on too long, however, as the larger a gang becomes, the more attention security gives it.

These temporary gangs engage in the majority of the extortion and petty crime conducted in the station. They will often extract 'insurance' money from

storeowners on the order of 100 credits per week. The storeowners generally just pay it, realising that the cameras everywhere in the Zocalo are recording the perpetrator's identity along with the time and date.

There are a handful of fairly stable gangs who engage in specific business ventures. These gangs include: Bookers, Mooks, Star Eaters and The Syndicate.

### Bookers

Leaders: Eva Riis (Female Human Lurker 6)

Membership: 25 human thugs

Deals: Drugs and Weapons

The Bookers started when Riis (a former accountant) found herself out of work and out of ways to find work. Rather than submit herself to a mundane life she gathered together a few friends and set out to make a name for herself. Her business skills allowed her to establish a number of dummy corporations through which to funnel money. Her lover's strong right arm broke enough heads to gather her a small army of loyal lurkers. These individuals welcomed the opportunity to deal in something other than scraps. Now they sell most of the adequate or better quality drugs on the station.





Riis avoids talking to clients unless she has no other choice. She long since spaced her lover, leaving many of her gang wondering when she will take on another companion.

### **Mooks**

Leader: Noor Thio (Male Human Lurker 6)

Membership: 20 human thugs

Deals: Restricted entertainment and forgery

The Mooks enjoy acting like a rough and tumble gang of thugs. In reality, they rarely come into armed conflict with anyone. Their particular rackets are banned entertainment recordings and the forgery of official documents. If faced with an armed and determined threat most Mooks will just fold. Most of them run small stores as a front for their more lucrative businesses.

### **Star Eaters**

Leader: Mr Kirash Mirzal (Male Human Lurker 7)

Membership: 30 human thugs

Deals: Drugs

Where the Bookers mostly sell high quality drugs, the Star Eaters fill the seemingly insatiable need for lower quality, lower priced highs. Star Eaters sell their wares on just about every level of Brown Sector. In 2259 they made a brief foray into the Babylon 5 education system, but retreated when the Minbari religious caste workers delivering lunches started leaving their couriers beaten almost to death in the back corridors. Oddly, Chief Garibaldi never responded to their complaints or looked into the matter.

### **The Syndicate**

Leader: Mr Frank Zoppo (Male Human Lurker 5)

Deals: Restricted financial services and sexual services

The Syndicate is a group of like-minded businessmen looking for investment opportunities. They have considerable cash at their disposal and can provide loans or build 'portfolios' of illegal activities for their clients. They operate out of a bar in Downbelow, where they spend most of their time playing cards and waiting to hear back from their various agents.

## **Alien Gangs**

There are two alien gangs of note on Babylon 5 during the period from 2258 to 2262. These gangs are both branches of organised crime syndicates on their racial homeworlds.

### **C'lk'n**

Leader: C'lk'n (Vree Telepath 7)

Membership: 15 Vree operatives (Vree Agent 3)

Deals: Piracy and smuggling contracts

This fairly unusual gang consists of a small group of Vree government operatives working to undermine Brakiri influence by enlisting organised illegal help from other races. C'lk'n brutally scans every operative (Vree or otherwise) he employs in order to ensure loyalty. He also pays quite well – up to 100% of the retail value of any cargo stolen from a Brakiri merchant. The Vree government will deny any involvement with this 'aberrant individual'.

### **Yellows**

Leader: Denso (Male Drazil Lurker 6)

Membership: 25 Drazil (Drazil Lurker 2)

Deals: Gambling and security services

The Drazil Denso called his gang 'Yellow', after the sash colour they wear and their secret meetings. Traditionally Yellow is a 'secret society' dedicated to overthrowing both Green and Purple, trying to fix the fights between the two. During non-conflict years the members engage in gambling, light enforcement work and raiding. The Yellow gang carries on this tradition of civic service, helping relieve people of their money and offering to protect people from the 'undesirables' who might otherwise cause them harm.

## **THIEVES' GUILD**

Unlike the gangs of Downbelow, the Thieves' Guild is not confined to Babylon 5. Indeed, operations aboard Babylon 5 represent only a small fraction of the actions and interests of the Thieves' Guild.

Far older than the station itself, the Thieves' Guild has operated for centuries. Unlike other organised crime groups, there is no central hierarchy to the Thieves' Guild, no single ruler and his chain of lieutenants. Instead, the Thieves' Guild is a loose association of criminals that spans many worlds – no one is certain how many – that have banded together for mutual benefit.

The Thieves' Guild is unique aboard Babylon 5 for one simple reason – no one outside the organisation knows of its presence there, and that is exactly the way the Thieves' Guild would have it. Certainly, there is some suspicion in the ranks of the station's security officers, but thus far no one has managed to uncover any evidence that the guild is operating on the station.





The Thieves' Guild has a long, long history of staying below the radar of the local authorities by carefully limiting their activities. Though they have their hands in a wide variety of criminal enterprises, members of the Thieves' Guild are required to avoid any manner of violent crime. Instead, they busy themselves with interests such as pick pocketing, rigged games, black market dealings, petty theft and confidence schemes.

Membership in the Thieves' Guild is earned, not given. Usually, a hopeful member must be trained by an existing member or failing that must prove his talents before the leader of the local Thieves' Guild.

A thief becomes a member of the Thieves' Guild for one simple reason – necessity. While certainly the odd mugger or pickpocket can operate on Babylon 5 (or

Becoming a member of the Thieves' Guild requires that a character show a certain degree of mastery with various skills most associated with thieving. This is rarely a formal or lengthy test, merely enough for the leader to judge the competency of the applicant and study his personality. Additionally, each leader of each cell of the Thieves' Guild makes up his own mind about who he lets into the guild and why, and he may be as arbitrary and mercurial as he wishes in his decisions. The one thing all of them do insist on is familiarity with the basic skills of thieving. In order to have a significant

chance of acceptance into a Thieves' Guild, a character should have at least half of the following skills at appropriate ranks:

- Appraise (4 ranks)
- Bluff (5 ranks)
- Escape Artist (5 ranks)
- Gather Information (5 ranks)
- Intimidate (4 ranks)
- Sense Motive (6 ranks)
- Stealth (6 ranks)
- Technical (5 ranks)



elsewhere) without ever crossing paths with the Thieves' Guild, those who truly want to make a living from thievery have little choice but to join. The Thieves' Guild keeps a tight rein on those criminal interests under its control, and will quite willingly make life very difficult for any thief operating without their dispensation.

Being a member of the Thieves' Guild has only minimal impact on a thief's life. The thief is required to restrict himself to those criminal enterprises approved by the guild (the primary rule, of course, is no violence), and to give the guild 10% of whatever he gains through thievery. In return, the guild guarantees the thief a safe place to stay and the opportunity to join in the guild's ongoing operations. If the thief makes a mistake and is arrested, he can expect no help from the guild whatsoever, and is to deny the guild's existence if asked.

Members of the Thieves' Guild make extensive use of glyphs. These glyphs are used to recognise one another, as well as find the location of the local Thieves' Guild. Painted unobtrusively on bulkheads here and there throughout the station, though particularly prevalent in Downbelow, where the Thieves' Guild bases itself, the glyphs allow a member of the Thieves' Guild visiting the station to find his way to his compatriots. The presence of the glyphs has gone almost entirely unnoticed by the remainder of the station's population, who have no understanding of what they represent. Those who do notice them usually just assume it is yet another example of the arcane and alien graffiti that pops up constantly here and there around the station.

## SECURITY

The security officers aboard Babylon 5 serve two major functions. The first is to enforce the law. The second is to defend the station in the event of an enemy attack. The second responsibility is covered in greater detail in *The Station and the Galaxy*. The first and primary responsibility of the station's security officers is law enforcement however – and on Babylon 5, that is no easy job.

## Responsibilities

The role of the security officers on Babylon 5 in enforcing the law is not a simple one. Though they are there to enforce the law, they must do so in a way that does not impede the primary mission of the station – diplomacy. Therefore, some security officers feel as if they must tiptoe through their duties, careful not to

inadvertently do something to offend the sensibilities of an alien race they know next to nothing about.

According to Chief Warrant Officer Michael Garibaldi, the security forces aboard Babylon 5 are to act in a policy of containment, not confrontation. Mr Garibaldi himself has been known to violate this policy from time to time, but then, he is the boss. Security officers go through extensive training before they truly join the station's security force (see *The Station and the Galaxy*), training which is meant to give them the tools and skills they need to keep crime on the station to a minimum while still maintaining as unobtrusive a presence as possible.

A security officer aboard Babylon 5 must enforce the law in a clear and fair manner. To make certain no security officers become overly enthusiastic in their duties, there is a clear command structure of supervision, ending on Mr Garibaldi's desk, and a complaint procedure, allowing any resident or traveller on the station who feels he has been wronged by a security officer to lodge a formal complaint. Those who have been on the receiving end of such a complaint know it is taken very, very seriously by the station's command staff. For those unable or afraid to come to a security station to make their complaint, it is possible to file a complaint through any BabCom terminal. All complaints are passed simultaneously to Mr Garibaldi and Commander Sinclair.

In the conduct of his duties, a security officer has the following obligations:

- ③ He must make a suspect's rights under the law clear, in a language the suspect can understand.
- ③ He must make all police powers clear and unambiguous as they apply to the suspect.
- ③ He must maintain a clear line of responsibility for the suspect and the suspect's welfare.
- ③ He must maintain a clear chain of custody for any evidence collected in the course of his duties.
- ③ He must keep clear and comprehensive records of his daily work and his work on any individual case, which will be made available if necessary to both the suspect and the courts of the station.

**'Mr Garibaldi, there are days I'm very glad I don't have to think the way you do.'**

**Lt. Commander Susan Ivanova, 'And the Sky Full of Stars'**





## Powers

As he is entrusted with the enforcement of the law aboard Babylon 5, the security officer is also entrusted with various powers to help him perform his job. These powers are immediately revoked and the officer placed on administrative leave if a complaint against him is found by both Mr Garibaldi and Commander Sinclair to merit an investigation.

All security officers on Babylon 5 have the following powers:

- ⑤ The officer may stop and search anyone not protected by diplomatic immunity if he suspects the individual possesses stolen or contraband articles, or if he believes the individual has evidence in another crime.
- ⑤ The officer may enter and search any quarters on the station other than those belonging to individuals with diplomatic immunity.
- ⑤ The officer may arrest anyone he believes has committed a crime, or is currently in the process of committing one, with or without a court warrant.

- ⑤ The security officer may detain and question anyone he believes to be involved in a crime. The individual may be held no longer than 72 hours before being charged or released.
- ⑤ The security officer may collect evidence in a crime any way he chooses, including ordering a stomach pump or taking DNA samples.
- ⑤ The security officer may limit access to sensitive areas of the station.

For more information on Babylon 5 Security see pages 23-31 of *The Station and the Galaxy*.

## COURTS & LEGAL SYSTEM

Legally, Babylon 5 is a colony in the Earth Alliance, and those aboard the station are expected to abide by all Earth Alliance law. Of course, this is not always the case, which is why Babylon 5 has security officers, prison cells, laws and courts.

## Crime and Punishment

Crime	Punishment
<b>Misdemeanours</b>	
Gambling (Telepaths only)	Fines (100 credits), Forfeiture of winnings.
Graffiti	Fines and Restitution equal to damage.
Petty Theft (up to 100 credits)	Imprisonment (up to one month).
Petty Theft (between 100 and 1,000 credits)	Imprisonment (up to six months)
Public Intoxication	Fines (50 credits).
Vandalism	Imprisonment (up to 3 days), Fines and Restitution equal to damage.
<b>Felonies</b>	
Assault	Imprisonment (up to one year).
Assault with a Deadly Weapon	Imprisonment (up to 20 years), Banishment.
Compromising Station Security	Imprisonment (up to 30 years), Banishment.
Drug Trafficking	Loss of ship (if applicable), Imprisonment (up to 15 years), Banishment.
Possession of Illegal Technology	Loss of technology, Imprisonment (up to one year), Banishment.
Smuggling	Loss of ship (if applicable), Imprisonment (up to 10 years), Banishment.
Telepath Operating without License	Remanded to Psi Corps, Banishment.
Theft (more than 1,000 credits)	Imprisonment (up to five years).
<b>Capital Crimes</b>	
Murder	Mindwiping, Banishment.
Mutiny	Spacing.
Rape	Mindwiping, Banishment.
Treason	Spacing.

## Laws & Punishments

Tied as it is to the Earth Alliance, Babylon 5 has a complex and comprehensive legal system, made up mostly of Earth Alliance law. Clearly, the laws of a society as large and advanced as the Earth Alliance are enough to fit into a book ten times the length of this one, but this section of *Life on the Station* does provide a sampling of various laws of the Earth Alliance, as well as the prescribed punishments for violating those laws.

Punishments for those who break the law are designed to be commensurate with the crime in question. Most criminal cases tried in Babylon 5's courts result only in a fine, a brief period of incarceration or forfeiture of goods.

**Banishment:** Many of the more serious crimes carry banishment as an additional punishment. A criminal who has been sentenced to Banishment may not return to Babylon 5 for a period of time set by the ombud.

**Fines:** A fine is a monetary charge levelled against the criminal which is payable to the station.

**Imprisonment:** A period of incarceration that must be served by the criminal. Because of the limited prison facilities aboard Babylon 5, anyone sentenced to more than one month of imprisonment is transferred to Earth or another colony to serve his term. Alien defendants are usually remanded to their governments and are Banished from the station for a period of time equal to their prison sentence.

**Loss of ship:** Certain crimes (such as trafficking in drugs or illegal weaponry) are penalised by the seizure of the criminal's ship, if he has one.

**Loss of technology:** Those in possession of illegal technology will have it confiscated from them.

**Mindwiping:** See below.





**Restitution:** A monetary charge in addition to any fines. This charge is payable to the injured party of the case.

**Spacing:** See below.

## Mindwiping

The majority of capital crimes in Earth Alliance law do not actually call for the death of the criminal. Instead, they call for the death of the criminal's personality.

This is accomplished through a process called mindwiping, which is carried out through chemicals administered by a doctor. Also known as 'death of personality', the subject of the procedure must be scanned before and after the mindwiping by a registered telepath, who will confirm that the procedure was successful. In essence, mindwiping is exactly what it sounds like – the subject's memories and personality are erased, leaving him a blank slate.

Mindwiping is currently a subject of controversy in the Earth Alliance. Some consider the procedure to be far more humane than the actual death penalty, while others, chilled at the thought of losing everything that makes them who they are, contend it is just as inhumane, if not more so, than the traditional death penalty.

**'While I'm worrying about that, roll this one around in your head. Shooting a senior officer is an act of treason and mutiny. The penalty is spacing. They put you in an airlock, seal it and open the space door. You spend the next five minutes chewing vacuum until your lungs turn inside out, your eyeballs freeze and your heart explodes. It's the worst kind of death you can imagine and when that day comes, I'll be there to push the button.'**

*Chief Warrant Officer Michael Garibaldi, 'Revelations'*



Following a mindwipe, the criminal falls under the auspices of the New Man Support Agency, a governmental institution set up to deal with those who have undergone death of personality. The criminal is moved away from the scene of the crime and given, essentially, a new life. Though the criminal's civil rights are restricted, he is given the opportunity to truly start over again. The fact that public taxes are used to care for and, in many cases, improve the quality of life of murderers and rapists is likewise the subject of an ongoing controversy.

The equipment required to perform a mindwipe is kept under lock and key in Medlab, and is only brought out upon the receipt of a court order to perform the procedure.

## Spacing

Spacing is a punishment almost as old as humanity's first reach into space. Crude but effective, it involves simply placing an unprotected person in the airlock of a ship or space station and cycling the lock to expel them into the vacuum. Death follows

automatically approximately one or two minutes later for humans and most alien species.

In the past century, the practice of spacing criminals has declined dramatically. Where once it was the punishment of choice for dealing with murderers, rapists, repeat drug offenders and others, it has been curtailed substantially. Spacing is now only considered for traitors and mutineers, and even then only rarely. Many predict the practice of spacing as punishment for any crime will disappear from Earth Alliance law within a decade.

## COURTS

Babylon 5 has a single courtroom where all civil and criminal cases are tried. The courts are officially able to try a case of any severity up to and including treason, though often extremely serious cases will be remanded back to Earth for trial. This only holds true if all parties involved in the case are EarthForce citizens, however. If the case involves one or more alien races from outside EarthForce, and the crime occurred on the station or in the space immediately around it, it falls to the courts of Babylon 5 to adjudicate the case.



Cases on Babylon 5 (and in the Earth Alliance as a whole) are tried before a judge, who hears all arguments and renders his verdict. There are no juries.

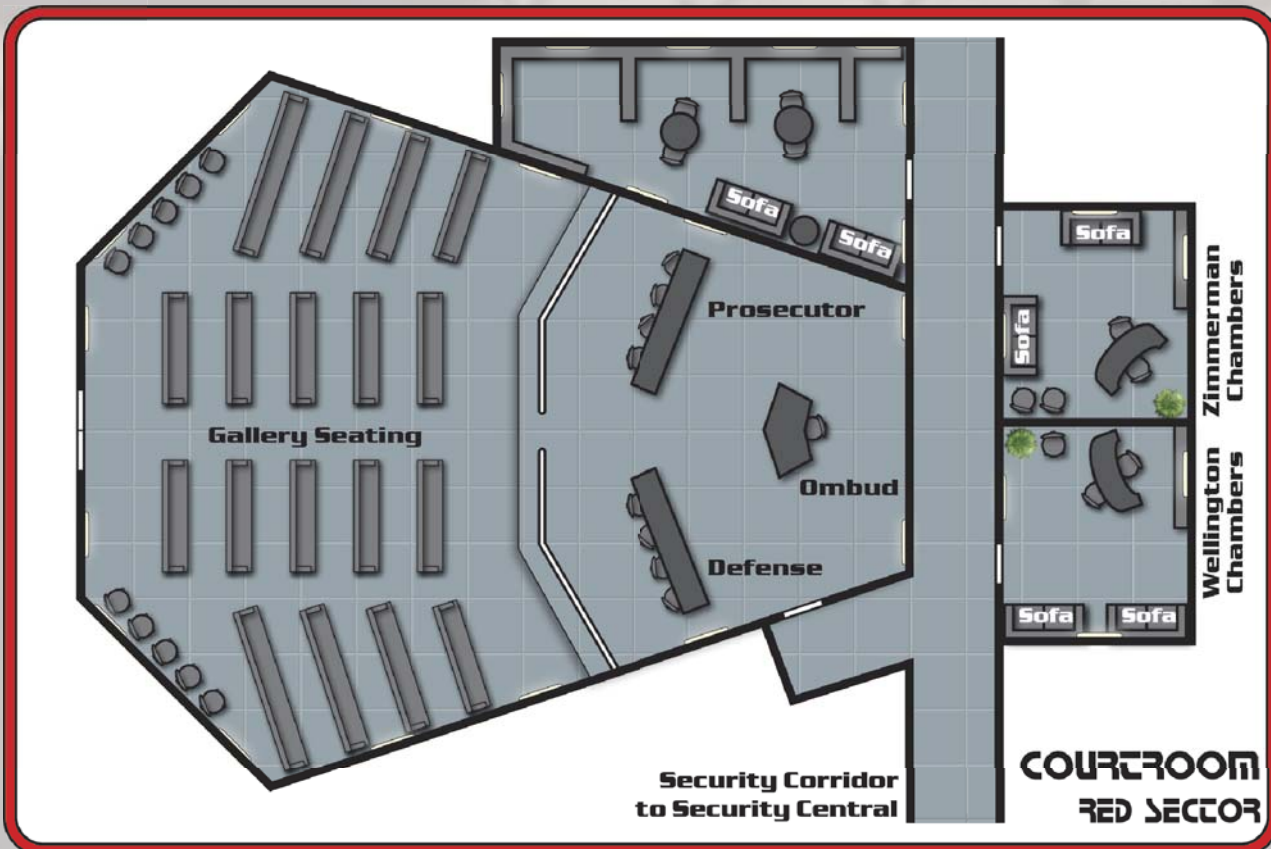
Currently, Babylon 5 has two judges, known by the title 'Ombud'. Ombuds Joshua Wellington and Arnold Zimmerman are both seasoned justices who logged many years on the bench on Earth before receiving their assignments to Babylon 5. Though there have been some complaints about them, all such complaints have been lodged by people against whom the Ombud in question recently ruled. Still, the Ombuds are as vulnerable to public complaint as are the station's security officers, and each complaint necessitates a formal review by the station commander.

## LAW & DIPLOMACY

The law aboard Babylon 5 does not apply to everyone. Under the terms of the Babylon Project agreements between the Earth Alliance and alien governments, all diplomats' quarters are considered to be foreign soil, free from Earth's jurisdiction and immune to the law of the

Earth Alliance. In addition, this diplomatic privilege extends to the ambassadors, their aides and their staff, none of whom may be arrested or detained for any reason by EarthForce personnel. Though this diplomatic immunity obviously offers ample opportunities for abuse, in practice it rarely is. Aside from the occasional smuggled weapon or other illegal items within sealed diplomatic pouches, most of the ambassadors and their staff who make their home upon Babylon 5 strive to remain good citizens. Any incidents the ambassadors do become involved in are usually dismissed for reasons of diplomatic immunity, and most damages arising from those incidents are reimbursed from the ambassadors' diplomatic or personal accounts, though from time to time Londo Mollari of the Centauri has had to request additional funds from Centauri Prime.

The Babylon Project treaties also stipulate the core trade agreements all associated governments must adhere to when conducting business on the station, including trade tariffs (see page 9) and restricted goods. Illegal items such as drugs prescribed by the Earth Alliance, restricted biogenetic material and weaponry may not



be brought onto the station under any terms, but alien governments are free to trade in such material without prejudice so long as all cargo transfers between ships take place in orbit outside the station. Naturally, the use of any station resources, such as cargo loaders and maintenance pods, is denied to ships taking part in such a transfer.

Though it is forbidden to bring illegal items such as those mentioned above onto the station, it is perfectly legal to conduct negotiations for the sale of such goods while on board Babylon 5. Occasionally, governments will raise specific objections to the Babylon 5 Advisory Council in order to stop their rivals from trading in such goods off-station, but to date, none of these objections have been successful.

## CASE FILES

In order to see how the justice system on Babylon 5 works, it is helpful to take a look at some of the files resulting from court cases on the station. There are no sealed court decisions under Earth Alliance law, except for those resulting from a court case tried when the defendant was a juvenile (for humans, this means anyone under the age of 17). Thus, all records from resolved cases are open to the public, requiring only a written request to view.

**Case Identification Number:** B5-1078

**Date of Verdict:** 6 May, 2258

**Name of Accused:** Londo Mollari

**Race of Accused:** Centauri

**Arresting Officer:** Officer Robert Hallern

**Charge:** Public Intoxication, Petty Theft (between 100 and 1,000 credits)

**Case Details:** At 22:35 Earth Standard Time on 5 May, 2258, security officers were summoned to the casino after receiving a report of public intoxication and theft. Upon arriving at the casino, the officers were told Ambassador Londo Mollari of the Centauri Republic had been at the casino for the past eight hours, drinking and gambling at the roulette wheel. Shortly before security was summoned, Ambassador Mollari ran out of money. According to multiple witnesses, Ambassador Mollari became agitated, insisting that his 'system' should have guaranteed his winnings. Witnesses say the ambassador became increasingly agitated before reaching across the table to seize 875 credits in chips from the casino's till and threatening all who came near him with the Centauri martial art of 'Tronno'. Upon their arrival, security officers found Ambassador Mollari passed out and snoring soundly on the floor beneath the roulette wheel. Unable to rouse him, security officers carried Ambassador Mollari back to his quarters. At 8:03 Earth Standard

Time the following morning, 6 May 2258, Centauri ambassadorial aide Vir Cotto arrived at the Babylon 5 courtroom to assert Ambassador Mollari's diplomatic immunity and repay the stolen credits.

**Presiding Ombud:** Zimmerman

**Verdict:** Case dismissed (diplomatic immunity). All credits returned to casino.

**Case Identification Number:** B5-1854

**Date of Verdict:** 30 May, 2258

**Name of Accused:** Yves Delacroix

**Race of Accused:** Human

**Arresting Officer:** Chief Warrant Officer Michael Garibaldi

**Charge:** Smuggling

**Case Details:** On 7 March 2258 Chief Warrant Officer Michael Garibaldi was informed by a Lurker in Downbelow of a human merchant peddling PPG pistols aboard the station. Following two months of investigation and further tips by Downbelow residents (see attached briefs and daily logs) Chief Garibaldi came to the conclusion the story was verifiable and the trader in question was Yves Delacroix, owner and captain of the trading vessel *Starwake*. After obtaining appropriate search warrants, Chief Garibaldi and his security team interdicted the *Starwake* upon its next return to the station, on 11 May, 2258. Aboard the *Starwake* they discovered two hidden compartments containing a total of 436 PPG pistols. Mr Delacroix was arrested without struggle and brought to trial.

**Presiding Ombud:** Wellington

**Verdict:** Following two weeks of trial, Mr Yves Delacroix was found guilty of smuggling and possession of illegal weaponry with intent to sell. Defendant was sentenced to loss of ship (the *Starwake*) and 10 years of imprisonment. Prisoner remanded to Earth custody to serve his sentence.

**Case Identification Number:** B5-2122

**Date of Verdict:** 21 July, 2258

**Name of Accused:** Dhaluk

**Race of Accused:** Drazi

**Arresting Officer:** Officer Susan Parker

**Charge:** Assault with a Deadly Weapon

**Case Details:** At 01:15 Earth Standard Time on 15 July, 2258, security officers were summoned to the Zocalo on reports of a violent disturbance. Upon arrival, officers discovered Kelvin Thompson, a human male, unconscious and bleeding from multiple wounds that appeared to result from blunt trauma. A metal pipe lying beside him was assumed (and soon proved to be) the weapon used to inflict the wounds upon Thompson. Multiple witnesses related to officers that the beating had been carried out by a Drazi wearing a yellow sash, who fled the scene in the direction of Green Sector. The officers advised Green Sector security officers of





the suspect and ordered surveillance of all Red Sector and Green Sector stations for the Core Shuttle. At 1:32 Earth Standard Time, a Drazi matching the description was seen attempting to board the Core Shuttle. Officers intercepted the shuttle at its next stop and arrested Dhaluk.

Subsequent forensic testing offered convincing evidence that Dhaluk was the Drazi responsible for assaulting Thompson. Security officers, including Chief Warrant Officer Michael Garibaldi, believe Dhaluk to be a member of a Downbelow gang known as the Yellows. They further believe that Dhaluk was hired to carry out the beating, as Thompson was not robbed, nor is there any indication the two have ever met. Thompson himself denies knowing Dhaluk. Security held Dhaluk for 72 hours of interrogation, but Dhaluk would not answer any questions put to him.

**Presiding Ombud:** Zimmerman

**Verdict:** Dhaluk convicted of Assault with a Deadly Weapon. Sentenced to 10 years imprisonment and banished from Babylon 5. Remanded to Drazi Freehold on 22 July, 2258.

**Case Addendum:** Dhaluk freed by Drazi Freehold on 28 July, 2258. Attempted to re-enter Babylon 5 on 4 August, 2258 and 31 August, 2258.

**Case Addendum:** At 03:28 Earth Standard Time on 5 September, 2258, citizen Kelvin Thompson was found dead in the Gardens. Investigation is ongoing.

## FROM CRIME TO VERDICT

Babylon 5's justice system is designed to run as smoothly and efficiently as possible, allowing for the quick dispensation of cases and staying out of the way of the station's main business as a centre for diplomacy and trade. This desire for a speedy resolution of any crime committed on the station should not obviate the overriding commitment to a fair and just proceeding, but from time to time, that very thing does happen.

The following section of *Life on the Station* takes a sample crime and follows it from the crime itself through the trial to the punishment of the criminal. In this example, Na'Shok, a Narn drifter, is accused of stealing from Aldo Vitalini, a Centauri merchant in the Zocalo who owns the Slip and Sip.







## The Crime

At 19:31 on 8 June, 2258, security officers in the Zocalo are attracted to a disturbance. Upon arriving at the Slip and Sip, they discover the owner, Aldo Vitalini, lying on the floor with Na'Shok, a Narn drifter who arrived on the station two days earlier, standing over him. Security officers separate the two men and take statements. Vitalini insists Na'Shok stole a handful of credit chits left as a tip for Vitalini by a previous customer, then attacked him when he tried to stop him. Na'Shok says he did not take the credit chits, and was attacked from behind by Vitalini as he left the Slip and Sip. Security officers take both men into custody, leaving the Slip and Sip in the hands of Vitalini's employees. Na'Shok, clearly uninjured, is taken into custody while Vitalini is taken to Medlab before proceeding on to Security Central. The remaining security officers take witness statements.

## The Evidence

The Zocalo has a number of security cameras in it, and these are the first thing checked by security after taking statements.

Unfortunately, the view of the cameras was blocked, making it impossible to tell how the incident began. The majority of the witnesses questioned back up Vitalini's story, but as most of them are his employees, the testimony is deemed suspect.

## The Suspects

Upon arriving at Security Central, Vitalini and Na'Shok are put in separate cells. After reviewing the useless security footage and reading the witness statements, Security Sergeant Joseph Banks decides to interview the two men separately. Under questioning, Vitalini's story remains unchanged, and he is able to offer a rough estimate of the number of credit chits he believes were stolen. Na'Shok is found to have a similar number of credit chits in his possession, though his story too remains unchanged.

## The Politics

Chief Warrant Officer Michael Garibaldi is about to leave work for the day when he is informed he has a visitor waiting for him. Narn Ambassador G'Kar arrives





at his office to officially protest the treatment of Na'Shok by both Vitalini and the security officers, who neglected to take Na'Shok to Medlab to be certain he was not injured in Vitalini's attack. Garibaldi assures G'Kar that Na'Shok will be treated with every courtesy and herds him out the door as G'Kar threatens to take his complaints to Commander Sinclair. Before Garibaldi can make his own break for his quarters however, Centauri Ambassador Londo Mollari arrives to protest the imprisonment of his fellow Centauri for doing nothing more than trying to stop a thief and receiving a beating in the process. Londo echoes G'Kar's threat to take his complaints to Commander Sinclair.

## The Public

The seemingly inconsequential altercation between Vitalini and Na'Shok quickly grows in the telling throughout the station, becoming an epic, life-and-death struggle between the two men. Depending upon whether the narrator of the tale is a Centauri or Narn, the circumstances of the tale vary wildly. By the next morning, the case has threatened to take one more blow at the already fragile peace existing between the Centauri and the Narn on Babylon 5.

## The Trial

Mindful of the inflamed passions on the station, and the lack of conclusive evidence on either side, Ombud Zimmerman wishes to bring the matter to a swift conclusion. He orders the trial to convene on 10 June, 2258 at 09:00 Earth Standard Time. Ombud Zimmerman further decides to hold the trial for both men concurrently, as it is a single crime at stake. As neither of the parties in the case are citizens of the Earth Alliance, neither of them has free access to counsel. Ambassador G'Kar steps forward to personally defend Na'Shok. Vitalini hired his own counsel, much to Ambassador Mollari's relief.

After hearing the arguments from both sides, and reviewing the evidence, Ombud Zimmerman swiftly reaches his verdict. On the charge of petty theft (fewer than 100 credits), he finds Na'Shok guilty, and sentences him to 10 days in prison. On the charge of assault, he finds insufficient evidence to convict either man, issuing instead a stern warning as to the consequences of returning to his court on similar charges in the future. Mr Vitalini is released to return to his shop, while Na'Shok is escorted away to prison. Ambassador G'Kar leaves the courtroom, sputtering about the 'outrage' he has just witnessed, but the swift resolution of the trial does calm the passions that were rising on the station.





# LIFE ON BABYLON 5

It is easy to see the grandeur of Babylon 5, the mighty station hovering in the void, in the neutral space between some of the galaxy's greatest powers. It is a place of import, of major changes and upheavals in status quo of the entire galaxy. Upon this stage of high technology the greatest events of the age are played out. All this is easy to see.

What is sometimes harder to notice is the fact that Babylon 5 is home to nearly a quarter of a million intelligent creatures. These individuals, human, Narn, Centauri and a host of others, do not see the station as a testament to hope, a chance that the galaxy can find a path to peace. They see it as their home and shelter, the place where they live and work and raise their families.

Though the Player Characters will undoubtedly spend much of their time rubbing shoulders with the great luminaries of the station, they will spend more time in the company of people they may not notice, but who make up the vast majority of the people aboard Babylon 5. Without them, after all, the station could not exist. They are the dock workers, transport pilots, reactor engineers and Zocalo merchants, and they keep the station running.

This chapter of *Life on the Station* is concerned with the people who populate Babylon 5, with the concerns and opportunities common to everyone who makes their home on what is commonly called the last, best hope for peace.

## EMPLOYMENT

Many people who have chosen to make their homes on Babylon 5 have done so for the promise of employment. For all too many of them, this promise turned out to be empty, as the station's construction budget was cut just as Babylon 5 was nearing completion, leaving large amounts of the station essentially unfinished. In the brief intervening time, these unfinished areas have become known as Downbelow and are home to a large number of 'lurkers', people who came to the station to find work, only to become stranded here when they could find none and lacked enough money to pay for a trip home.

For others, however, the promise of employment was true. Babylon 5 (and the businesses located within) employ a vast number of workers in virtually every trade imaginable. Far and away, the largest bloc of workers on the station is the Dockers' Guild, a 1,500 strong pool of labour that keeps the station functioning – and is beginning to recognise the extent of its bargaining power.

Though the Dockers' Guild represents the largest single group of workers on the station, they are by no means the only one. Babylon 5 requires a large number of people with disparate skills to function, meaning there is work on the station for tens of thousands of people. Unfortunately for the lurkers in Downbelow, there are always more people than there are jobs, and many of them have long since given up trying to find work. Either because they lack the skills needed for what employment is available, or because they have found a way to survive and even thrive in the lawlessness of Downbelow, they no longer come topside on the station.

For those who are interested in employment, there are resources available. The Babylon 5 Employment Service, located in Red Sector, is a free service that helps job seekers find employment. However, it is a government agency, and only those people who are citizens of the Earth Alliance can make use of its services. Everyone else must seek a job the old-fashioned way – by knocking on doors.

The B5 Employment table displays some of the jobs available on Babylon 5. Obviously, this is in no way a comprehensive list, as there are literally hundreds, if not thousands, of different positions available on the station. The chart is intended merely to show a sample of different jobs, as well as the base pay associated with,

**'In the process of putting this report together, it didn't take us long to learn the most important rule of survival aboard Babylon 5: expect the unexpected.'**

**Cynthia Torqueman, 'And Now for a Word'**



## B5 Employment

Position	Base Pay	Availability	Skills
Accountant	45,000 credits annually	Rare	Computer Use, Knowledge (Law), Profession (accountant)
Clerk (Retail)	18,000 credits annually	Common	None
Computer Technician	55,000 credits annually	Rare	Computer Use, Technical (electronics)
Cook (Common)	25,000 credits annually	Common	Profession (Cook)
Cook (Upscale)	40,000 credits annually	Very Rare	Profession (Cook)
Docks Worker *	31,000 credits annually	Very Common	Drive
Engineer – Electrical	78,000 credits annually	Rare	Knowledge (physics), Technical (engineering)
Engineer – Nuclear *	83,000 credits annually	Very Rare	Knowledge (physics), Technical (engineering)
Gardener *	27,000 credits annually	Common	Knowledge (biology)
Lawyer	50,000 credits annually	Rare	Bluff, Diplomacy, Knowledge (Law), Sense Motive
Maintenance *	32,000 credits annually	Very Common	Technical (any relevant)
Mechanic (Starship)	87,000 credits annually	Very Rare	Technical (any relevant)
Nurse *	46,000 credits annually	Rare	Diplomacy, Medical
Pilot (Shuttle) *	63,000 credits annually	Rare	Pilot
Postal Worker *	39,000 credits annually	Very Rare	None
Teacher	28,000 credits annually	Rare	Knowledge (Appropriate Subjects)
Translator	84,000 credits annually	Rare	Diplomacy, Linguistics, Relevant language
Security Officer *	42,500 credits annually	Rare	See The Station and the Galaxy
Waiter (Common)	46,000 credits annually	Common	None
Waiter (Upscale)	17,000 credits annually	Very Common	Diplomacy

\* These jobs involve working directly for Babylon 5. Other jobs, such as computer technician, may involve working for the station or for a private employer aboard the station.

the frequency with which they become available and the skill sets needed to acquire and hold the job.

The base pay listed in the chart above is intended only to show the median income each individual job pays. Depending upon the employer and the experience of the employee, the actual pay of any job may vary as much as 25% from the median listed above. The exception to this is in jobs that involve working directly for the station. As it is a government job, the salary is all but fixed, and may only vary 5% from the median income listed in the chart.

## HOUSING

Even in a space station five miles long, space is limited. When that space must be shared between 250,000 other people, not to mention the vast amounts of room consumed by the docking areas, reactor, gardens and other necessary areas of the station, available space truly begins to get squeezed. For most of the people aboard Babylon 5, few concerns rank higher than housing.

No quarters anywhere on the station could remotely be considered opulent (with the possible exception of the ambassadorial quarters in Green Sector), but there are still some distinct and dramatic differences between the best quarters available and the bottom of the barrel. This section of *Life on the Station* addresses the different kinds of quarters to be found on the station, as well as who commonly lives in each type of quarters and the cost associated with each type.

All quarters of any type on Babylon 5 (aside from makeshift quarters) are owned by the station. All rents paid go directly to the Earth Alliance, which distributes funds back to the station through the Babylon 5 Senate Oversight Committee.

Though all housing on Babylon 5 seems small to those who come here from a planet, the rooms (except for subsistence lodging) are large and luxurious compared to the standard berth on a starship. For members of EarthForce, being stationed on Babylon 5 is considered a 'cushy' assignment simply because of the size of the quarters available.



## Makeshift

Makeshift housing is not officially housing at all, and is not found outside of Downbelow. Rather, it is a crude shelter, often nothing but a lean-to, built of discarded rubbish and construction materials. Such housing obviously has no amenities – no sewer, no power (unless the owner illegal patches into the station's power grid), no privacy. If the owner leaves for more than an hour or so, the makeshift shelter probably will be either gone or otherwise occupied on his return.

Makeshift housing is free.

## Subsistence Lodging

Those on a very tight budget can take advantage of one of the economy 'hotels' located on the station. These lodgings offer incredibly small, incredibly spartan accommodations for those with little money who nonetheless do not want to spend the night on a blanket in Downbelow. Economy lodging rooms are usually 7 feet by five feet, with a five-foot ceiling. They contain nothing but a bed, a

toilet and a single power outlet. These lodgings can be found in the lower levels of Brown Sector.

Economy lodging costs 100 credits per week.

## Cheap Room

Depending on where it is in the station, the standard 'cheap room' might not seem so cheap, but even on a space station, location is everything. A cheap room is significantly larger than the subsistence lodging, and these quarters are often taken up by people who live on the station. A cheap room actually consists of two rooms – a small living area and a combination bedroom and bathroom. All cheap rooms also offer a single BabCom terminal. All cheap rooms are laid out in more or less the same manner and are about 17 feet wide and 12 feet deep.

Cheap rooms cost 350 credits per week in Brown Sector, 500 credits per week in Red Sector and 750 credits per week in Blue Sector. Note that all quarters in Blue Sector are restricted to EarthForce personnel and their families.





## Medium Room

Except for its larger size, about 23 feet by 16 feet, medium rooms are identical to cheap rooms.

Medium rooms can be found in Brown Sector and Red Sector. In Brown Sector a medium room costs 475 credits per week, while the same room in Red Sector costs 700 credits per week.

## Large Room

The station's largest rooms are few and far between, generally reserved for ambassadors and visiting dignitaries, though there are a few in Red Sector available for rent. A large room contains a living/dining area, a bedroom and a separate bathroom, and measures approximately 30 feet by 24 feet.

Large rooms in Red Sector rent for 950 credits per week.

## STANDARDS OF LIVING

On any given day, there are approximately a quarter of a million people aboard Babylon 5, most of whom live there permanently. These people come not only from

all races, all cultures and all religious beliefs, they also come from all economic groups. The station is home to the poor and the rich alike.

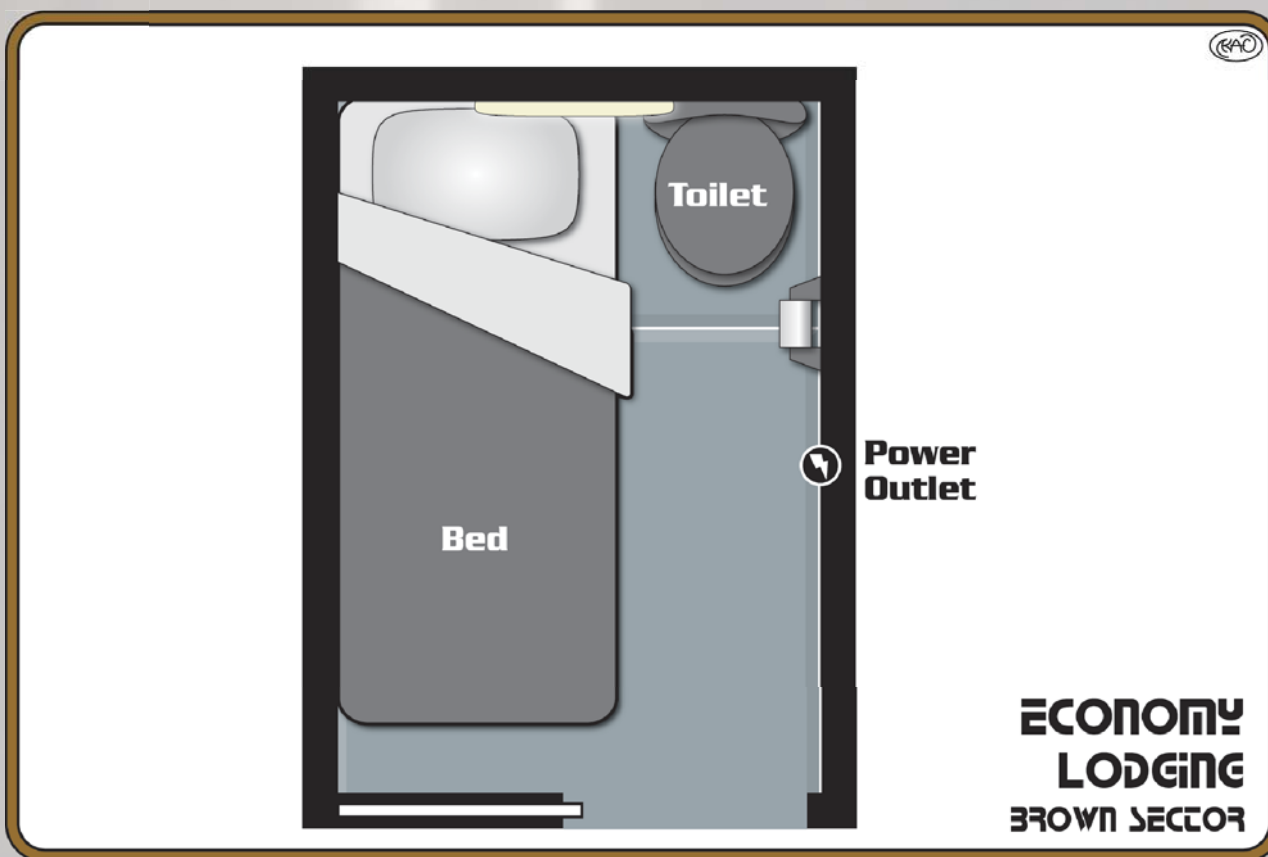
This section of Life on the Station takes a closer look at the different economic groups populating the station – where they work, where they live and how they sustain themselves.

## Destitute

For a station intended to function as a centre of commerce, there are a distressing number of people living in destitution. Almost without exception, people living at the destitute level in Babylon 5 make their sorry homes in Downbelow.

### Income

A person living in destitution aboard the station has an income of fewer than 5,000 credits per year, and actual income of these people is typically much lower than that. Employment is exceedingly rare for these people, though they may occasionally find work on a day by day basis. Many of the lurkers in Downbelow have no income whatsoever, subsisting instead on whatever they can manage to scavenge, steal or receive from a shelter.





### Living Quarters

A person living in destitution has no individual living accommodations of his own. In Downbelow, people often construct crude and temporary walls and privacy shelters of whatever discarded construction materials they can find. A few have enough money to afford to sleep in one of the station's economy shelters at night, such as NAME – essentially little more than a tube slightly larger than a coffin that contains a single tiny bed and nothing else.

Other choose to spend their nights in the shelters some charities have set up within Downbelow itself, though space at these shelters is limited and is decided on a first-come, first-served basis.

### Food

Those condemned to life in destitution cannot afford to take their meals in places like the Fresh Air Restaurant, or, more to the point, even at the shops of the Zocalo. Some can afford to purchase their meals from the small and often questionable food carts found on the fringes of Downbelow, while a few of the destitute of the station rummage through garbage to find their meals. Still others turn to the same shelters that offer them a place to sleep at night for a hot meal.

### Population

The majority of those people living at the destitute level are human, almost entirely people who came to the station looking for work, only to have those hopes dashed when the station construction budget was cut. Unable even to afford a ticket back home, they are now effectively trapped on the station, forced to get by in whatever manner they can. As almost all the destitute of Babylon 5 are unemployed, most of them even lacking identicards, there is not an accurate and effective tally of their numbers on the station. Most estimates place the population of Downbelow at between 18,000 and 20,000, of whom some 90% are human.

### Lower Class

The population of Babylon 5 that is considered to be the 'lower class' is nonetheless leaps and bounds ahead of the destitute. Though they may not have everything they might wish for, those of the lower class nonetheless have all their needs met, and they are the backbone of labour aboard the station. While many people might secretly wish for Downbelow to suddenly decompress and jettison the lurkers into space, they know that without the lower class, the station itself could never function.





### Income

A person living at the lower class level has an income of between 10,000 and 32,500 credits per year. Most of them hold jobs or, in the case of a family, only one family member holds a job. People of the lower class usually work as unskilled workers for small employers (such as retail clerks and common cooks) or work for the station as labourers (such as dock workers, maintenance workers and gardeners). The majority of their income goes to support them and their families, though the extremely thrifty among them usually manage to save a small amount to put away in investments for the future.

### Living Quarters

People in the lower class usually are able to afford their own housing, even if it is only a small apartment in the depths of Red Sector. Those at the bottom end of this economic group may be denied even that, however, turning instead to the economy shelters as a place to hang their hat at night.

### Food

Food is likely to be the biggest expense of those in the lower class. Most cannot afford to eat in a restaurant (other than places like McBari's in Brown Sector) more than every once in a while, which leaves them little option but to cook every meal they can. The lower class

of the station tend to eat whatever food is quick and easy, with spoo being one of the most common dishes.

### Population

The population of the lower class aboard Babylon 5 is almost entirely human, as the lion's share of them work in basic labour for the station in one capacity or another, and one must be a citizen of the Earth Alliance in order to work directly for Babylon 5. Those aliens who do fall into the stratum of society are usually employees of one of the alien business owners aboard the station. The population of lower class people aboard Babylon 5 is approximately 80,000 to 90,000 people, of whom some 98% are human.

## Middle Class

The middle class is the most numerous of the economic classes aboard Babylon 5, consisting of the majority of the members of EarthForce, most of the business people and even a large amount of the skilled labour on the station.

### Income

A member of the middle class has an income of between 32,500 and 150,000 credits per year. It is difficult to quantify this class as populated primarily by one kind of worker or another, as this class makes up the majority



of the people on the station, including such people as the station commander and the chief engineer of the station's reactor. Additionally, there is a wide range of incomes that fall into the middle class, with those toward the bottom faring little better than those in the lower class, while those toward the top enjoy the kind of ease wealth brings.

### Living Quarters

Everyone in the middle class can afford their own private quarters, and the higher one rises in this class, the better the accommodations become. Still, the opulence of living quarters is greater limited by the fact that Babylon 5 is a space station, and even the finest quarters are rather small and spartan.

### Food

Those in the middle class rarely need to concern themselves with affording food – they make more than enough money for such simple necessities. It is from the middle class that the station's restaurants such as the Fresh Air Restaurant draw the majority of their business.

### Population

The middle class aboard Babylon 5 is also the most racially diverse of the economic classes. Numbering some 110,000 to 120,000 people, the middle class is only about 70% human.

## Upper Class

There are very few members of the upper class living on Babylon 5. This is for the simple reason that, at the end of the day, Babylon 5 is a space station. It may be five miles long and it may be a great experiment in diplomacy, but what it is not is luxurious. Babylon 5, with its tight quarters, throngs of people and recycled air, simply does not offer the kind of amenities the wealthy expect. Though a number of corporations have operations on the station, the officers of these corporations live in luxury on Earth or Mars, leaving the day to day administration to their employees. Fewer than 1% of the station's population qualifies as upper class, and less than half of those are human.

### Food

As Babylon 5 is a colony of the Earth Alliance, and the vast majority of its population is human, all food vendors in non-alien sectors of the station are required to serve food that is consumable by humans. Likewise, all bars, pubs and taverns on the station are required to serve drinks that humans can tolerate. Note that these are not additions to any given menu – *all* offerings at a bar, restaurant, food cart outside the alien sections must be human-compatible.

In practice, this restriction is not as limiting as it may first appear. All major races represented on the station have similar tolerances regarding food and drink. Thus, food that is acceptable to humans may also be consumed by Centauri, Drazi, Minbari, Narn and other races. Of those races commonly encountered on Babylon 5, only the Pak'ma'ra, who are carrion eaters, cannot enjoy most of the foods available in the human sectors of the station (though the Pak'ma'ra can eat spoo). What kind of foods, if any, the Vorlons eat remains a mystery. Ambassador Kosh has certainly never been seen grabbing a quick snack in the Zocalo but then, the ambassador has never been seen in the Zocalo at all.

Visitors to Babylon 5 are encouraged to be adventurous within reason when it comes to trying out alien foods available throughout the station. Though nothing offered for sale outside the alien sector should be poisonous to humans, there is a wide grey area between 'poisonous' and 'volatile'. Approximately once a month, a human visitor the station is admitted to Medlab after complaining of acute stomach or intestinal cramps resulting from something he ate on the station. While many alien foods are perfectly safe for human consumption, they often include ingredients that can cause discomfort or illness in a human with a sensitive stomach, or one who has never before consumed such a thing. Vendors selling such foods are encouraged to post a small sign or warn customers of the potential side effects, but as they are not required to do so, few do for fear it will negatively impact their business.

A list of potentially upsetting foods is always available on BabCom Channel 87, along with other pertinent information on the Zocalo and other mercantile centres of the station. This list is restricted to the commonly available food choices, and includes the following foods.

**Al'Zha:** This Narn delicacy is a thick spicy stew, making use of various ingredients indigenous to Narn. It will cause no ill effects in a human with a Constitution score of 12 or greater. Humans with a Constitution below 12 must make a Fortitude saving throw (DC 10) one hour after eating it or become nauseated. This nausea will last one hour or until treated by a doctor (Medical skill test DC 10). Once a human makes a successful Fortitude saving throw, he has acclimated to the spices and is no longer in danger of becoming nauseated upon eating the dish in the future.

**Chalusheer:** A staple in the diet of the average Drazi, chalusheer is an assortment of roots fried in oil that often causes weakness and/or dizziness in a human not used to eating it. A human who eats chalusheer must make two Fortitude saves (DC 12) ten minutes after eating it. The first Fortitude save is to avoid the temporary loss of one point of Strength, the second is to





avoid the temporary loss of one point of Constitution. Ability points lost eating chalusheer are regained in 24 hours. Once a human has eaten the dish three times, he is accustomed to it (whether or not he lost any ability points) and may eat it without worry from that point on.

**Lushen:** Lushen is a Centauri dish that resembles nothing so much as very thick, greenish dumplings in a broth. The spice added to the dish to turn the noodles green is also a low-level intoxicant. Eating a serving of lushen is about the equivalent of consuming two or three glasses of beer – not enough to make the consumer ‘drunk’, but enough to have a minor deleterious effect on his motor skills and common sense. Eating a serving of lushen imposes a –2 penalty on all Dexterity ability checks, as well as a –2 penalty on armour class and any skill check rolls for Dexterity-based skills. The effects wear off in an hour. Each additional serving of lushen eaten after the first doubles both the penalties and length of the effect. Beginning with the second serving, the eater must make a Fortitude saving throw (DC 12) or pass out. This saving throw must be made for each helping of lushen after the first, and the saving throw DC increases by two with each serving (thus, after the fourth serving, the saving throw is DC 16 and the eater is suffering –8 penalties). Unlike other dishes, it is impossible to become ‘used’ to lushen – it will always act as an intoxicant on the consumer.

## MEDICAL CARE

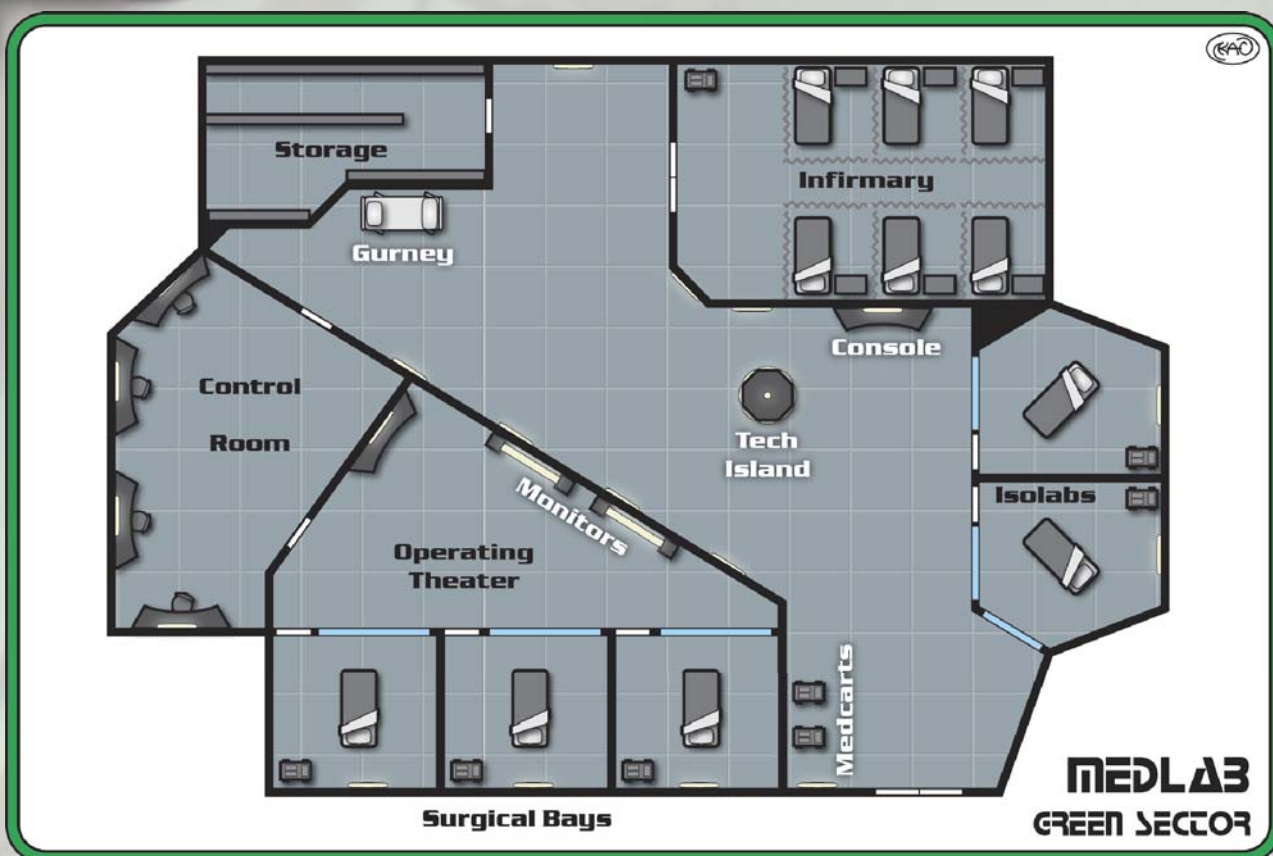
Officially, all medical care on Babylon 5 operates out of Medlab in Blue Sector, and it is not a free clinic. In order to receive treatment from the station’s medical personnel, one must have his identicard (see page 4) handy, and the identicard must show that the individual has medical insurance.

Medical insurance is a guaranteed part of employment within the Earth Alliance, a benefit every Earth Alliance business (including those on the station operated by aliens) must give to their employees. So long as a person is insured, he can expect to receive treatment in Medlab.

The uninsured, on the other hand, cannot expect to receive Medlab treatment. While Dr Franklin will certainly not allow someone to die through his own inaction, he cannot provide care for the uninsured without risking serious reprimands from EarthForce. Unless his life is in immediate danger, an uninsured person must prove his ability to pay for medical care before receiving it – and considering the cost of medical care, this is something few unemployed people can do.

Those who cannot rely on Medlab must turn instead to other, far less reliable medical facilities. There are several of these in Downbelow, usually someone with





some amount of medical training who provides the best care they can for free to the lurkers there.

## RAISING A FAMILY

Babylon 5 may be a great experiment in diplomacy. It may be the galaxy's last, best hope for peace. What it is not is a good place to raise a family.

Many of those who work on the station, in one capacity or another, are here only temporarily and send most of the money they make back to a wife or husband (and children) who still live on Earth, Mars or another more established and certainly more peaceful Earth Alliance colony. For others, there is little choice. Either because both husband and wife are employed on the station, or because of the single parent status of the father or mother, there are children on Babylon 5.

Few people would choose to start a family on this station, thus most of the children aboard were moved here with their parents sometime in the past few years and tend to fall between the ages of five and 18. There are approximately 325 human children registered as residents of the

station. The number of alien juveniles is exceptionally small – fewer than 100 children of all non-human races are aboard the station. These numbers do not reflect the population of Downbelow.

Most of the children who have been born on the station were born to lurkers in Downbelow, though there is no way to know how many there have been. Between children born to lurkers and children who came to the station with those who would become lurkers, most estimates place the juvenile population of Downbelow at approximately 5% to 10% of the lurker population – meaning some 1,000 to 2,000 children live in abject poverty in the bowels of the station.

Though Babylon 5 does everything it can to offer diversions and amenities to the people who live on it, it remains a poor place to rear a family. The educational facilities (see below) are pathetically sub-standard, most jobs aboard the station require the employees to work crushingly long hours, good food is both expensive and rare, the station's religious facilities are cursory, few of the station's entertainment venues are suitable for children and, of course, there is the constant risk of the station coming under attack.





All these factors combine to keep the number of families aboard Babylon 5 to a minimum, a fact for which most of the command staff is silently grateful.

### Education

One of the station's biggest shortcomings for those trying to raise a family there is the dearth of quality educational facilities. Babylon 5 has only one school on board, located in Red Sector. Technically, it is the Babylon 5 Education Annex, but as it is the only one on board, it is more commonly referred to simply as 'the school'.

The planners of the station were unsure how many children would be present on Babylon 5, and set aside four separate areas in Red Sector for school facilities. However, when the station opened with very few children on board, three of these areas were closed off and all children sent to the same school. The other three areas are now used for storage, and will likely continue to be, no matter how many children come aboard the station. The education budget for Babylon 5 was cut to almost nothing shortly after the station opened, and now there simply are no more funds to open, equip and staff the other three schools – which is unfortunate, as at least one more school is urgently needed. The Earth Alliance guarantees education for all its citizens, yet the rising calls for more schools by parents on Babylon 5 have gone ignored and unheeded by EarthGov.

The single school on the station is currently packed to the gills with children between the ages of 4 and 18. Outside of Downbelow, there are approximately 325 human children on the station, requiring the school to stretch its teachers and resources to the breaking point in order to accommodate them. The dire state of education about Babylon 5 has caused a number of families with good jobs and excellent prospects aboard the station to move away, seeking out a life elsewhere where their children can receive a quality education. Those who cannot leave usually resign themselves to the situation with the school, attempting to supplement their

children's education with the educational programming available through BabCom.

### ENTERTAINMENT

What Babylon 5 lacks in educational facilities it more than makes up for in entertainment venues, though many of them are not any kind of place someone would want to take their children.

### BabCom

One of the primary means of entertainment aboard Babylon 5 is BabCom, a station-wide telecommunications network that pipes in more than a thousand channels of entertainment and educational programming to the station. Though the sheer number of channels can be bewildering, it is possible to find virtually any form of entertainment somewhere on BabCom, with the exception of pornographic material. For those interested in such programming, it is easily obtained on data crystals from merchants throughout the station. Generally running between 20 and 50 credits, these crystals can be played through a BabCom terminal. Currently, the most popular title is 'Snow White and the Seven Narns'.

### Adult Entertainment

Entertainment aimed at an adult population is what Babylon 5 does best. Clubs and bars abound in the station, particularly around the Zocalo. Whether one is interested in the exotic atmosphere of the Dark Star in Red Sector or the dangerous environment of the Happy Daze in Downbelow, there is a watering hole somewhere on the station to fit the bill.

Gambling is widespread and common on Babylon 5, from pickup games of dice in Downbelow to the poker and dart matches played in most of the bars. The centre of gambling, of course, is the Casino in Red Sector, a large area with games from around the galaxy.

The Casino is a favourite gathering spot for many alien and human visitors to Babylon 5, and it is not uncommon to see Centauri Ambassador Londo Mollari sitting at one of the tables and trying out the latest system he has developed. Heavily monitored by security cameras, the Casino is actually one of the safest places in the entire station.

It is intended for the general population of the station, not merely the rich travellers who pass

**The very few alien children on the station do not attend Babylon 5's school. The school, a governmental institution, is only for citizens of the Earth Alliance. Those aliens on the station who have offspring must find some other way to see to their education.**





through from time to time, and the house has imposed a maximum wager of 1,000 credits on any single bet. In practice, most bets are far below that mark, with 50 to 100 credits being the most common.

The Casino is open to everyone on the station, even telepaths, though they are forbidden from gambling for obvious reasons. Even in games of pure chance, it is illegal for a telepath to place a bet.

## The Gardens

The Gardens of Babylon 5 are one of the most popular areas of the station, as well as being, perhaps, the most wholesome form of entertainment available. Outfitted with fields conducive to a number of sporting events, the Gardens are a popular gathering place for many people on the station. For more information on the Gardens, see *Guide to the Station*.

## ILLEGAL & UNSANCTIONED ENTERTAINMENT

There are not many kinds of entertainment that are illegal on Babylon 5, but there is still a demand for those that are – and where there is a demand, there are people who will try to fill it. The following two examples are of businesses (or merely entertainments) that are either illegal or merely unsanctioned by Babylon 5.

## Holobrothels

A holobrothel is a marriage of the latest technology with the oldest business in the world. A holobrothel employs no prostitutes, relying instead on holograms and full-body sensory suits to simulate the experience. By itself, a holobrothel is not illegal, but sooner or later, they all seem to break the law. Primarily, this happens when the holobrothel begins offering sexual encounters with a hologram programmed to look, act and sound like a real person.





## Mutai

The Mutai is an example of an unsanctioned form of entertainment. In August 2258, an alien fighting tournament known as the Mutai was held on Babylon 5. While not illegal, it was unsanctioned and unrecognised by the station's commander, and participation in it was strongly discouraged. Nevertheless, it proved a significant draw to the station's Centauri, Narn and assorted members of the League of Non-Aligned Worlds. This was the first Mutai in which a human was allowed to compete, which proved a sore point for most of the aliens in attendance.

## RELIGION

In a space station that is home to virtually every human culture, as well as several dozen alien cultures, religious tolerance is a must. Anyone committing a crime based on religious intolerance can expect to receive the maximum applicable punishment under station law.

The only religious buildings on Babylon 5 are located in the Garden (see *Guide to the Station*), and all of them are for human religions. However, all aliens are free to practice their religions as they like, with certain caveats:

- ⑤ No sacrifice of animals or sentient beings is allowed.
- ⑤ Open flames must be kept to a minimum and may be no larger than candles.
- ⑤ No religious ceremony may interfere with station operation. In 2262, the Brakiri Day of the Dead celebration did just that, earning the Brakiri government an official rebuke.
- ⑤ No religious ceremony may violate station laws.

The primary reason there are no temples of alien religions is that there simply has not been enough demand for them. Aliens of any particular race make up only a small percentage of the population of the station, and many of those are merely passing through.

In 2259, a new religious location spontaneously emerged on Babylon 5 in the Gardens. After Ambassador Kosh showed his true form in order to rescue Captain Sheridan from certain death when a Centauri terrorist blew up the core shuttle he was travelling in, the spot became a pilgrimage destination for people from throughout the galaxy, whether they believed the story or not.













# ALIEN FACTIONS

The population of Babylon 5 is primarily human, but it would be a mistake to think the alien races do not have a constant and important impact on the station itself. Though not as numerous as humans, aliens on the station play an important role in the day to day operations of Babylon 5, from the ambassadors arguing in the Council Chambers to the simple merchants hawking their wares in the Zocalo to the spacefaring traders passing through the station. This chapter of *Life on the Station* examines some of the alien races that populate Babylon 5.

## POPULATION

The alien population on Babylon 5 is approximately 10% to 15% of the total population, which means out of a total of 250,000, some 25,000 to 37,500 residents of the station are not human. As with the human population, the vast majority of these individuals are simply passing through the station, staying for a day, a week or a month, but certainly not putting down any roots here. Some 80% of the station's population is transient.

## THE CENTAURI REPUBLIC

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

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

the Republic spurred many races to reach for the stars, including humanity.

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

## Presence on the Station

The Centauri are well represented on Babylon 5, making up about 15% of the total alien population at any given time. Well over half of this population is itinerate, however, comprised of merchants and traders making their way through Babylon 5 on their way to their next destination. The permanent Centauri presence on the station is composed primarily of businessmen and their employees.

The tension between the Narn and Centauri is every bit as pronounced on Babylon 5 as it is elsewhere in the galaxy. Perhaps it is even more so, for here on the station the two races are forced to coexist, to see each other every day and do nothing to act upon their feelings of hostility. Usually, the relations between Centauri and Narn on the station crackle with denied hostility, and when either of the two groups feels it has a legitimate grievance against the other (or even something it can pass off as a legitimate grievance) that hostility can erupt





into spats of limited violence. Wherever Narn and Centauri both gather on the station, there always seems to be a security presence located conveniently nearby.

The Centauri Republic is represented on Babylon 5 by Ambassador Londo Mollari and his aide Vir Cotto.

Following the advent of the new war between the Centauri and the Narn in 2259, the Centauri presence on the station drops dramatically, as Babylon 5 is seen as sympathetic to the Narn cause.

## Physiology

At first appearance, Centauri look much like humans, a fact they capitalised on when first making contact with Earth. Seeking to recapture their golden age in even a minor way, they claimed Earth was in fact a lost Centauri colony, a lie that almost worked until human scientists finally managed to obtain a sample of Centauri DNA to discover that, appearances aside, the species were completely different.

Centauri have a bipulmonary system and have no major arteries anywhere in their bodies. Their right heart

provides most of the muscle action to pump blood around their systems, while the smaller left acts as a filter, cleaning and restoring blood much in the same way as human kidneys do. Their reproductive systems differ wildly from humans' as well, with males sporting six tentacles from their torsos (which some human xenobiologists have jokingly called tentisticularities), which are normally kept folded under their clothing. These are prehensile to a certain degree and some Centauri males have learnt to control them with surprising finesse. Females have six slots or grooves on their backs, set to either side of the spine.

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

SECURE CALL

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

## Noble Houses

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

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

Females in Centauri society have no official power, and rank is the sole possession of males, reflected outwardly in the large hair crests of the males and the bald styles of the

females. However, any outsider of Centauri politics would be extremely foolish to dismiss all females as mere ornamentation. Unofficial power and influence goes a long way in Centauri society and many noble born females are very wealthy, something that translates directly into power and the ability to make males do exactly as they choose. This also carries far less risk for those wishing to meddle in politics, as by working through an unwitting or blackmailed male, the female need not reveal herself to ridicule and loss of status.

It is true that there are many Centauri who do not belong to one of the noble houses, either through misfortune or sometimes an active choice to turn their backs on the political bickering and power plays that mark the race as a whole. These Centauri, if they do not find a place among other races on distant worlds outside of the Republic, are destined to become slaves of their own race, labourers or playthings for the nobles. Centauri without a house, or at least a patron, are vulnerable to any who wish to exploit them.

## THE MINBARI FEDERATION

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

Spread across 18 systems, the Federation is a major if secretive power within the galaxy and other governments have learnt to listen with Minbari speak. The homeworld, Minbar, is said to be one of the true wonders of the galaxy, with heavy crystalline deposits that cause the planet to glisten and shimmer when viewed from space. The cities of the Minbari are carved directly out of crystal, carefully sculpted to catch the light of the sun, breaking it down into a myriad of colours. Minbari cities are ancient and unchanging, with many structures centuries old and some predating the time of Valen.

Minbari society is divided into three distinct castes, worker, warrior and religious, and every individual will owe fealty to one of these. The worker caste is responsible for all construction in Minbari society, from the greatest crystal buildings and massive warships to the smallest of ornamentations. Despite the vital role they play for all Minbari, those in the worker caste are often dismissed or ignored altogether by the other two castes,





merely expected to fulfil their duties without question or hesitation. The warrior caste is responsible for the defence and protection of the entire Minbari Federation, while the religious caste safeguards the spiritual welfare and intellectual progression of the people, a vital role in this society.

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

Though the Minbari Federation takes little interest in the affairs of other races, seeking to neither interfere nor expand their empire, every other race affords them a great deal of respect. The Minbari are by no means a people in decline like the Centauri and outside of the Vorlons, they possess the highest level of technology in the galaxy. The Earth-Minbari War that began in 2245 with the death of the revered leader Dukhat was watched with dread fascination by other races as the full weight of the Federation's military strength became apparent. Smashing through every Earth Alliance fleet and colony with ease until they reached Earth itself, no race was willing to intervene in the fate of humanity, wanting to avoid the power of the Minbari being turned against

their own ships and worlds. Though the Minbari's surrender at the Battle of the Line mystified everyone, with hindsight perhaps it was not so surprising, for the Minbari have a growing reputation for the unfathomable and never telling anyone the whole truth.

### Presence on the Station

There are fewer than 100 Minbari on Babylon 5 at any given time, as they find the chaos and tumult of the station uncomfortable. Most Minbari that come through the station are either traders or representatives of the government on Minbar who have come to Babylon 5 for urgent business with their ambassador.

The lack of Minbari on the station is viewed with some relief by both the members of EarthForce stationed here and by EarthForce command back at home. Resentments between both sides still run high after the war between Earth and Minbar only a decade ago, and many veterans of the Earth Alliance would like just one more shot at a Minbari. Many members of the Minbari warrior caste feel the same way for the Earth Alliance, unable to wash away the bitter taste of the Minbari surrender at the very moment of victory itself. Though there have been a few close calls – such as when a Minbari warrior tried to trigger a war between the Earth Alliance and the Vorlon Empire – thus far there has been peace between the two groups.



The Minbari Federation is represented on Babylon 5 by Ambassador Delenn and her aid Lennier.

## Physiology

Minbari are humanoids, on average a little shorter and more slender than humans. However, this seeming fragility belies an incredible and highly efficient physiology. Minbari tend to be noticeably stronger, tougher and faster than the average human, able to endure incredible pain without slowing down or becoming incapacitated. This stamina makes them powerful foes in combat and there are few desperate enough to physically attack a Minbari without good reason or a powerful advantage.

## The Grey Council

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

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

## Religion

Unlike most other races, Minbari have no concept of gods or higher beings but instead have a deeper relationship with the greater domains of the universe. Individuals of great character and accomplishment may be treated with great

reverence, particularly Valen and Dukhat, but the Minbari believe that the universe itself is aware and, in a way, sentient in a manner beyond true understanding. They claim that every sentient being is an intrinsic part of the universe, permitting it to become alive and begin the long process of trying to understand itself.

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

## THE NARN REGIME

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

Today, the Narn are a people on the rise for as the Centauri fail, they grown and expand yet further. A few forests have been replanted on their homeworld, but its resources still continue to be exploited at a punishing rate, this time to fuel the expanding Narn Regime. Spanning 17 major systems, the Regime is now one of the major powers in the galaxy and shows no sign of slowing down, though colonies tend to be military outposts rather than civilian settlements. Its people remain aggressive and there still exists a bond between all Narn who have been forced to sacrifice greatly in the past to gain their liberty – most Narn will do almost anything for one another. They covet any new technology or other advantage that can grant them a position of power over any other government. The initial expansion of the Narn Regime has slowed in recent years, as they have been forced to engage in diplomacy and trade rather than outright conquest but few are foolish enough to completely trust any Narn. Though lacking the more advanced technologies of the Minbari or Centauri, the Narn managed to steal much from their former masters and are driven by a thirst for vengeance, backed up by almost limitless manpower as all feel a sense of destiny propelling them forward into history.





## Presence on the Station

Approximately 5% to 10% of the station's alien population at any given time is Narn, and most loathe the Centauri as the Centauri in turn loathe them.

The majority of Narn aboard Babylon 5 are there as travellers just passing through, though there are a few in permanent residence, primarily as labourers. Once the new war between the Narn and the Centauri begins in 2259 however, the number of Narn in (semi) permanent residence will increase dramatically, as the station is one of the few places in the galaxy where they can find sanctuary. The number of Narn on board Babylon 5 will jump from fewer than 200 to more than 2,000 in the space of a few months. A number of these Narn will find work with the station's security forces.

The Narn are represented on Babylon 5 by Ambassador G'Kar and his attaché Na'Toth.

## Physiology

The Narn are a highly adaptable race, having evolved on a forest world which has become barren and desolate after the occupation. Their tough, leathery skin once

served to protect Narn from the natural predators that once inhabited their world but now it guards against direct, blinding sunlight and the effects of heat stroke. Narn in general are extremely strong and tough, able to endure almost any adversity. Their enslavement has given the Narn a will to endure, even sacrifice, if their actions can benefit the rest of their people.

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

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



## The Kha'ri

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

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

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

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

Membership to the Kha'ri is earned by being sponsored by an existing Counsellor, usually

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

## THE VORLONS

Every government in the galaxy both fears and respects the Vorlons and keeps extensive files monitoring their activities – files which tend to be rather empty. What is clear is that they are a very ancient race, secretive in their motives and ambitions and possessing technologies far beyond that of anyone else in the galaxy. They are not merely centuries ahead of the other races, but millennia. Before Ambassador Kosh arrived on Babylon 5 in 2257, no race had ever had contact with the Vorlon Empire – though it is rumoured the Minbari may have in the distant past.

Many expeditions have been sent into Vorlon space for purposes ranging from the military to the exploratory, but none have ever returned. On the few occasions the Vorlons have acknowledged these missions, they have simply said the ships met with an unfortunate accident and suggested no more be sent. Eventually, the rest of the galaxy took the hint.

The Vorlons have become more of a myth than a reality in the eyes of the younger races, and many wild tales are told about them. There are tales of fantastic cities of unbelievable technologies and living ships that measure miles in length. It is even said that anyone who actually sees a Vorlon will be turned to stone.

The only Vorlon seen by the other races, Ambassador Kosh, does much to maintain these underlying fears. He rarely leaves his quarters, even to attend meetings of the Babylon 5 Advisory Council, and consents to see very few petitioners. He is never seen without his encounter suit, ostensibly to protect him from the atmosphere of the station. It is presumed that Vorlons are methane breathers, but some are beginning to wonder whether the encounter suit is necessary, or if it is merely there to hide his appearance.

## Presence on the Station

Ambassador Kosh Naranek is the only Vorlon on Babylon 5. On rare occasions, another Vorlon ship will





come to Babylon 5 and dock, but no Vorlon ever leaves the ship to enter the station, and Ambassador Kosh meets them alone in the docking bay.

## THE LEAGUE OF NON-ALIGNED WORLDS

The League of Non-Aligned Worlds is a relatively new institution, and it would be an understatement to say it is still working out the kinks. Created in 2215 shortly after the Centauri left Narn and pulled back their occupation of many other planets, the League of Non-Aligned Worlds was an attempt to give the minor races a greater voice in the affairs of the galaxy. Instigated mainly by the Abbai, the League was designed to offer mutual military protection and a means to restrict the activities of the raiders who had become a persistent threat in many systems. In 2258, the League comprises nearly 30 different governments of varying sizes and powers, with more joining every few months as more races are discovered and brought into galactic politics.

The League is often seen as a conglomeration of bickering and disparate interests with no fixed direction but, in truth, it has greatly bolstered trade for member

governments, cut down raider activity and granted the minor races a voice in the Babylon 5 Advisory Council where more galaxy-changing decisions are being made. Many within the League also remember the horrors of the Centauri and Dilgar invasions and so despite the constant arguments and petty disputes, the League looks set to hold together for many years to come.

## The Abbai Matriarchy

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

The Abbai government is based around a matriarchal system, with educated females assuming roles of leadership in all facets of society. As a race, they are pacifist by nature and tend to concentrate more on defence and economic expansion, which has sometimes forced them to give way under more domineering and aggressive governments. It is extremely rare to see Abbai fighting among themselves and they do not have





the same history of internal strife common to other races, possibly because over 90% of their homeworld, Ssumsha (located in the Abba system), is covered by water, thus relieving pressures of over-population and competition over natural resources.

The Abbai are amphibious aliens equally at home on land or in the water. They prefer moist environments but are not unduly affected by adverse climates unless facing extreme dryness or heat. The dry, recycled air of Babylon 5 makes the common areas of the station somewhat uncomfortable, but not enough to cause any adverse effects.

## The Brakiri Syndicracy

One of the rising stars in the League, the Brakiri are ruled by profit-driven corporations formed from the original water clans who competed over precious resources long in their homeworld's past. Brakir is a dry world blasted by the direct rays of its sun, with cities built around the few natural sources of water, though with the advent of space travel and mining of other

planets in the system, the pressures of life on this world have eased. Even so, the Brakiri are still a nocturnal race, learning to work during the darkness to avoid the blinding glare and withering heat of the sun.

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





## The Draz Freehold

Spanning a dozen systems and growing, the Draz Freehold is by far the largest empire in the League, leading some to speculate that eventually, the Draz will leave the League altogether to take their place among the great powers of the galaxy.

Draz society is based on the concept of conflict, with a tradition of belief that those who are physically stronger must also be wiser or at least possessed of greater cunning. Disputes of any sort are typically resolved with non-lethal brawling, which is itself the subject of much enjoyment for the Draz. This manner of settling disputes culminates in battles for leadership of the entire Freehold, with Draz randomly dividing themselves into two sides who then fight for dominance over a period of nearly four years. The side that achieves the most victories throughout the Freehold and other Draz communities will become the new leaders until the entire process is repeated some eight years later. These principles have led many of the other races of the galaxy to disregard the capabilities of the Draz, viewing them as simple, stupid and unenlightened. Of course, this ignores the fact that simple and stupid races do not build starships.

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

## The Gaim Intelligence

The Gaim are one of the strangest alien races to be found anywhere in the galaxy, defying conventional understanding of politics, trade and warfare. Ruled by queens who are often centuries old, the Gaim are often assumed to be insect-based life forms. Though they share many of the same physical traits with insects from other worlds, the Gaim are actually beyond the





experience of any other race. The queens of the society are masters of genetic manipulation, and are able to create the millions of workers necessary to fill every role demanded by society, engineering exactly as many workers, soldiers, diplomats and scientists as the society needs.

The Gaim seem to have no desire for conquest, confining themselves to a handful of worlds. They are newcomers to the League and their engineered diplomats often find the cut and thrust of politics in the greater galaxy bewildering – though they learn quickly.

## The Markab Theocracy

Possessing only two colonies beyond their homeworld, the Markab are a peaceful race who value both personal and racial privacy – a predilection that keeps the race almost entirely absent from the crowded halls of Babylon 5. In their society, scandal is avoided at all costs. They believe themselves to be a very moral people, segregating themselves in the past from outsiders to avoid any hint of corruption. As the Markab took to the stars, they were forced to make some compromises in this ideal in order to trade and gain a voice in galactic decisions, but they still remain guarded and private. The Markab are led by holy men voted into power by the general populace.

## The Pak'ma'ra

To the eyes of other races, the Pak'ma'ra are lazy and disgusting creatures, carrion eaters who will even dine on their own race at times. They tend to be ignored wherever they go, assumed to be part of whatever underclass exists on whatever worlds and colonies they travel to. They certainly have a very different outlook on the universe and do not perceive it in the same way as others. On the other hand, it is a little-known fact that a Pak'ma'ra will not lie or steal, and will willingly help almost anyone in distress. Even more surprising is the fact that they are wonderful singers.

The Pak'ma'ra are highly individualistic and have no set form of government, as such a social structure is an alien concept to them. This has caused some problems in the past when other governments have tried to negotiate treaties with the Pak'ma'ra, as there is no structure within their society to give rise to overall rulers. The treaties these other governments thought they had signed with the Pak'ma'ra were, in fact, completely ignored by most of the race. Even the Pak'ma'ra representative in the League has little real power, though he is charged with making decisions that affect the Pak'ma'ra home world of Merat.

The Pak'ma'ra lack many of the technological achievements of the other races in the League, but their home world is the largest known source of Quantum-40, the element that makes jump gates possible. This incredibly valuable resource has allowed the Pak'ma'ra to purchase virtually everything they need to defend their home world.

## The Vree Trading Guilds

Much like the Brakiri, with whom they are bitter rivals, the Vree have funded the expansion of their galactic influence through trade and are one of the oldest spacefaring races within the League. With a solar system blessed with natural resources, as well as an abandoned jumpgate located in its furthest reaches, the Vree were exploring other worlds when other races were just coming into their own technologically. They are the first race to have visited Earth in the mid-20<sup>th</sup> Century, though they swiftly withdrew upon witnessing humanity's warlike nature. This withdrawal did not come until after the Vree had kidnapped and examined a number of humans, a fact the Vree would just as soon forget now.

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

## Presence on the Station

The members of the League of Non-Aligned Worlds constitute the largest alien presence on the station, making up between 70% and 80% of all aliens on Babylon 5 at any given time. The majority of these are Brakiri, Drazi and Vree, each comprising about 20% of the station's alien population. The Pak'ma'ra actually come in next, with about 10% of the total alien population, but they are rarely counted. The Brakiri and the Vree are both very active in the station's economy, owning a disproportionate number of businesses and trade interests, and the two races represent the largest numbers of permanent residents aboard Babylon 5 among all the League of Non-Aligned Worlds races. The Drazi, on the other hand, are as commonly found in Downbelow as elsewhere, always on the lookout for a good fight.





## OTHER RACES

There are many races in the galaxy who are not counted among the great powers, nor do they belong to the League of Non-Aligned Worlds. Generally found on the fringes of the known galaxy, these races rarely control more planets than their own home world, except possibly for a few colonies scattered about their respective solar systems. As they have no true voice in the affairs of the galaxy or the Babylon 5 Advisory Council, they are not a common sight on the station, yet from time to time, a race that may never before have been seen outside its solar system finds its way to Babylon 5.

### Lorkans

The Lorkans have a great deal in common with the Markab, though it is unlikely either race would see it that way. Protected under the umbrella of the Brakiri Syndicacy, the Lorkans are an intensely religious and private race who forbid any outsiders from coming

to their planet, Lorka 7. They have no voice within the League, but they do have two representatives on the station to act as observers of the corruption and depravity of non-Lorkan races.

### Children of Time

These aliens, who look remarkably human though they are born from eggs, have made only one appearance aboard Babylon 5, when two of their number brought their child to Dr Stephen Franklin in 2258. The child was dying, but could be saved through a relatively simple procedure. However, the parents would not allow this, as in the religion of their race, to pierce the skin was to allow the soul to escape. The force of this belief was so strong that when Dr Franklin performed the surgery anyway, without the consent of the parents, they believed the boy's soul had departed and killed the soulless thing that was left. The Children of Time left the station and none of their race have returned to it since.



# LICENSE

## OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ('Wizards'). All Rights Reserved.

1. Definitions: (a) 'Contributors' means the copyright and/or trademark owners who have contributed Open Game Content; (b) 'Derivative Material' means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgement or other form in which an existing work may be recast, transformed or adapted; (c) 'Distribute' means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) 'Open Game Content' means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) 'Product Identity' means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) 'Trademark' means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) 'Use', 'Used' or 'Using' means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) 'You' or 'Your' means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

## 15 COPYRIGHT NOTICE

Open Game License v 1.0 Copyright 2000, Wizards of the Coast, Inc.

D20 System Rules & Content Copyright 2000, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on original material by E. Gary Gygax and Dave Arneson.

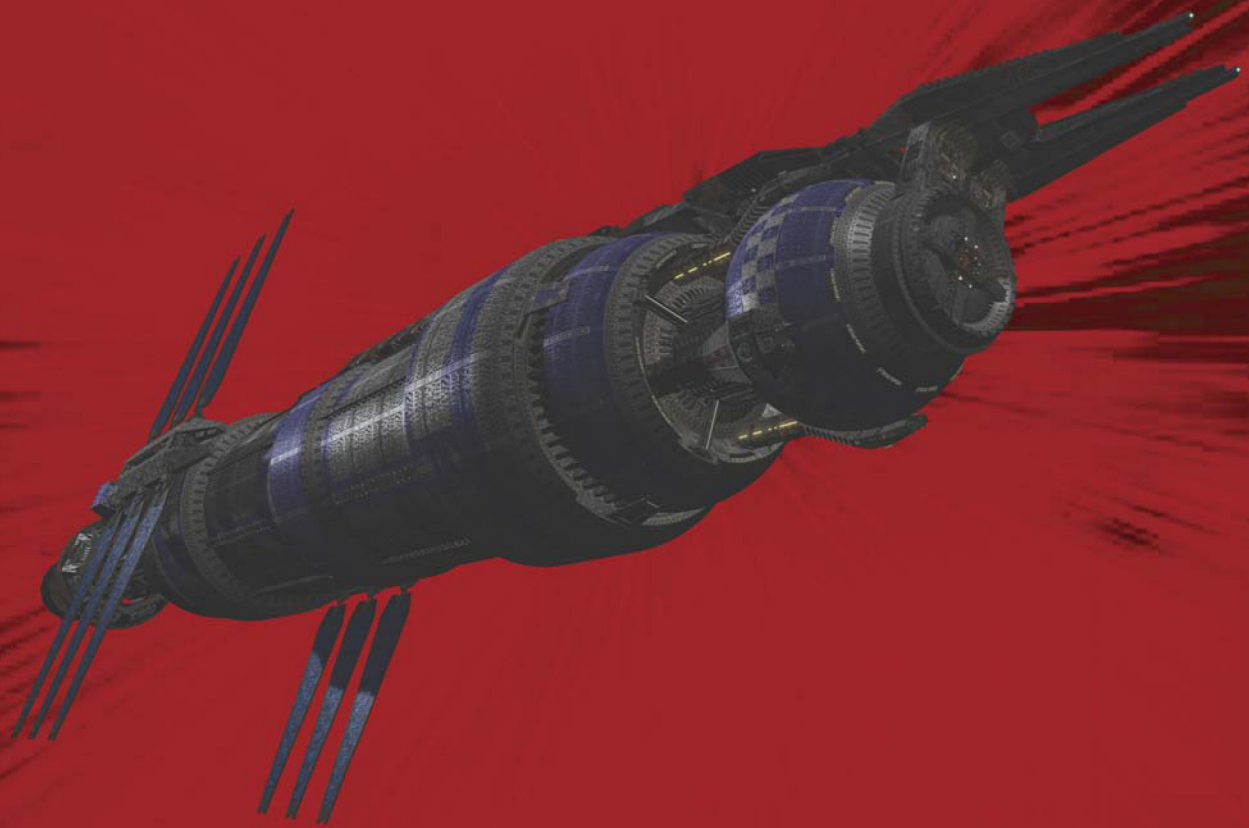
This printing of *The Babylon 5 Station Guide* is done under version 1.0 of the Open Game License and the draft versions of the D20 System Trademark License, D20 System Trademark Logo Guide and System Reference Document by permission from Wizards of the Coast ®. Dungeons & Dragons and Wizards of the Coast are trademarks of Wizards of the Coast, Inc. in the United States and other countries and are used with permission. "d20 System" and the "d20 System" logo are trademarks of Wizards of the Coast, Inc. and are used according to the terms of the d20 System License version 5.0. A copy of this License can be found at [www.wizards.com/d20](http://www.wizards.com/d20).

The mention of or reference to any company or product in these pages is not a challenge to the trademark or copyright concerned. Portions of the *The Babylon 5 Station Guide* are Open Game Content licensed with version 1.0a of the Open Gaming Licence (see above).





**The Roleplaying Game**  
Second Edition



# **The Station and the Galaxy**

Babylon 5 created by J. Michael Straczynski

# THE STATION & THE GALAXY

## CREDITS

### Author

Greg Lynch

### Editor

Richard Ford

### Cover Image

Brandon Bray

### RPG Manager

Ian Belcher

### Production Director

Alexander Fennell

### Proofreading

Ron Bedison

### Special Thanks

J. Michael Straczynski, Fiona Avery, Isabelle Richard,  
Skye Herzog

## CONTENTS

Introduction	Page 2
The Mission of Babylon 5	Page 3
Babylon 5 & the Galaxy	Page 11
Babylon 5 at War	Page 14
License	Page 32

**Designation of Product Identity:** The following items are hereby designated as Product Identity in accordance with section 1(e) of the Open Game License. Version 1.0a: Any and all Babylon 5 logos and identifying marks and trade dress, including all Babylon 5 product and product line names; any elements of the Babylon 5 setting including but not limited to capitalised names, planet names, alien species names, ship names, organisation names, characters, equipment, setting and historic events, episode descriptions, any and all stories, storylines, locations, plots, thematic elements, documents within the Babylon 5 world, quotes from character or episodes, all artwork, symbols, designs, depictions, illustrations, maps and cartography, likenesses, poses, logos, symbols or graphic designs; any other unspecified incarnations of Babylon 5 creative property, including elements either derived or inferred from the Babylon 5 setting; and website support materials and all future incarnations, online community donations and all free game support items, except such items that already appear in the d20 System Reference Document and are already OGC by virtue of appearing there. The above Product Identity is not Open Game Content.

**Designation of Open Game Content:** Subject to the Product Identity designation above, the following portions of the *The Babylon 5 Station Guide* are designated as Open Game Content: all character statistics and creation rules, all new character classes and abilities, all new feats, powers and skills, all rules systems and mechanics, all statistic blocks and paragraphs specifically explaining rules mechanics or special qualities. The use of Product Identity in these circumstances is limited solely to mechanical effects and systems, not to the items previously stipulated as falling under the PI. Printed in China



Copyright © 2006 Warner Bros. Entertainment Inc.  
BABYLON 5 and all related characters and elements are  
trademarks of and © Warner Bros. Entertainment Inc.  
WB SHIELD: ™ and © Warner Bros. Entertainment Inc.  
(s06)



# INTRODUCTION

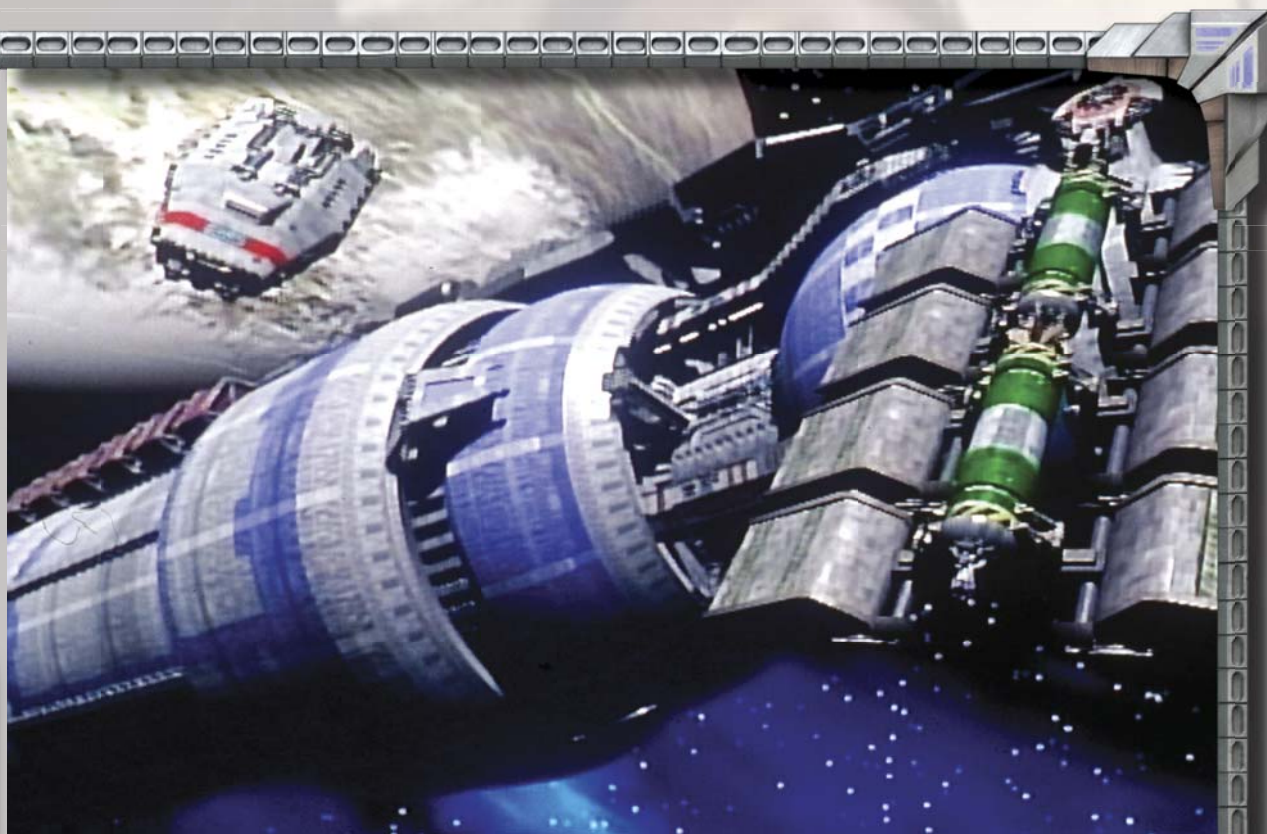
**T**he first two books of the Babylon 5 Station Guide take a close look at the station itself, detailing everything from its power distribution to how to have fun on a Saturday night.

This third book pulls back from such a focused view to look at the role the station plays in the galaxy as a whole, taking a macroscopic, not microscopic, look at the fascinating place known as Babylon 5.

To say that the Babylon 5 station has a chequered and convoluted story is a bit of an understatement. As the focal point for some of the most important events in the entire galaxy and in the entire millennium, the story of Babylon 5 is Byzantine indeed. This book attempts to straighten out the story, to break down the station's history (past and future) and to explain the station's mission and place in the galaxy.

Questions such as how the station came to be, how the other races of the galaxy reacted to the idea of the Babylon Project and how the station interacts with the remainder of the vast known galaxy are answered in this book.

Lastly, and perhaps most importantly, this book examines the defensive capabilities of Babylon 5, from the massive weapons mounted on the station's hull to the squadrons of deadly Starfury fighters to the security forces that constitute the last line of defence in case of an actual invasion of the station. Each of these is described in detail, noting the strength and efficacy of each layer of security. Moreover, the way in which all three work together to safeguard the station and the galaxy's best hope for peace is discussed, including a basic rundown of how and when each level of defence will react when the station comes under attack by a hostile force.





# THE MISSION OF BABYLON 5

**T**he conception of the Babylon Project was a simple one. Spurred by the destruction of the Minbari War, and the near annihilation of humanity as a species, the government of Earth proposed the idea of a vast station in neutral space, a place where the different races and governments of the galaxy could come together to work out their problems and troubles peacefully. To the war-ravaged people of Earth, it seemed the best hope for peace.

In the beginning, the Babylon Project was marked by innocence and optimism. Despite the deep wounds suffered in the Minbari War, the people of Earth were all too willing to put aside a significant portion of their scant resources to fund the project, if it would save humanity from another war that threatened to wipe out the species.

Less than two years after the Minbari War ended at the Battle of the Line, while Earth was still desperately trying to rebuild its military in terms of both men and materiel, the Babylon Project was proposed and eagerly embraced by humanity. Throughout the year 2250, thousands of people worked tirelessly to plan and engineer the largest structure ever built by man.

The initial enthusiasm and optimism for the Babylon Project was dampened in June 2251, when the first Babylon station was destroyed while still under construction. Nonetheless, humanity remained determined, and construction of Babylon 2 began immediately. As with its predecessor, it was destroyed while still under construction, this time by terrorists. Babylon 3 met an identical fate.

After three Babylon stations were destroyed before completion, public enthusiasm for the project on Earth cooled considerably. Each failed attempt cost more money,

more resources, more time and energy than the humans, still reeling from the war with the Minbari, could easily bear. By the end of 2253, when construction was slated to begin on the fourth Babylon station, people across the Earth grumbled at the expense, asking why they should fund yet another massive failure.

After the fate of the first three stations, securing yet more funding to build Babylon 4 was very nearly impossible, but Earth's government managed to tighten its belt in a hundred different places to free up the money needed for Babylon 4, the largest and most ambitious of the Babylon stations to date.

Determined to avoid any 'mishaps' similar to those that destroyed the second and third stations, construction of Babylon 4 took place under the thumb of a heavy military presence, both within the station in the form of troops walking the half-built hallways, and without, in the form of wing after wing of Starfury fighters flying in a constant screen around the station.

Despite the complaints of some of the construction crew, it seemed the military presence had done its job well. Several months past schedule and several billion over budget, Babylon 4 was at last completed and ready to commence operations. Amid great fanfare, the station went online.

Fate was not yet through with the Babylon Project, however. Exactly 24 hours after the station became operational, it vanished without a trace. No evidence of what became of Babylon 4 has ever been discovered.

Most people on Earth felt the disappearance of Babylon 4 was the final, irrefutable death knell of the Babylon Project. After three stations were destroyed and a fourth vanished, what point was there to continuing?

It has been frequently observed that, in the hands of any other race, the Babylon Project would have been abandoned, but humans are blessed (and cursed) with an innate stubbornness that is all but unknown elsewhere in the galaxy. Where another race would have thrown in the towel long ago, those in charge of the Babylon Project refused to let their dream – the station they knew would be the last, best hope for peace – go quietly into the grave.

**'It is said that the future is always born in pain. The history of war is the history of pain. If we are wise what is born of that pain matures into the promise of a better world. Because we learn that we can no longer afford the mistakes of the past.'**

*G'Kar, 'In the Beginning'*



**'So much has been lost, so much forgotten. So much pain, so much blood. And for what, I wonder. The past tempts us, the present confuses us and the future frightens us. And our lives slip away, moment by moment, lost in that vast terrible in-between. But there is still time to seize that one last fragile moment. To choose something better, to make a difference, as you say. And I intend to do just that.'**

*Emperor Turhan of the Centauri, 'The Coming of Shadows'*

Still, despite the best efforts of people like Senator Calvin Natawe, Earth simply could not spare the money and resources required to build yet another Babylon station. Still determined, the leaders of the Babylon Project took their cause to the other races of the galaxy, coaxing, pleading, begging and bribing for the additional funds needed to make Babylon 5 a reality. Though they met with a great deal of scepticism and resistance, the leaders of the Babylon Project were able to raise the money they needed. It was a generous donation from the Minbari that finally completed the tally, though this donation came with a price tag. In return for the remainder of the funds needed to build Babylon 5, the Minbari demanded they be given the final say over which EarthForce officer would command the station. They chose Jeffrey Sinclair, a decorated veteran of the Battle of the Line.

With the finances secured and EarthForce provided an impenetrable security screen around the construction site, Babylon 5 was built and completed in 2255. After two years of adjustment and shakedown, the station officially opened for business in July 2257.

The galaxy would never be the same.

## ALIEN PERCEPTIONS

When the concept of the Babylon Project was first explained to the other races of the galaxy, most of them were confused and surprised. Though there had certainly been diplomatic missions between the races for as long as most of them were capable of hyperspace travel, the idea of a place like the Babylon Station, a central location where all races could come together to air differences and grievances in a forum such as Babylon 5's Council Chambers is one none of them had ever considered.

Predictably, each of the races reacted in its own fashion to this proposal.

## Centauri Republic

In 2259, the Centauri Republic is a shadow of its former self. Where once it stretched across dozens of planets, the Centauri Republic is now reduced to 12 worlds, with thousands upon thousands of monuments to its past glories which serve mainly to remind the people of how much they have lost.

One of the gravest and most recent blows to Centauri might is the loss of the region of space now occupied by the Narn Regime, a loss that has made the political mood of the Centauri pessimistic and fatalistic. Believing all their glories are behind them, that they are doomed to soon become little more than a museum piece, the Centauri agreed to become part of the Babylon Project primarily because the other races were doing so, and to keep an eye on any diplomatic efforts by the Narn.

The Centauri believe they have little to gain from inclusion in the Babylon Project, an attitude embodied in the irreverent habits of Londo Mollari, the Centauri ambassador. However, they believe they do have things they stand to lose, which is why they are on the station at all.

## Narn Regime

The Narn Regime greeted the news of the Babylon Project gladly, though it would be fair to say they misunderstood its mission.

**'Of course it is. For the simple reason that no one else will ever build a place like this. Humans share one unique quality: they build communities. If the Narns or the Centauri or any other race built a station like this, it would be used only by their own people. But everywhere humans go, they create communities out of diverse, and sometimes hostile, populations. It is a great gift and a terrible responsibility – one that cannot be abandoned.'**

*Ambassador Delenn of the Minbari, 'And Now for a Word'*

## The Mission of Babylon 5



## The Mission of Babylon 5



The Narn, who only won their independence from the Centauri in 2209, spent the last few decades solidifying their position as one of the newest major powers in the galaxy, and saw the Babylon Project as a fabulous opportunity.

Shortly after the long war of attrition that resulted in the freedom of the Narn people, they made contact with humans, who until then had dealt almost solely with the Centauri. The Narn accounts of the atrocities committed upon their people by the Centauri resonated with humans. Then, during Earth's war with the Minbari, the Narn did what the Centauri would not – they sold weapons and material to the humans, who were desperate for anything that would help with the war effort.

The Narn saw the Babylon Project as a way for them to cash in on the gratitude and sympathy of the humans, hoping it would give them the opportunity to form allegiances that would eventually allow them to wreak the vengeance they sought upon the Centauri, the price of decades of subjugation.

Of course, the Babylon Project was meant for peace, not the creation of alliances for the purpose of easier warfare. Eventually, Ambassador G'Kar came to accept and embrace this, but in 2258, he was obsessed with vengeance upon the Centauri.

**'I will confess that I look forward to the day when we have cleansed the universe of the Centauri and carved their bones into little flutes for Narn children. It is a dream I have.'**

*Narn Ambassador G'Kar, 'Midnight on the Firing Line'*

## Minbari Federation

The Minbari reasons for joining the Babylon Project are nearly as opaque as those of the Vorlons. When they were first approached by the leaders of the Babylon Project, who had come in search of the additional funds needed to build yet another station, the Minbari, who had long been isolationist, were thought to be a long shot at best. Instead, the Minbari embraced the Babylon Project, concurring with the human position that it represented the last and best hope for peace in the galaxy.

However, the assistance of the Minbari did not come without a price tag attached to it. In return for furnishing





the remainder of the funds needed to build the station, the Minbari insisted they be given the final say over which member of EarthForce would be chosen to command it.

Though hesitant, EarthForce acceded to the wishes of the Minbari and presented them with a list of potential commanders for the station. The Minbari, however, had other ideas, choosing Commander Jeffrey Sinclair, who was not on the list at all. Why the Minbari would want him instead of other, more experienced officers remains a mystery the Minbari have been unwilling to clarify.

## Vorlon Empire

The inclusion of the Vorlon Empire in the Babylon Project is an event that shocked and stunned most of the galaxy's sentient races. The Vorlons are known to be an ancient and advanced race, but are also determinedly reclusive. Only the Minbari are known to have ever had any contact with them, and even that was in the distant past.

More recently, the Vorlons have withdrawn completely from the affairs of the galaxy, seemingly content to remain in their corner of space and avoid all contact with outsiders. Every ship that has ever entered Vorlon space has been lost.

In fact, the Vorlons have not been completely isolated. A very few of them have revealed themselves and offered guidance to several Minbari in recent years, most notably Delenn. It was actually through the advice of the Vorlons that Delenn found the way to bring the Earth-Minbari War to a sudden stop – though only a precious few individuals in the entire galaxy are aware of these happenings.

The reasons the Vorlons have for ending their self-imposed exile to send an ambassador to Babylon 5 remains a mystery in itself.

## League of Non-Aligned Worlds

The concept of the Babylon Project met with widespread approval from the members of the League of Non-Aligned Worlds. This was unsurprising, for two major reasons.

First, many members of the League of Non-Aligned Worlds were still grateful to the Earth Alliance for its timely intervention in the Dilgar War (see the *Station Guide*), a war which, until the entry of the humans, had threatened a number of its member races with genocide and extinction. For most of these races, their gratitude was compounded with guilt. Though humanity's forces had saved them during the Dilgar War, they could not and would not respond with their own military intervention during Earth's war with the Minbari. They may have been grateful for all Earth

did, but they were unwilling to bring the baleful eye of the Minbari warrior caste to bear on their own home planets – such a move was widely (and correctly) believed to be suicidal. Still, their lack of aid to Earth during its time of greatest need proved a burden of guilt to many, and they were eager to embrace Babylon 5 as a means of assuaging that guilt.

The second major reason, and almost certainly the more important of the two, was rather more selfish. Though the Non-Aligned Worlds had long since formed their league, it was fraught with squabbling and internecine strife. Many of these governments, scattered about in the nooks and crannies left over by the major spacefaring empires, felt like mice in a room full of elephants. The Babylon Project seemed like more than just a revolutionary idea to them; it seemed a way of making the elephants finally notice them and grant them space and peace. Of all races aside from the Minbari, the members of the League of Non-Aligned Worlds donated the most towards the construction of Babylon 5.

## DIPLOMACY

From the beginning of the Babylon Project, diplomacy was touted as the primary (and often as the only) reason to build the massive station.

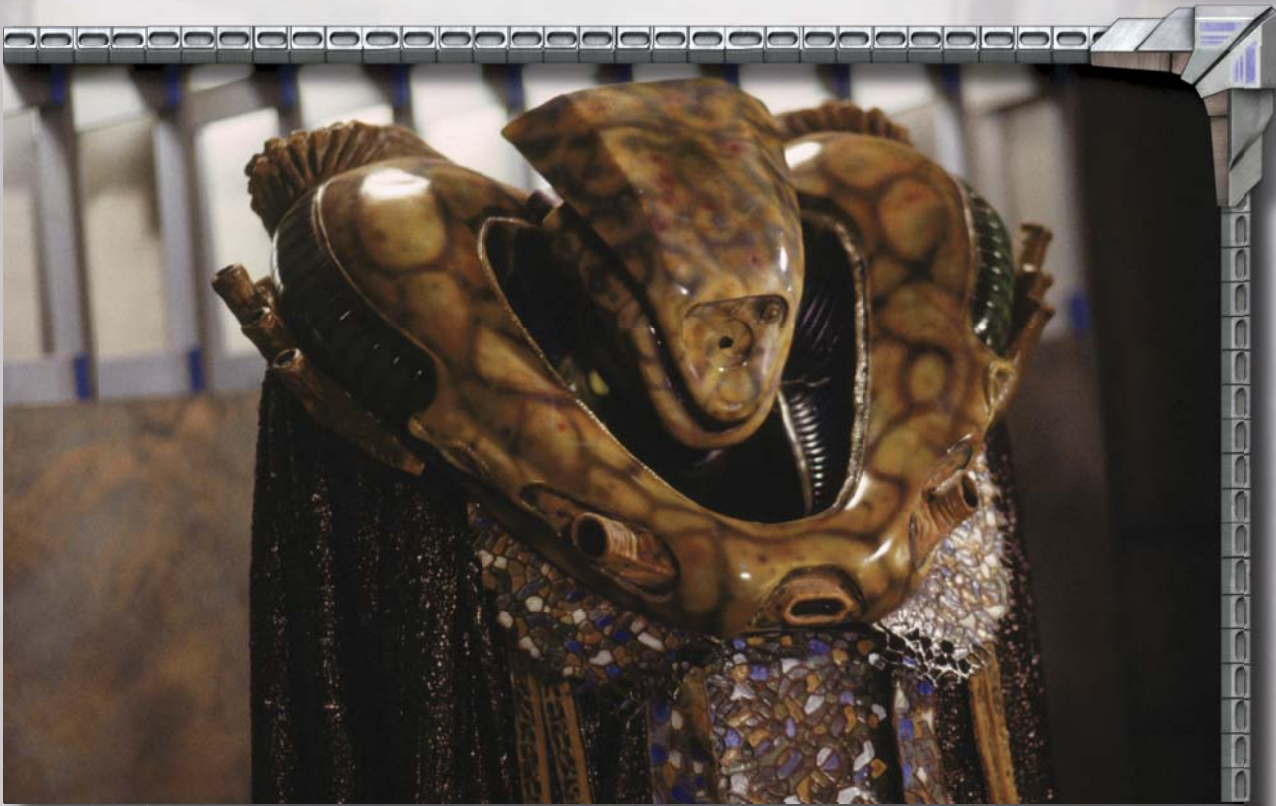
True to its purpose, diplomacy remains the primary goal of Babylon 5. The devastation unleashed in the war between Earth and Minbar served as a wake-up call to dozens of races that the mistakes of the past were growing more and more costly every time they were repeated. The central premise of the Babylon Project was the creation of a place where different races and governments could resolve their problems peacefully, working through negotiation and compromise rather than mass drivers and warships. There are many who view this as hopeless optimism and idealism, though the vision is powerful enough to tug at the hearts of all but the most cynical.

Despite any cynicism, the construction of the Babylon Stations, and the steadfast determination of the humans who built one station after another to keep the Babylon Project alive, has signalled the possibility of a new age of peace and prosperity in the galaxy, though there are a multitude of self-interests that threaten to tear it apart before it begins.

## The Ambassadors

In 2258, as it truly begins its mission of peace and diplomacy, Babylon 5 is home to ambassadors from all the major races, as well as those who are members of the League of Non-Aligned Worlds. There is even a small but growing contingent of ambassadors sent by independent worlds, seeking a louder voice in the affairs of the galaxy at large.








The role of the ambassador is little changed from what it has been for centuries. Each ambassador is tasked with gaining the best possible position for his government, while simultaneously making certain no other race or government gains an advantage over him. This endless game of realpolitik is enough to induce pessimism and cynicism in many of the ambassadors, such as Londo Mollari of the Centauri Republic, but there are many more who firmly believe in the stated mission of the Babylon Project.

The Earth Alliance is represented on Babylon 5 by Commander Jeffrey Sinclair, the commander of the station itself. From time to time, his second in command, Susan Ivanova, will be deputised to speak on his behalf before the assembled ambassadors. The other major races have all sent ambassadors to speak for them on Babylon 5, including, the surprising addition of the Vorlon Empire, who have had no official contact with other races for centuries. Kosh, the Vorlon ambassador, attends very few Council meetings.

The representatives of each major government in 2258 are listed below:

-  EarthForce Commander Jeffrey Sinclair
-  Minbari Ambassador Delenn
-  Narn Ambassador G'Kar



Centauri Ambassador Londo Mollari  
Vorlon Ambassador Kosh

### The Advisory Council

Though ambassadors and other representatives of various governments often meet to discuss private business such as minor trade treaties and leases for jumpgate access at different venues throughout the station, major issues may be brought by any involved party to the Babylon 5 Advisory Council. Upon presentation to the Council, these issues are discussed and then voted on to obtain an ostensibly fair resolution. This commonly involves territorial disputes among the League of Non-Aligned Worlds and, more recently, between the Narn and Centauri governments, but any issue involving two or more governments may be brought before the Council, even if one or more of the governments does not maintain an ambassadorial presence on the station.

The Advisory Council is composed primarily of the five major governments – Earth, Narn, Centauri, Minbari and Vorlon, each of whom has a single vote on any issue brought before them. The smaller governments and alliances of the League of Non-Aligned Worlds do not wield the power of the 'Big Five', as the major races are sometimes known, but they do collectively receive one vote between them. In



theory, this makes the total number of available votes six, a perfect recipe for a tie vote, but as Ambassador Kosh is rarely present at a Council meeting, the total number of votes in practice is five. Still, in the event of a tie, the Earth ambassador casts the deciding vote.

Members within the League of Non-Aligned Worlds are authorised to speak for all governments within the League. In 2258, Abbai Ambassador Kalika retains a firm grip on this role, but both the Drazi and Brakiri governments are gaining more and more political influence, and one of their ambassadors may soon supplant Kalika.

During a meeting of the Advisory Council, the chambers are shut and sealed so that ambassadors and their aides may resolve issues without interference from any outside parties.

## TRADE

It has often been said that trade is the first and sometimes best form of diplomacy – that nations or peoples with a vested economic interest in one another are far less likely to go to war. As true as this may be, it is not the only reason Babylon 5 functions as a centre for commerce as well as for diplomacy.

Obviously, a place like Babylon 5 costs a lot of money, not only to build, but also to maintain. This immense cost can be borne by the taxpayers on Earth, but EarthGov would vastly prefer to defray the expense of keeping the station operational and use that tax money elsewhere. Babylon Stations 1 through 4 likewise cost Earth a staggeringly large amount of money, money that EarthGov would like to recoup.

The location of Babylon 5, in neutral space between many large governments, makes it a nearly perfect spot for a trading outpost. Indeed, the possibility of using it as such was a contributing factor in the decision of many alien governments, not to mention the Earth Alliance itself, in endorsing the project.

The massive cargo bays in Grey Sector, along the spine of the station, allow a cargo ship travelling from, for example, the Brakiri Syndicracy with a shipment of goods destined for Centauri Prime to stop at the station and offload the goods there, which a Centauri ship will pick up later. Though the Brakiri ship must pay for docking and/or cargo services at Babylon 5, as well as applicable tariffs and storage fees, it also enables the Brakiri ship to cut its journey in half, returning home for more trade goods and ultimately generating greater income. For more detailed information regarding the tariff and storage fees charged by Babylon 5, see the *Life on the Station* book from this boxed set.

Despite EarthGov's hopes for making a profit from the Babylon station, the prospects for this are dim. The operational cost of the station varies depending upon a number of different circumstances, but EarthGov has been forced to dedicate a budget of 2.2 billion credits annually to keep the station functioning. Exactly how much of this cost can be recouped by shipping, storage fees and tariffs remains to be seen, but EarthGov's budgetary committees estimate that, assuming the costs for station services are kept low enough for the station to remain an attractive option, Babylon 5 could generate a maximum of 2.65 billion credits per year, if it operates at maximum capacity.

## MILITARY

Though Babylon 5 was never intended as a military installation, neither is it a civilian enterprise. Commanded by EarthForce military officers and protected by EarthForce Starfuries, there is a definite military presence on the station. In general, this presence is very light, in keeping with the station's official standing with Earth's government as a colony, albeit a unique one.

However, the potential military use of Babylon 5 has not gone unnoticed by EarthForce, nor, indeed, by the military arms of any of the neighbouring governments. Situated as it is in neutral space, between the Earth Alliance, Minbari Federation, Centauri Republic, Narn Regime and dozens of smaller governments that comprise the League of Non-Aligned Worlds, Babylon 5 occupies a unique strategic position.

Generally speaking, there are no troops on Babylon 5, no legions of Earth soldiers, no military at all aside from those tasked with running the station and piloting the Starfuries. However, EarthForce commanders have drawn up contingency plans to turn the base into a military outpost.

The primary use of Babylon 5 to the military is as a staging area for large numbers of troops. Its unique strategic position and its massive size means that approximately 15,000 EarthForce troops could be massed on the station, at a veritable nexus of hyperspace routes that would allow EarthForce to deploy a staggering amount of manpower almost anywhere in the known regions of space in a matter of days.

The fact that the militaries of other governments are just as aware of this fact as EarthForce goes a long way in explaining why there are so few members of EarthForce aboard Babylon 5.

## TIMELINE

The following timeline highlights some of the most important events in the history of the Earth Alliance and Babylon 5 itself.

### The Mission of Babylon 5



## The Mission of Babylon 5



### 2080-2084

The Indonesian Consortium, attempting to annex several Pacific Rim nations, allies with Pakistan and the United Islamic Nations. Trouble begins between Pakistan and India, leading to global warfare. World War III.

### 2085

The Earth Alliance is established following the devastation of WWIII.

### 2101

Humans return to Mars, setting up small scientific exploration and military bases.

### 2113

The Centauri conquer the Narn.

### 2156

The Centauri contact the Earth Alliance, claiming that Earth is a lost Centauri Colony. They lease humanity time on their jump gates, giving human beings access to the stars.

### 2161

Psi Corps established.

### 2198

The Centauri give humanity the technology to begin terraforming Mars.

### 2200

Mars Colony begins to talk of independence from Earth.

### 2209

Narn win their independence from the Centauri after a long war of attrition.

### 2230

The Dilgar invade the League of Non-Aligned Worlds. The League worlds are devastated by the invasion. The Earth Alliance joins in to help the non-Aligned worlds.

### 2232

The Dilgar are defeated.

### 2237

Sinclair enlists in Earth Force Defence.

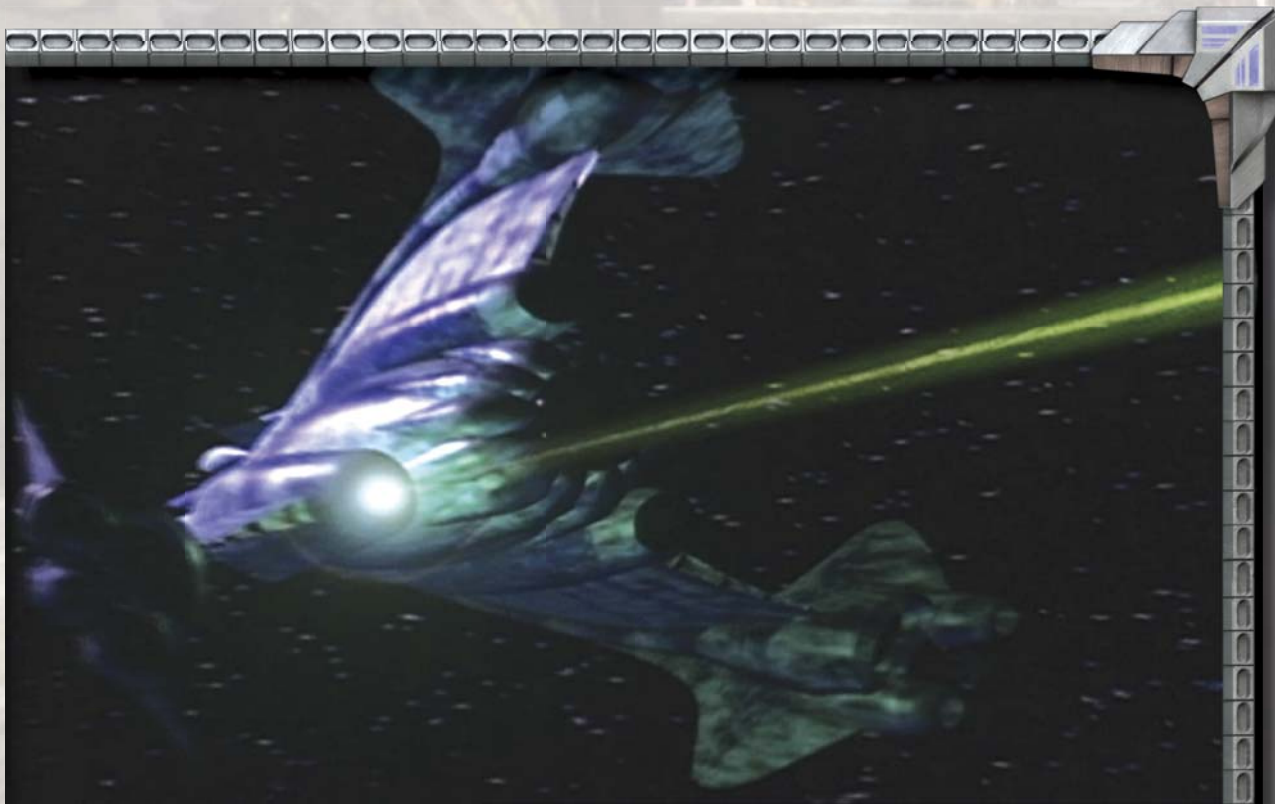
### 2245

The *EAS Prometheus* (under Captain Michael Jankowski), fires on the Minbari ship transporting the Grey Council, triggering the disastrous Minbari war.

### 2247

The Mars government declares neutrality in the Earth-Minbari War.

Battle of the Line, end of the Earth-Minbari War.





2249

The proposal and commencement of the Babylon Project.

2251

Food Riots on Mars. Earth Force suppresses the rioters and imposes a provisional government directly accountable to EarthDome.

Babylon Station (now known as Babylon 1) is destroyed.

Babylon 2 is destroyed.

2253

An IPX (Interplanetary Expeditions) team uncovers a Shadow ship buried under the sands of Syria Planum for at least 1,000 years.

Babylon 3 is destroyed.

2254

Babylon 4 goes on line, vanishing without a trace 24 hours later.

2255

Babylon 5 is built and goes on-Line.

2257

During the preparations for the opening of Babylon 5 as a diplomatic station, Vorlon ambassador Kosh is attacked and nearly killed, precipitating a conflict with the Vorlons that is only narrowly avoided.

Babylon 5 opens for business.

2258

Luis Santiago re-elected President of Earth.

2259

President Santiago is assassinated on his ship. Delenn begins her transformation. Sinclair is recalled to Earth. Captain John Sheridan is assigned as the new commander of Babylon 5. War between Narn and Centauri begins.

2260

The Shadow War begins.

The Babylon 5 Treaty for the mutual defence of B5 is signed by a number of members of the former league of Non-Aligned Worlds. Babylon 5 declares independence from Earth.

Sheridan attacks Z'Ha'Dum.

2261

The Shadow War ends with the departure of the Shadows and the Vorlons.

Sheridan begins his war against Earth, which ends with the defeat of President Clark.

Delenn presents to the League of Non-Aligned Worlds a proposition for an Interstellar Alliance; Sheridan negotiates an agreement to free Mars from Earth rule. Sheridan and Delenn are married in a private ceremony on a White Star ship heading back to Babylon 5.

2262

Captain Elizabeth Lochley arrives on Babylon 5 to take command of the (still independent) Babylon 5. Sheridan is inaugurated as President of the new Interstellar Alliance.

The Centauri Republic is revealed to be behind a series of attacks on members of the Alliance. The Centauri withdraw from the Alliance. The Interstellar Alliance declares war on the Centauri Republic.

Londo Mollari becomes emperor of the Centauri Republic.

2263

A group of Soul Hunters threaten Babylon 5 to recover stolen souls.

2266

The Drakh launch a Shadow planet killer towards Earth. Though the Earth is saved, the Drakh manage to unleash a plague on the world, which will wipe out all human life in five years. Earth is placed under quarantine.

2267

Matthew Gideon is given command of the *Excalibur* and tasked with finding a cure to the plague.

2270

The Drakh plague is cured by the efforts of the crew of the *Excalibur*.

2278

Sheridan appears on Centauri Prime, after being lost in time.

Londo and G'Kar kill each other in the manner Londo foretold, but not for the reasons he expected.

Vir Cotto claims the title of Centauri Emperor.

2279

Delenn succeeds Sheridan as President of the Interstellar Alliance.

2281

Sheridan leaves Minbar, visits Babylon 5 one last time, and is taken beyond the Rim.

Babylon 5 is decommissioned and destroyed.

# BABYLON 5 & THE GALAXY

**T**he Babylon Project was the first of its kind – the first attempt by any of the galactic powers to create a venue for sheer diplomacy, a place where the different races could come together to solve their differences through diplomacy.

It was a grand gesture of optimism, of hope for the future. The mere idea of it was enough to cement its place in history. Babylon 5 went beyond merely being an idea, however. The tale of this great space station is at the centre of some of the most important events in the history of the galaxy, and without it, every race, from the Vorlons to the Pak'ma'ra, would surely have followed a different path.

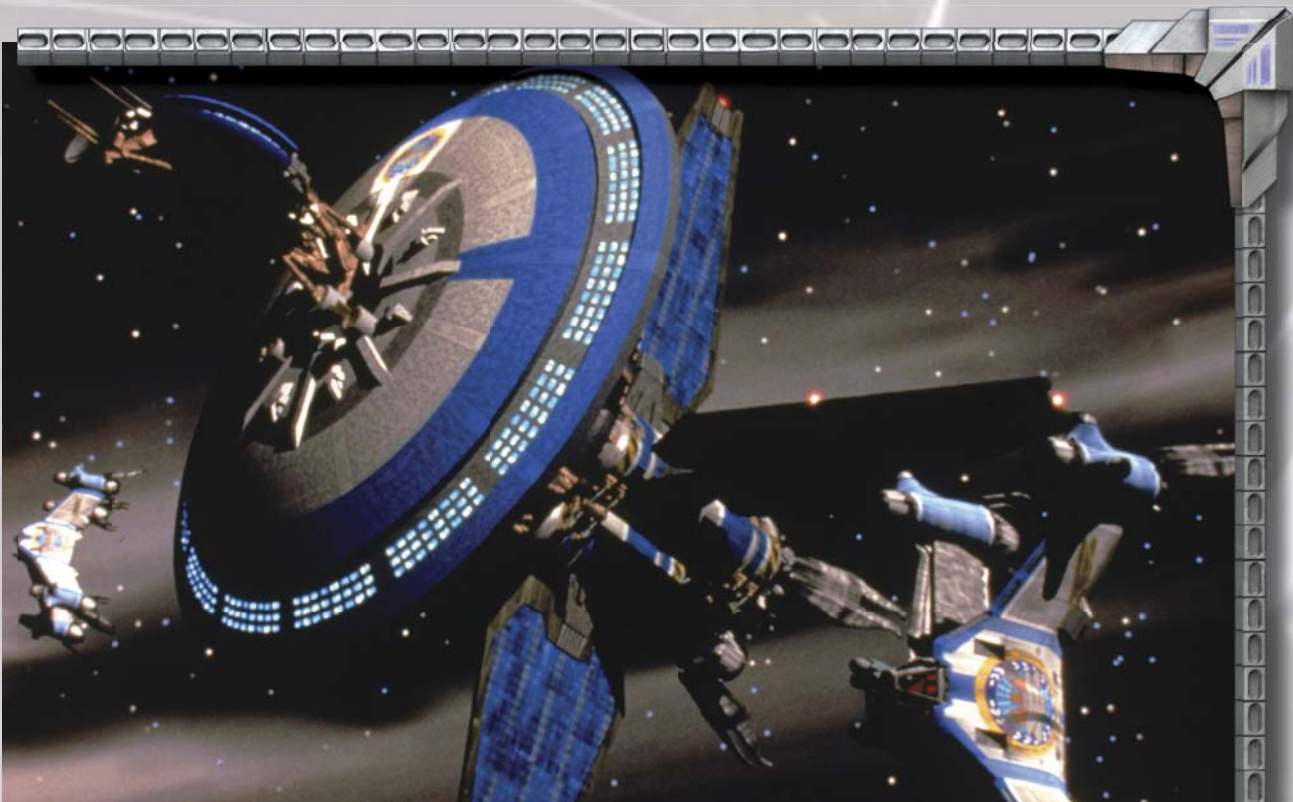
## EARTHGOV

Babylon 5 began life as an EarthGov property. Although it was hardly the first space station constructed by the Earth Alliance, it is the second largest ever built. The first largest, of course, was Babylon 4. Literally a colony in space, the decision was made at the beginning of the Babylon Project to treat the Babylon Station like any other colony.

In 2258, Babylon 5 is still a part of the Earth Alliance and is still managed like any other Earth Alliance colony. This translates into a few headaches for those actually running the station, as they must contend with both the military and civilian wings of EarthGov.

As a colony, Babylon 5 is governed by a single military officer and administered by a military staff, which must answer to EarthForce on the support and control aspects of running the station, but is answerable to the civilian government on matters of finance and station logistics.

As commander of the Babylon 5 station, Commander Jeffrey Sinclair is answerable to both the military and the civilian government on Earth. All military matters, such as the requisitioning of more Starfury fighters, must be channelled through the military on Earth. All non-military matters, such as a strike by the station's dock workers, must be handled through the civilian government. Usually, these two are not at cross purposes, but from time to time the wishes of the civilian government and the wishes of





the military run counter to one another – which is when Sinclair's job becomes a true juggling act.

Given its status as a colony of the Earth Alliance, Babylon 5 enjoys certain benefits and obligations. Most importantly, it is part of a larger whole. If threatened in any way, Babylon 5 can count on the might of the entire EarthForce fleet to come to its defence – assuming of course the station can hold out long enough for them to arrive. Additionally, though EarthGov would certainly like the station to achieve financial independence, so as not to be a further drain upon the tax coffers, Babylon 5's operational budget is guaranteed by the Earth Alliance, freeing it up to steadfastly pursue its mission of diplomacy. Finally, as a part of one of the largest spacefaring governments, Babylon 5 and its mission of diplomacy are taken seriously by the other races. When Commander Sinclair speaks before the Council, everyone present knows he is speaking for Earth.

Babylon 5's position as an Earth colony means it is, in many ways, an extension of Earth. The law aboard Babylon 5 is identical to the law of the Earth Alliance, save for those statutes particular to a space station's operation and the sundry other particulars of Babylon 5 itself. Any cargo which would be considered contraband or illegal on Earth is likewise considered contraband aboard Babylon 5, including, but not limited to, firearms, drugs and various pieces of alien technology. Though Babylon 5 is part of the Earth Alliance, travellers should be aware that it is considered distinct from Earth and all other colonies. Going through customs on Babylon 5 does *not* exempt one from going through customs at their next Earth Alliance stop.

As to the obligations that come from being a colony in the Earth Alliance, it is simplest to state that Babylon 5 is under the command of the government of the Earth Alliance. The station must adhere to all established protocols for everything from pay grades to criminal law to docking procedures.

## INDEPENDENCE

In 2260, all this changed. After watching President Clark commit one heinous act after another, Captain John Sheridan, who took command of the station after Commander Sinclair was reassigned to Minbar, severed all ties with the Earth Alliance and proclaimed Babylon 5 as an independent state. Needless to say, this was not without its complications.

First and most importantly, Captain Sheridan had to find a way to defend the station from the Earth Alliance fleet that was determined to retake it – and space him. To this end, he quickly and effectively forged the Babylon 5 Treaty, a mutual defence agreement signed by a majority of the races represented on the station. Simply put, the treaty

required each race to provide ships for the protection of the station, an effective tactic that ensured the station would always have warships of some kind, be they Minbari, Vree or any other, standing between it and an attacking force.

Of course, safeguarding the station and himself from the wrath of President Clark was only the first hurdle Sheridan was faced with. He had to create an entirely new state, and he had a very limited time in which to do it.

With the advent of independence from Earth, Babylon 5 had to become self-sustaining. Certainly, it could (and indeed had to) import a large number of goods and commodities, such as food, fuel and raw materials, but now Babylon 5 was operating without a safety net. For the first time, the station had to turn a profit, and it had to do so when more than a few people suspected Earth would find a way to retake the station through force of arms.

Sheridan's first challenge in making sure the station could turn a profit was to find a way to keep it operational, which meant finding a way to prevent an exodus of skilled and valuable workers. Without its often ignored and discounted labour pool, Babylon 5 cannot function, let alone remain a centre of trade and diplomacy. The loss of some manpower was inevitable (and in the case of the security officers who had joined Nightwatch, preferable). The challenge lay in making sure the losses were small enough to absorb. Sheridan accomplished this by making the one promise no one can ignore – he promised there would be no interruption in pay. Further, he pledged to honour all existing labour contracts, a pledge that was sufficient to keep the Dockers' Guild workers (a 1,500 strong labour force) on the job. During this period, the station's economy continued to operate on credits, just as it had before.

While independent from Earth, Babylon 5 continued to operate almost exactly as it had while part of the Earth Alliance, save that there was more emphasis on trade (to remain profitable) and military preparedness (to remain alive). The legal system remained the same, though all President Clark's new laws regarding enforcement of Earth loyalty were quickly thrown out of the airlock. This constancy of operation, despite the vast changes that were actually taking place, was widely credited in later years as the most important reason Sheridan was able to keep the station free and functioning during its brief period of independence.

## INTERSTELLAR ALLIANCE

At the end of the year 2261, a combined fleet under the command of Captain Sheridan fought its way through President Clark's forces to Earth itself to demand his surrender. Clark committed suicide rather than face capture, but the end result was the same – the police state he had created came to an end.





Despite the obvious benefits of Sheridan's campaign, EarthForce could hardly ignore his past actions entirely, and prepared to strip him of his rank. However, Ambassador Delenn of the Minbari had a new position in mind for Sheridan. While he awaited his fate on Earth, she addressed the member nations of the Babylon 5 Treaty, proposing they take the next logical step – the formation of a true alliance spanning multiple governments and dozens of worlds. In a breathtakingly short time, the Interstellar Alliance was formed, with Sheridan appointed as its first president.

Though the Interstellar Alliance was to be permanently headquartered on Minbar, it took approximately one year for the headquarters to be built, during which time the new ISA was headquartered on the space station that had served as the central stage for some of the most momentous events in recent history – Babylon 5.

Immediately after the fall of President Clark's regime, the administration of Babylon 5 was returned to Earth, and a new Captain, Elizabeth Lochley, who happened to be Sheridan's ex-wife, arrived to take the reins. Ownership of the station, on the other hand, was not yet ceded back to Earth.

During this strange interregnum, Babylon 5 continued to function much as it had while independent, which technically it still was.

### RETURN TO EARTHGOV

Upon the completion of the ISA headquarters on Minbar in 2262, President Sheridan at last left Babylon 5 behind.

Once the leadership of the ISA had left the station, it was sold back to Earth for a fraction of the station's actual value.

Captain Lochley remained in command of Babylon 5 for a number of years after it was sold back to EarthGov. Earth, now a member of the Interstellar Alliance, resumed the administration of the station, running it in the same manner as before Sheridan declared the station's independence.

For another 19 years, Babylon 5 remained a centre for trade and diplomacy, still representing the galaxy's hope for peace – though it was no longer the last hope.

### DECOMMISSION

In 2281, 26 years after first going online, Babylon 5 was officially decommissioned. The station that was at once the birthplace and the mother of the Interstellar Alliance had been surpassed by her child. With the ISA firmly entrenched as a force for peace and justice throughout the galaxy, there was simply no longer any need for the great station.

In the station's last days, Sheridan arrived unexpectedly to see it one final time before departing for the Rim.

Following a small and sombre ceremony, Babylon 5 was dismantled. For many years, pieces of the station were sold back and forth on the collector's market, often commanding incredibly high prices. Those who served and lived aboard Babylon 5, those of them that were still alive, never showed any interest in owning a piece of the station that sheltered and sustained them. Perhaps they did not want to disturb its ghosts.





# BABYLON 5 AT WAR

**A**lthough it was intended to be an outpost of peace and diplomacy, a beacon to light the way to a galaxy without war and its attendant horrors, Babylon 5 was built by realists. No matter how altruistic and benevolent its mission may be, the possibility the station would have to defend itself from an aggressive force was and remains a very real concern, a concern that prompted the inclusion of sophisticated weapons and shield systems in the station, along with several wings of advanced Starfury fighters. The station is not and was never intended to be a weapons platform, but neither is it a helpless target. In other words, though Babylon 5 may be intended to talk softly, it also carries a very big stick.

## A BRUSH WITH DESTRUCTION

As of yet, Babylon 5 has not been called upon to engage in battle, though it has come terrifyingly close. Mere weeks before the station officially opened, when the crew had only just been assembled, Babylon 5 hovered at the brink of destruction. It was in the days just after the diplomats of the Centauri Republic, Minbari Federation and Narn Regime had gathered on the station, along with delegates from many members of the League of Non-Aligned Worlds. Commander Sinclair had only just taken command of the station and the arrival of Ambassador Kosh from the Vorlon Empire was eagerly (and nervously) awaited.

Only minutes after Ambassador Kosh arrived on station, he was attacked and nearly slain. Contravening the wishes of the Vorlon Empire, Commander Sinclair authorised Dr Benjamin Kyle to do what he could to sustain the Vorlon's life. Dr Kyle was able to keep the ambassador alive, though barely, in a risky medical procedure that made him the first (and thus far only) human to see what a Vorlon looked like beneath their ever-present encounter suits.

Dr Kyle quickly realised the ambassador had not merely been attacked, he had also been poisoned. He also realised that despite his best efforts, his patient would die unless he was able to find out more information regarding the attack, and what manner of poison had been used on the Vorlon. He enlisted the help of Lyta Alexander, a commercial telepath just assigned to the station. Like Dr Kyle, Lyta Alexander was also a first, as no human telepath had ever before touched the mind of a Vorlon.

Alexander's work was essential in discovering the nature of the poison that was eating the ambassador from the inside, but her contact with the Vorlon's mind had another, potentially disastrous, result. She falsely implicated Commander Sinclair as the attacker, an error that nearly resulted in the destruction of the station itself as a task force of Vorlon warships emerged from hyperspace to demand that Sinclair be turned over to them.

Laurel Takashima, assuming command of the station while Sinclair tried to clear himself, refused to turn him over, and Babylon 5 came within inches of an armed conflict with the Vorlons before Sinclair was able to prove that Kosh had been attacked not by him, but by a Minbari of the warrior caste making use of a changeling net, an outlawed device that allowed him to alter his appearance at will.

Once the real would-be assassin was revealed, the Vorlons were satisfied and left in peace – a fortunate thing, as no matter how advanced Babylon 5's weapons may be for Earth technology, they surely pale beside what the Vorlons can bring to bear.

Other than occasional problems with raiders and pirates, very few of whom are so foolish as to challenge the station itself, Babylon 5 had known only peace since the near-confrontation with the Vorlons. Neither Sinclair, Ivanova, Garibaldi nor any other member of EarthForce aboard the station is so optimistic or naïve as to think the station will not face battle once again however, and Babylon 5's crew remains ready to defend the station at a moment's notice.

## THE STARFURY FIGHTERS

Any threat to Babylon 5 will be met first by the station's three squadrons of Starfury fighter craft. Launched from the 28 Cobra bays on the ventral side of Blue Sector aft (see *Guide to the Station*). Each Starfury squadron consists of ten fighter craft, with seven personal and auxiliary fighter craft aside, for a total of 37.

Babylon 5's Starfuries are more technically known as SA-23 Mitchell-Hyundyne 'Starfury' fighter craft. The Starfury is the standard Earth Alliance non-atmospheric fighter craft, in use in various incarnations since before the Minbari War. These single-seat fighters require the operator to function as both pilot and gunner, making the training regimen to become a Starfury pilot one of the most gruelling career tracks in the Earth Alliance.



A Starfury possesses a distinctive 'X' shape, with four wings and four thrusters designed to give the craft maximum manoeuvrability in a vacuum. The design of the Starfury moves the thrust away from the ship's centre of gravity to enable it to literally 'turn on a dime'.

The Starfury is propelled by four Copeland ion engines seated at the end of each of the wings. Each engine is in turn equipped with directional fins and auxiliary thrusters for pitch and yaw control. Relying upon this versatile design, a Starfury can turn 180 degrees in less than a second even at full burn, and is capable of a maximum acceleration of 1 km per second.

The weapons systems of a Starfury are just as impressive as its thrust and agility. Each Starfury is armed with two forward-firing JC 266 20-megawatt pulse discharge cannons located beneath the pilot's cockpit and another two located on the top wing just above the pilot. Auto-targeting for these cannons is controlled by a Duffy 1018 MJS smart targeting computer.

The life support system of a Starfury is rudimentary at best, as the craft is not designed for extended operating times. Thus, the pilot of the Starfury must wear an environmental suit at all times, not only to guard against potential loss of

atmosphere in combat, but also to survive the extreme g-forces operating a Starfury can inflict on the human body.

The fighter's instruments are located below the large forward cockpit viewport, and most tactical information can be fed through an umbilical cable to the pilot's helmet, superimposing relevant data over his forward view. The range of a Starfury's instruments varies with local conditions, depending primarily on the presence of electromagnetic interference, but the maximum range in optimal conditions is 70,000 km.

## Small Spacecraft

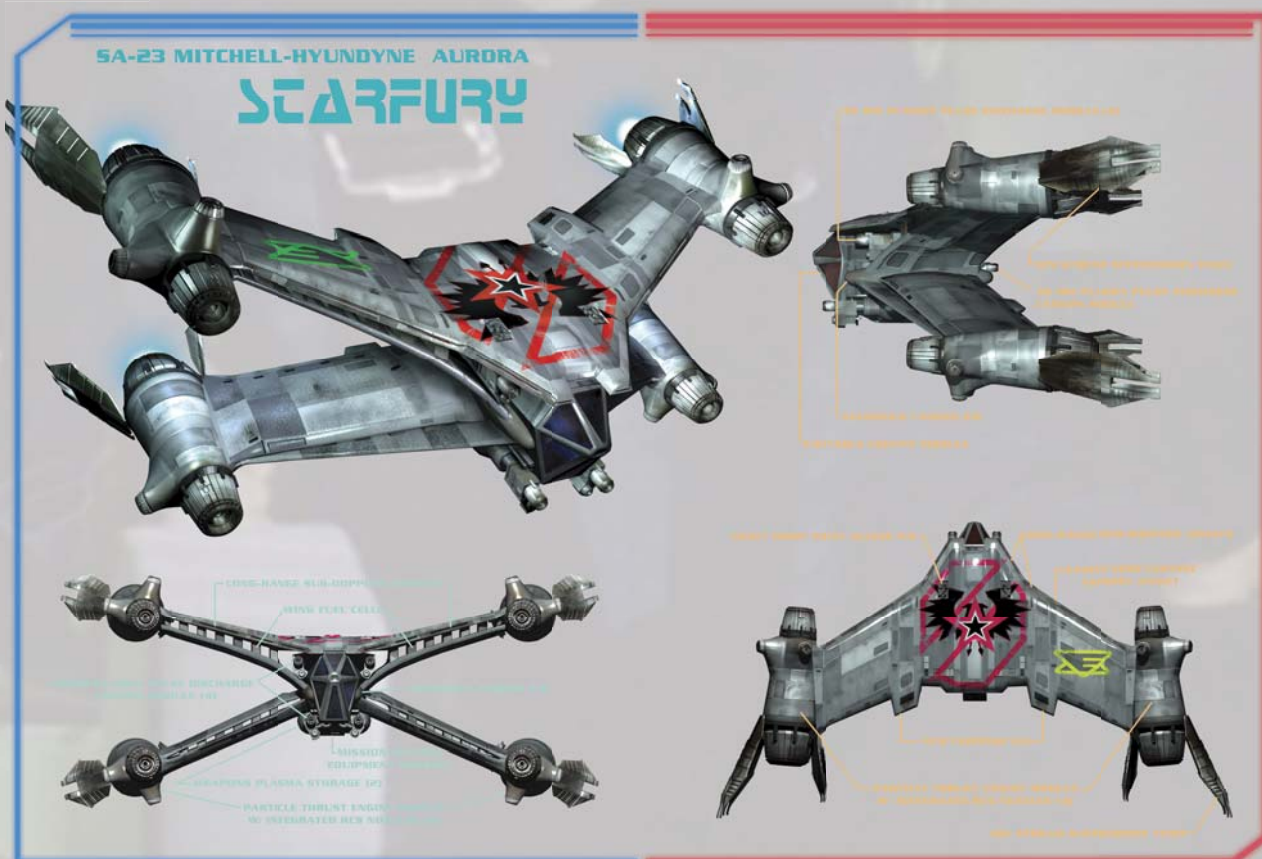
**Defence Value:** 15 (+2 size, +3 Handling); **Armour:** 11; **Handling:** +3; **Sensors:** +1; **Stealth:** 14; **Stress:** 14; **Features:** Atmospheric Capable, Fusion Engine, Targeting Computer (+1)

**Crew:** EarthForce Line (+4 BAB, +9 Training); 1 Pilot, 12 Crew/Passengers

**Structural Spaces:** 13 (Cargo 1, Control 2, Crew 2, Engine 2, Weapons 6)

## Fore Arc Weapons

- ⑤ Twin-Linked Light Particle Guns (Close, Offence 4, 2 weapon spaces)
- ⑤ Twin-Linked Light Particle Guns (Close, Offence 4, 2 weapon spaces)







*Aft Arc Weapons*  
 ⑤ Twin-Linked Light Particle Guns (Close, Offence 4, 2 weapon spaces)

## Missions

The Starfury, despite its inability to operate in an atmosphere, is a versatile craft capable of undertaking a wide variety of missions. This is a good thing, as Babylon 5 has varied and unique needs for its Starfury squadrons. A duty shift at the station rarely goes by without at least one wing of Starfuries being dispatched on a mission. The four most common mission types undertaken by Babylon 5 Starfury pilots are listed below.

### Patrol

This is the most common mission flown by Babylon 5 Starfury pilots. Rarely ranging far from the station, the Starfuries will fly patrol through nearby space and just inside the jumpgates to ensure no potential threats are lurking in hyperspace.

The timing and exact routes of patrols are changed randomly every day, to make certain no one is able to memorise the patrols and take advantage of any window left between them to attack the station, especially when the Starfuries are away from the station.

### Raiders

Babylon 5 is an enormous centre of trade, which means it is also an enormous centre of raider attention. Living much like ancient Earth pirates with the sudden gift of

**"Am I happy to be stationed here? You bet. Flying from B5 is nothing like flying from one of those big cruisers. Seems like every mission here is different. Plus, they keep us in space so much I'm logging three times as many hours as I would somewhere else. Keeps me sharp, keeps me on the fast track to promotion."**

*Lt. Gus Thompson, Starfury Pilot, Alpha Wing, Babylon 5, Callsign: Jackhammer*





too much technology, raiders like to ply the shipping lanes looking for a tempting target for their attentions.

Raiders will usually run at the first sign of a Starfury squadron. They are opportunists, after all, looking for maximum profit for minimum risk, an equation that does not include a confrontation with military pilots. Still, from time to time, a particularly large or ambitious group of raiders may stay to fight it out.

### Reconnaissance

A reconnaissance mission is much like a standard patrol, except instead of flying about looking for anything out of the ordinary, reconnaissance usually entails looking for a particular thing, such as a hostile ship hiding in hyperspace just off the beacon or an unknown alien artefact that has appeared near the station, something that happens with remarkable frequency.

### Search and Rescue

Search and rescue missions are probably the most dangerous missions flown by Babylon 5's Starfurys (with the obvious exclusion of combat missions). These missions usually involve venturing into alien or unknown space, or venturing deeper into hyperspace itself, in search of a lost ship or ejector pod.

## Wings

There are three squadrons, or wings, of Starfury fighters attached to Babylon 5. Initially, there was to be only a single wing – Alpha Wing – attached to the station, but ongoing concerns of security and terrorism eventually led EarthGov to give appropriate funding for the two additional wings.

For the first two years of its existence, the wings of Starfurys – Alpha, Delta and Zeta – served the station well. As the spectre of war began to darken space in 2259, however, an additional Starfury squadron – Beta Squadron – was dispatched to the station along with other augmentations of the station's defensive grid.

### Alpha Wing

#### B5FA-1013 'The Flying Nightmares'

This wing is the first of the three Starfury squadrons attached to Babylon 5, a bit of seniority that is a point of pride for its members. The Starfury fighters of this squadron are decorated with the pilot's callsign and the craft's number on the upper left wing, and a Babylon 5 symbol outlined with red lines on the upper right wing. The right side of the fuselage also bears a black vertical stripe with '2256' in it.

### Beta Wing

#### B5FB-1014 'Rolling Thunder'

Beta wing is the last wing of Starfurys added to the station, not brought in until the entire defensive grid of Babylon 5 underwent an upgrade in 2259 and increasing the total number of squadrons to four. The outer wings of their craft display the pilot's callsign and the fighter's number. The left side of the fuselage bears the Babylon 5 symbol outlined in a series of yellow stripes, while the right side boasts a silver stripe bordered by '2257'.

Of course, the addition of the Beta Wing increases the number of total Starfurys on board the station by ten, bringing it to a total of 47.

### Delta Wing

#### B5FD-1017 'Ghost Riders'

By simple luck of the draw, Delta Wing has logged nearly as many hours of reconnaissance patrols as the remainder of the Starfury squadrons put together. Spending so much time so far from the station, often in the maddening red swirl of hyperspace, is what led the pilots to choose Ghost Riders as their squadron's designation.

The outer wings of their craft display the pilot's callsign and the fighter's number. The left side of the fuselage bears the Babylon 5 symbol outlined in a series of grey stripes, while the right side boasts a golden vertical stripe bordered by '2257'.

### Zeta Wing

#### B5FZ-1015 'Air Cavalry'

The outer wings of their craft display the pilot's callsign and the fighter's number. The left side of the fuselage bears

## Specialised Starfury Markings

So long as the design is not insulting to the Earth Alliance or any individual within the Earth Alliance (the pilot's commanding officer or flight instructor, for example) pilots of Starfury fighters are free to customise their craft with individualised markings. For example, Ivanova's Starfury is decorated with a double-headed eagle, while Sinclair's Starfury boasts a pair of chevrons on each wing. When Jonathan Sheridan came aboard as commander of the station, he brought his own Starfury with him, which was decorated with a flying tiger symbol.



the Babylon 5 symbol outlined in a series of green stripes, while the right side boasts a bronze vertical stripe bordered by '2257'.

## Launching

When not out on a mission, Babylon 5's Starfury fighters are stored in the Cobra launching bays. Positioned in a row along the station's ventral ridge, in the aft section of Blue Sector, the 28 bays are capable of quickly deploying the station's fighter wings.

On station, the Starfury fighters are held in place over their launch doors by a launching harness, that looks much like a large, two-pronged fork which slips into a pair of notches on the fighter's aft section. A powerful electromagnetic current ensures the Starfury will not slip free of the launching harness until the deployment order is given.

Obviously, Babylon 5 has more Starfury fighters than it has Cobra launch bays. Each of the three wings has eight of the 28 Cobra bays at its disposal constantly. Two of the remaining launch bays are permanently occupied by Ivanova's and Sinclair's Starfuries, while the last two are rotated out according to which squadron is currently on alert.

Each of the Cobra launch bays possesses a massive conveyor system, an enormous belt with a total of six launch harnesses on it and capable of holding that many fighters simultaneously. When the Starfury in the 'ready' position above the launch doors is launched, the belt can cycle another Starfury into the 'ready' position in only 30 seconds (six rounds).

## Landing

As Starfury fighter craft are incapable of atmospheric manoeuvres, they do not truly land. Rather, they dock with ships and space stations such as Babylon 5. Given the rather unusual launching harness on use aboard Babylon 5, pilots require computer assistance when bringing their craft back to the Cobra bays.

Upon returning from a mission, the Starfury pilot must manually bring his craft within 50 metres of a launch door before voluntarily handing control over to a dedicated landing computer aboard the station or ship upon which he intends to dock, which backs the fighter onto its launch harness.

Starfuries that have been badly damaged, or are for one reason or another unable to use the landing computer, must instead fly or be towed around to the station's normal docking facilities, where repairs will be carried out in a restricted hangar.

Though Starfuries have no dedicated landing gear, they are nonetheless able to 'land' by lowering themselves onto any relatively flat surface. The tensile strength of the fighter's X-foil design is such that the lower wings of the Starfury will support the craft's weight in gravities as high as 1.5 g.

## Reaction Time

When Babylon 5 is threatened, the Starfury squadrons constitute the first line of defence, often the only line the station needs. Their position as the first line of defence means the life of a Starfury pilot aboard Babylon 5 is not a life of leisure.

Although the station operates on a 24-hour Earth-time cycle, the Starfury pilots work on a clock all their own, with a 36 hour rotation instead of 24. Each 36 hours is divided into three 12 hour shifts.

Each Starfury squadron aboard the station spends 12 hours 'ready', 12 hours on standby and has 12 hours off-duty. For example, while Alpha Wing is at the ready, Delta Wing is on standby and Zeta Wing is off-duty, likely carousing at the DarkStar. While demanding, this schedule is not quite so onerous as it seems.

To be at the ready, a squadron is confined to the ready room just off the Cobra bays. The pilots are required to be suited up during this time, though they are not required to don their helmets until actually called to their Starfuries. During this time, the pilots may occupy themselves in almost any way they wish, often spending their time watching BabCom, reading, playing cards or catching up on paperwork. They may not, however, sleep or imbibe alcohol (which is forbidden in the ready room anyway). However the pilots choose to fill their time, they are required to be ready for flight on a moment's notice. When the order comes to launch the Starfuries, the ready wing is expected to be in their cockpits and ready to go within one minute.

Ready squadrons rarely spend their entire shift lounging around the ready room and waiting for the signal to launch. Babylon 5 is in frequent need of reconnaissance missions and other patrols, and the ready squadron is always the one chosen. While the ready wing is flying its patrol, the standby squadron is moved up to ready status.

### *Reaction Time for Starfury Squadrons*

Squadron Is ...	Reaction Time (to launch)
Ready	1d4+5 rounds
On Standby	1d3 minutes
Off-Duty	2d4 minutes

When a wing is placed on standby, it is expected to retain a level of readiness only slightly



**When Beta Wing was added to Babylon 5 in 2259, the schedule was amended slightly to accommodate them. Once the station had four wings of Starfuries at its disposal, one wing would be kept ready, two wings on standby and one wing off-duty within a 36-hour cycle of 12-hour shifts.**

below that of the 'ready' wing. Standby pilots are required to remain in crew quarters or the ready room, though they are not required to wear flight suits. Standby pilots may engage in any activities ready pilots engage in, and may use the time for sleep as well (as most do). Pilots on standby are expected to be ready for launch within three minutes of receiving a launch order.

During the 12 hours of the 36-hour cycle in which a wing is off duty, the pilots have the run of the station, knowing they will not be called to their Starfuries unless Babylon 5 is in truly dire straits. Depending upon their schedules – whether they will move from off-duty to ready status, or from off-duty to standby status, decides whether or not the off-duty pilots take advantage of the time to indulge in the kind of carousing for which pilots have been famous for centuries.

Obviously, when the station is short a wing, the schedule changes. If one of the three wings is out on extended patrol (some of which can last for several days), the entire schedule of the two remaining wings changes. The two wings still on the station will adopt alternating 12-hour shifts of ready and standby, with neither of them going off-duty until the third wing has returned to the station. Indeed, not even then, as the returning wing always goes off-duty immediately upon its return.

Of course, the fact that a wing is scheduled to be off-duty is no guarantee things will stay that way. If the station comes under attack, all wings will be recalled to ready status and launched.

When the station is at war or otherwise expecting an attack, the duty roster shifts accordingly. In such a case, two squadrons are kept ready at all times, while the third is kept on standby. Until the treat is passed, pilots do not go off duty.

### Red Alert

Most of the time when the Starfuries of Babylon 5 leave their Cobra bays, it is for a fairly pedestrian purpose.

There are a few incidents, however, that call for a red alert, summoning all available pilots to their Starfuries.

By far the most common of these is an unexpected jump gate opening. The space around Babylon 5 is constantly monitored for jump gate activity by the C&C (see *Guide to the Station*), and when a jump point begins to form, it is immediately checked against the anticipated arrivals for the day. Additionally, the C&C can check the profile of the ship creating the jump point, to see if it matches against any ship expected that day. More than 99% of the time, an unexpected jump gate opening is innocuous, merely a ship arriving early or an unexpected ship with legitimate station business.

Whatever the end result happens to be, an unexpected jump point opening is also a possible sign of an impending attack on the station, and always triggers a red alert for Babylon 5's Starfury pilots. The station rarely has more than 30 to 60 seconds between the time an unexpected jump point opening is detected and the time the incoming ship arrives, which means time is very much of the essence in launching at least one wing of Starfury fighters to deal with the potential threat.

The second most common incident to trigger a red alert is interdiction. If a ship coming to or leaving Babylon 5 is determined to have smuggled goods, stolen goods, contraband or other inappropriate cargo, a wing of Starfuries will be dispatched to either escort the ship back to the jump gate or, more commonly, escort it to a docking bay where station security can take over.

The other two primary reasons for a red alert are, fortunately, far less common than the first two. The most obvious of these is an attack on the station. Generally, this will come from the sudden arrival of a hostile warship (triggering the unexpected jump point response above), but it is entirely possible an 'expected' ship could use its scheduled arrival as a means of making a sneak attack on the station. In such a case, obviously, the Starfury wings will be launched as soon as possible.

The last primary reason for a red alert is in case of a quarantine on the station. In such a case, any ship attempting to break the quarantine is to be intercepted by the Starfuries and either escorted back to the station or destroyed.

### OTHER SHIPS

The Starfuries do not constitute Babylon 5's entire complement of space-going craft, though they do comprise the entirety of the station's combat craft.



Still, when the station comes under attack, every ship belonging to Babylon 5 has a role to play in the proceedings. The different ships on the station, and their roles in defence and in general station operations, are detailed below.

## Shuttlecraft, Light (10)

Babylon 5 maintains a small fleet of 10 Earth Alliance light shuttlecraft. These utilitarian workhorses of the Earth Alliance fleet are probably the most used vehicles on the station, aside from the Core Shuttle.

The simple and modular design of the basic light shuttlecraft has changed little over the past few decades – it works perfectly well as it is. The shuttlecraft of Babylon 5 are used primarily for moving people and objects back and forth from ships too large to dock with the station, and have a very limited role to play in the event of an attack on the station.

The modular design of the light shuttlecraft allows it to mount a single light particle gun, like those used by the Starfury fighters. However, a shuttlecraft is made for function and reliability, not speed and agility, and it really has no place in a dogfight. Only the most skilled (or demented) pilot would consider matching a light shuttlecraft against a Starfury, let alone a Minbari fighter. Thus, the only role a light shuttlecraft is likely to play in a battle for Babylon 5 is moving very small groups of troops from place to place, such as ferrying a boarding party to an enemy ship.

Small Spacecraft

**Defence Value:** 15 (+2 size, +3 Handling); **Armour:** 10; **Handling:** +3; **Sensors:** +0; **Stealth:** 16; **Stress:** 17; **Features:** Atmospheric Capable, Fusion Engine  
**Crew:** EarthForce Line (+4 BAB, +9 Training); 1 Pilot, 3 Passengers  
**Structural Spaces:** 6 (Cargo 3, Control 1, Crew 1, Engine 1)

## Shuttlecraft, Heavy (4)

Significantly larger and sturdier than the common light shuttlecraft, Babylon 5 boasts a small fleet of four heavy shuttlecraft. Like their smaller counterparts, heavy shuttlecraft play only a very limited role in any combat situation around the station, though they can be used to ferry larger numbers of troops as boarding parties to enemy ships, or into a zero-gravity EVA combat on the hull of the station itself.

Small Spacecraft

**Defence Value:** 14 (+2 size, +2 Handling);  
**Armour:** 12; **Handling:** +2; **Sensors:** +1;  
**Stealth:** 15; **Stress:** 12; **Features:**  
Fusion Engine

**Crew:** EarthForce Line (+4 BAB, +9 Training); 1 Pilot, 7 Passengers

**Structural Spaces:** 12 (Cargo 7, Control 2, Crew 1, Engine 2)

## Cargo Loaders (8)

Slow and ponderous, a cargo loader is essentially a huge space tractor. The eight cargo loaders at Babylon 5, officially known as Majestic-class loaders, are a common sight at virtually every major port and space station in the Earth Alliance. Able to carry three cargo pods simultaneously in its grapple claws, the loader is far more difficult to operate than the standard maintenance pod, but it can offload half the cargo capacity of a corporate freighter in just one trip. Any Earth Alliance outpost used as a trading station is likely to have at least a small complement of cargo loaders.

Despite its usefulness in loading and unloading cargo, a cargo loader has little place in a space battle. Too slow and clumsy to even make an effective ram, Babylon 5's cargo loaders ride out any attack on the station stowed safely in their docking bays, or floating helplessly in space – depending upon where they were when the attack began.

Small Spacecraft

**Defence Value:** 14 (+2 size, +2 Handling); **Armour:** 10; **Handling:** +2; **Sensors:** +0; **Stealth:** 6; **Stress:** 16; **Features:** Fusion Engine, Grapple  
**Crew:** Civilian (+1 BAB, +4 Training); 1 Pilot  
**Structural Spaces:** 8 (Cargo 6, Control 1, Engine 1)

## Maintenance Pods (21)

Large repair jobs and the unloading of cargo in space is usually handled by small one-man pods such as this. Equipped with two manipulative mechanical arms, a small group of maintenance pods can unload even the largest cargo-carrying spacecraft in a short amount of time without it having to spend hours docking with a space station and being manually unloaded within. Maintenance pods are relatively easy to control, though workers must still have at least rudimentary expertise with operating spacecraft if they are to do so safely.

Like cargo loaders, maintenance pods really have no place in battle. In a truly dire situation, a group of brave (and possibly suicidal) pilots might take them out during a battle in order to repair damage to the outside of the station, but any damage so potentially crippling would likely be too extensive to be repaired in short order or while under fire.

Tiny Spacecraft

**Defence Value:** 15 (+4 size, +1 Handling); **Armour:** 7; **Handling:** +1; **Sensors:** +0; **Stealth:** 10; **Stress:** 18; **Features:** Fusion Engine, Grapple



**Crew:** EarthForce Green (+3 BAB, +6 Training); 1 Pilot  
**Structural Spaces:** 4 (Cargo 2, Control 1, Engine 1)

## Maintenance Bots (36)

A common sight around Babylon 5 and other Earth Alliance space stations, the maintenance bot is primarily a labour-saving device, able to perform a myriad of minor repairs and visual inspections without requiring a human to don a pressure suit and enter the void. It is not a true robot as it still requires a human to perform its main functions from a control station, but its high degree of intelligence allows it to automatically initiate its own movement, allowing even a relatively unskilled technician to operate it effectively. The maintenance bot also carries a fire extinguisher capable of instantly putting out one Huge-sized fire, used to combat infernos that develop from accidents on the station or visiting ships.

The fact that the maintenance bot is unmanned is what makes it a valuable asset when the station is under attack. Equipped with a multi-spectrum camera that transmits everything the maintenance bot sees back to the operator, a maintenance bot is an excellent tool for patrolling the exterior of the station during an attack. Hull breaching pods are a common weapon, and against a huge, immobile target like Babylon 5, they are exceptionally effective.

Having a dozen or so maintenance bots scouring the outer skin of the station during an attack makes it much more difficult for an attacking enemy to evade the external cameras and punch a hole into the station undetected.

Diminutive Spacecraft

**Defence Value:** 26 (+8 size; **Armour:** 2; **Handling:** +0; **Sensors:** +0; **Stealth:** 15; **Stress:** 20; **Features:** Automated, Fusion Engine, Grapple

**Crew:** EarthForce Green (+3 BAB, +6 Training); Automated

**Structural Spaces:** 2 (Control 1, Engine 1)

## Warships

In 2258, Babylon 5 has no warships attached to the station to protect it from external threats. Certainly, Earth Alliance warships, as well as capital ships from other powers of the galaxy, can often be found at Babylon 5, but aside from those of the Earth Alliance, these ships are under no obligation to lift a finger (or other applicable appendage) in the case of an assault on the station itself. Thus, most of the time, Babylon 5 will be on its own against an attacking enemy.

In 2260, Captain John Sheridan declares Babylon 5's independence from what he views as the corrupt government



of President Clark, a move that made Sheridan no friends in EarthForce. As a part of this new independence, Sheridan creates the Babylon 5 Treaty, a pact of mutual protection between Babylon 5 and a number of other governments throughout the galaxy. Thereafter, until President Clark's regime is overthrown, Babylon 5 remains under the constant protection of warships from such diverse factions as the Drazi, Minbari and Vree.

The table below offers a quick and easy way to determine how many and what kind of ships are defending Babylon 5 on any given day. Games Masters should roll twice on the table, as there are usually ships from more than one race safeguarding the station at any point. If the result is a 20, the Games Master should indeed roll twice more, for a total of three rolls.

D20 Roll	Ship
1-5	Minbari Sharlin Warcruiser
6-7	Brakiri Avioki Heavy Cruiser
8-9	Drazi Sunhawk Battlecruiser
10-11	Narn T'Loth Assault Cruiser
12-15	Minbari Nial Heavy Fighters (10)
16	Abbai Bimith Defender
17-18	Vree Xill Battle Saucer
19	Minbari Tigara Attack Cruiser
20	Roll Twice

## STATION DEFENCES

Babylon 5's defensive grid is not the equal of a warship, but it does not lag far behind. Babylon 5 is intended for diplomacy and trade, but the Earth Alliance is well aware that it also presents a tempting target for everyone from raiders and terrorists to hostile governments. Floating alone in neutral territory, between a number of potentially adversarial governments, Babylon 5 is the target of dozens of potential hazards.

With this in mind, the station was outfitted with a defensive grid, which, in conjunction with its wings of Starfury fighters, is capable of standing up to all but the most determined attack. The thickness of Babylon 5's hull, combined with its Starfury complement and advanced weapons systems, make the station too tough a nut for most enemies to crack – though an attack by an advanced race like the Minbari or Vorlons would certainly spell doom for it.

## Weaponry

The station's weapons systems are mounted on its rotating sections, requiring computer assistance to maintain steady

firing as the station itself revolves. Though this might seem to be a disadvantage at first glance, it allows the station to fire in multiple directions (against multiple facings) within the same round. For example, a warcruiser in the port arc of the station's firing range could be targeted by eight particle beams in the same round as a warcruiser in the station's starboard arc receives the same treatment.

Babylon 5 does not have any weaponry mounted on the fore or aft sections of the station. Rather, its weapons have a firing arc of 180°, a fact that allows the station to deliver a nasty surprise to any warship attempting to close against the 'unarmed' fore and aft areas.

Though the wide firing arcs do provide proof against attacking warships, there is a very narrow, constantly moving corridor into which the station's weapons cannot fire. Too narrow for all but the smallest fighter craft (no bigger than Small), it is virtually impossible (–15 on Piloting skill checks) to fly through this corridor without coming into the firing arc of the station's weapons. Of course, anyone attempting this dangerous path will also have the station's Starfury squadrons to contend with.

Prior to 2259, Babylon 5 is outfitting with the following weapons systems:

- ⑤ Eight Quad-Linked Particle Beams (2 Fore, 2 Aft, 2 Port, 2 Starboard, Close, Offence 15)
- ⑤ Twenty-four Particle Beams (6 Fore, 6 Aft, 6 Port, 6 Starboard, Close, Offence 6)
- ⑤ Eight Mk I Interceptors (8 Turret, Close, Offence 3 or Intercept 10)

After 2259, Babylon 5 is outfitted with the following weapons systems:

- ⑤ Eight Twin-linked Heavy Pulse Cannons (2 Fore, 2 Aft, 2 Port, 2 Starboard, Long, Offence 30, Rapid Fire +3)
- ⑤ Eight Quad-Linked Particle Beams (2 Fore, 2 Aft, 2 Port, 2 Starboard, Close, Offence 15)
- ⑤ Six Particle Beams (6 Turret, Close, Offence 6)
- ⑤ Eight Mk II Interceptors (8 Turret, Close, Offence 3 or Intercept 15)

## Sensors

The best way to defend against an attack is to know it is coming. Babylon 5 has a sophisticated sensor system to allow it to do just that.

The station's sensors are boosted by the navigational network, allowing the XP-7 tracking units on board to grant Command and Control a Sensor score of +5. It is this advanced tracking system that allows Command and Control to identify a ship almost the moment a hyperspace jump gate opens – an invaluable resource in determining if an attack is imminent. If the ship coming through the



jump point is not an expected arrival, the station can go on alert before the ship has even left hyperspace.

## Defence

Babylon 5 boasts a thick hull to shrug off attack, as well as redundant blast doors to seal off any area that is actually breached by an enemy.

Every section of Babylon 5 has Damage Reduction 18 and 250 hit points. Once this damage has been inflicted, an area of the hull will be breached. Clearly, such damage is not enough to destroy an entire sector of the station – for example, Blue Sector will not be destroyed if an enemy manages to inflict 250 hit points of damage to it. Rather, one small segment of the hull will be breached. In the case of an attack on Blue Sector, a sustained enemy attack on a single area of the hull will punch a hole through. If all the attacks were focused on Blue 12-9, for example, the enemy could blast away the hull in that location. Blue 12-8, 12-10 and so forth will not be similarly damaged, though the sudden decompression might cause some problems for anyone foolish enough to remain in those sections. Once this breach was made, blast doors would close to seal off the entirety of Blue 12.

In addition to the normal thickness of the hull, Babylon 5 has enhanced exterior blast doors that close off the station's most vital systems, raising the Damage Reduction in those areas to 24. Areas protected by these blast doors include:

- 5 Observation dome
- 5 Docking portal
- 5 Fusion reactor
- 5 Fuel stores

With these defences in place, an assault upon Babylon 5 is very nearly an act of futility for most space-going races, and certainly puts the station far out of the league of the petty pirates and raiders who would otherwise be tempted to target it. Some groups have considered an attack on the station as a diversion or as a means of public statement, but thus far none of them have been willing to accept the rather harsh consequences of such an act.

## SECURITY

The primary mission of Babylon 5's security force is to enforce the law and keep the peace. They are, after all, a police unit, not an army.

Despite being under military command, Babylon 5 has no military presence aboard, aside from its Starfury pilots and the majority of the command staff (such as Sinclair and Ivanova). While it has the capacity to act as a way station



**Chief Michael Garibaldi Security Briefing****To: All Security Personnel****RE: Station Invasion**

'This is the kind of thing we hope never happens, which means it probably will. People with a bad attitude come onto this station every day, but that's not an invasion. If we ever get a whole *lot* of them at once, and they're all armed, *then* it's an invasion.

'If and when that happens, remember that it's up to us. No platoons of EA troops are going to come riding in from Blue Sector to take care of business for us.

'In the event of an actual invasion of the station, you as security officers are to move immediately to your designated mustering areas and prepare to repel boarders. It's going to be noisy and messy – there will be alarms, panicking civilians, you name it. This is not, by the way, the time to report someone spraying graffiti on the Zocalo. I won't care.

'Each designated security area has sufficient body armour and military-grade weapons to outfit you, so suit up as soon as you arrive. Odds are you won't be staying there very long, as the enemy probably won't be courteous enough to invade right where you happen to be. Remember your drills, remember your training and above all remember where you're supposed to go.

'In an invasion, things won't be like they normally are, and your job won't be what it normally is. Your first and biggest priority is to repulse anyone attempting to board, as violently as you want to. Your second priority is to stay alive. Your third is to make sure any civilians are warned to get out of the combat zone and into the nearest shelter. Fourth is to enforce the law – an invasion is no excuse for a crime spree, but if the invaders take the station, that will be the least of our worries. As I mentioned, there will be alarms sounding constantly, along with sirens in the combat areas. All Starfuries will be launched, and all external blast doors closed to seal the ports. The internal blast doors will close as well, making sure this entire tin can doesn't decompress when someone comes knocking.

'In addition to the heavy weapons and armour stowed at all assigned security rally points, you will find survival kits including a torch, rations, first aid supplies and batteries. Most also contain breathing apparatus, in case of loss of oxygen.

'You are authorised to use your best judgement in times of such crisis. If you need reinforcements, call C&C. If you have injured, call Medlab. If you need more manpower and don't have time to wait, you can draft any civilians you lay your hands on that look like they can handle a PPG.

'There, that's all you need to know. Just hope you never need to use it.'

and clearing point for military troops, the station itself retains no such forces. Thus, in the event of an invasion of the station itself, the Babylon 5 security forces must put aside their work at customs and law enforcement to take up weapons as soldiers.

The primary functions of the station's security personnel, those of law enforcement and keeping the peace, are discussed in greater detail in *Life on the Station*. However, considering that the station's security forces constitute the last line of defence in case

of an attack on Babylon 5, it is helpful to revisit security as a whole here, particularly the more military application of security's strength.

## Invasion

As stated above, the security forces of Babylon 5 are the last line of defence in an attack on the station, and the only real line of defence in the case of an actual invasion of the station.





In an invasion, every security officer is summoned to duty. All on-duty security personnel are expected to report to their designated security stations within one and a half minutes (15 rounds) of the first sounding of the red alert. All off-duty security personnel are expected to report to their designated security stations within five minutes (50 rounds) of the first sounding of the red alert. Failure to live up to these expectations *will* result in severe disciplinary action, possibly including dismissal from service.

With only 75 security personnel on duty at any given time, mounting an effective defence of a five-mile station is an impossibility. Considering the unique challenges posed by defending a space station, there is no area of Babylon 5 (not even Downbelow) that can be considered nonessential to security. After all, a hull breach is a hull breach, no matter where it occurs.

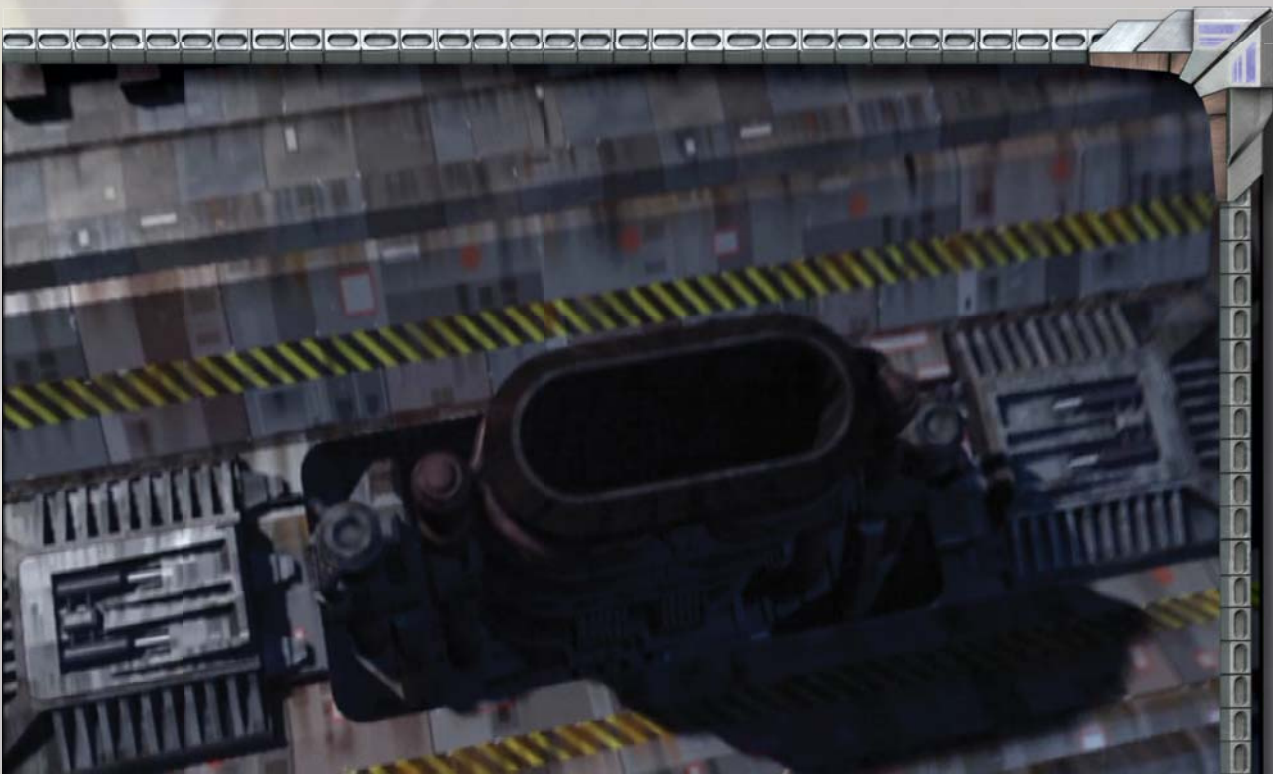
Still, there are some areas of the station considered more essential than others. Blue sector, the home of the station's Command and Control, will always be guarded during an attack, as will Yellow Sector. Secondary to these are Grey Sector and Green Sector. Red Sector, as home of Security Central, will always have a security presence as well, and is the designated security station for fully half the station's security force in the event of an emergency.

The dispersal of security personnel during an invasion of the station depends entirely upon where that invasion takes place. Most station invasion scenarios involve an enemy coming through the station's docking facilities in

Blue Sector, the most obvious and available access point of the station. Depending upon the size and nature of the attacking force, between 10 and 50 security officers will be detailed to proceed directly from their muster stations to the point of attack, while the remaining on duty personnel secure the area around the sector, creating a second line of defence should the enemy win through. As the off-duty personnel respond to the attack, they will either be dispersed throughout the station to maintain a security presence or, in the case of an overwhelming attack, be sent to bolster the efforts of the defenders.

An enemy that attacks the station through the use of hull breaching pods presents an entirely different challenge to the defending security forces, in that such an attack allows the enemy to enter the station virtually anywhere. This is where the station's maintenance bots and exterior cambots serve an invaluable purpose, as they have the best chance of finding a breaching pod on the station's surface before it can punch a hole through the hull.

In the case of a breaching pod attack, station security is required to spread itself a little more thinly. Only a maximum of 30 security officers will be dispatched to the point of entry; the remainder will be tasked with securing the sector around the breach. For example, if the breach occurred in Red 17-12, security would respond not only to that location, but also to Red 17-11, Red 17-13, Red 16-12 and Red 18-12. Responses to adjoining areas will be in either five or ten man patrols, depending upon the severity of the threat. As the off-duty shifts arrive in response to





the red alert, they will either be diverted entirely to the combat zone, or dispersed throughout the station in order to maintain the law and remain ready for any other breaching attempts. Clearly, multiple breaching pods can quickly overwhelm the station's security forces, a fact that makes the Babylon 5 Starfury squadrons even more important.

## Organisation

The security forces of Babylon 5 are organised in a simple and easy to understand hierarchy, functioning in much the same way as police departments have for centuries. Additionally, the security forces, tasked as they are with such responsibilities as intelligence, surveillance and customs on top of regular security duties, are integrated into the station's overall command structure.

At the top of the food chain, as he likes to say, is Michael Garibaldi, the station's Chief of Security. This post is one of the top four command postings on Babylon 5, reporting directly to the station's commander. Below the security chief are five lieutenants, one for each of the station's sectors. Serving beneath each of the lieutenants is one or more sergeants. Finally, at the bottom of the ladder, are the rank and file officers of the station's security forces.

The lieutenant in command of Red Sector is the second in command of the security forces, and is acting head when Chief Garibaldi is off duty (though Garibaldi expects to be informed whenever something of importance occurs, and will take over from there). Red Sector contains the largest of the security stations, the place commonly known as Security Central (see Guide to the Station), with a total of 90 security personnel assigned there, including the lieutenant and six sergeants.

The lieutenant in command of Blue Sector is the third in command of the security forces, and is acting head when both Garibaldi and the Red Sector lieutenant are off duty. The second largest assignment post of security officers, Blue Sector has a total of 58 security personnel assigned there, including the lieutenant and three sergeants.

The lieutenant in command of Green Sector is the fourth in command of the security forces. Green Sector has a total of 36 security personnel assigned there, including the lieutenant and two sergeants.

The lieutenant in command of Yellow Sector is the fifth in command of the security forces. Yellow Sector has a total of 42 security personnel assigned there, including the lieutenant and three sergeants.

**The total number of officers in any given security station on Babylon 5 is a fluid number. Although Babylon 5 carries a complement of roughly 250 security officers, this number can easily fluctuate up and down slightly, meaning for example, that while Red Sector is meant to have 90 security personnel, the number could easily be anywhere between 80 and 100.**

The lieutenant in command of Grey Sector is the sixth in command of the security forces. Grey Sector has a total of 24 security personnel assigned there, including the lieutenant and one sergeant. Grey Sector is commonly considered the least desirable posting on the station, even worse than Yellow Sector.

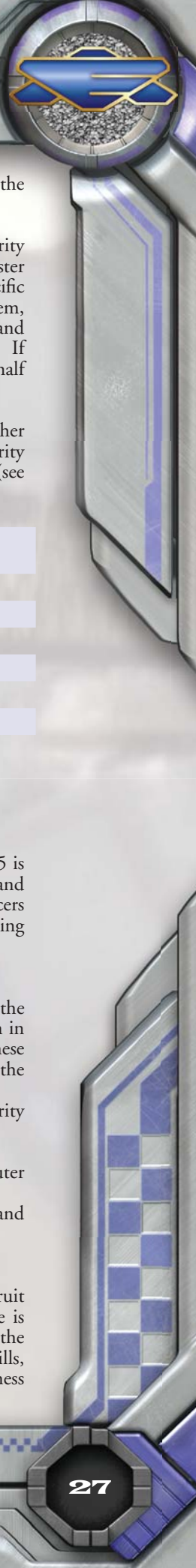
Though it was originally intended to, Brown Sector does not have a dedicated security force. The security forces of Grey Sector and Green Sector are responsible for handling any problems that arise there. Upon arriving at the station, Mr Garibaldi found it virtually impossible to staff the Brown Sector security station. Only his best officers were willing to accept the assignment with equanimity, and he had no desire to waste them in such a post. Those officers he would not mind putting in such a post proved unwilling to go. Eventually, he chose to simply abandon the security post and allow the security forces in Green and Grey Sectors to take care of any major disturbances in Brown Sector. Minor disturbances are usually ignored.

Though the commanders of the security forces have eight-hour shifts and days off just like their subordinates, their duty structures are arranged to make certain at least three lieutenants (or two lieutenants and Mr Garibaldi) are on duty at the same time. In the event of a station-wide emergency (such as an attack), the lieutenant in charge is to alert Mr Garibaldi first, then alert any off-duty lieutenants.

Each lieutenant is responsible for his sector of the ship, for making sure his security personnel enforce the peace and abide by the rules. Additionally, he is responsible for making sure his personnel are sufficiently well-trained to react swiftly and efficiently in the event of a real station emergency.

## Patrols

Obviously, security personnel do not simply sit in their respective security stations and watch BabCom all day. For the rank and file officers of the Babylon 5 security force,



most of any given shift is spent on patrol. The size and frequency of those patrols depends upon the area of the station.

A station the size of Babylon 5 is much too large for a truly thorough patrol sweep, at least without a security force numbering in the tens of thousands. Thus, almost all security patrols are restricted to the major areas of the sector in question, rarely (though sometimes) bothering with the quiet spots and back passages. Of course, if responding to an emergency call, security officers can and will go to any part of the station.

Security generally does not patrol in Downbelow.

The table below lists the frequency of security patrols in each sector of the station, as well as the number of officers comprising the average patrol for the area. As mentioned above, these patrols usually only pass through the main thoroughfares of each sector. Thus, if a character is standing at a primary intersection somewhere in Blue Sector, it is likely he will see a security patrol walk by every 30 minutes. If he is standing in an out of the way corner, he might never see a patrol come by.

Sector	Average Patrol Frequency	Number of Officers
Blue	30 minutes	2
Brown	Daily	2
Downbelow	—	—
Green	30 minutes	2
Grey	90 minutes	3
Red	90 minutes	3
Yellow	120 minutes	2

## Response Time

Spending days, weeks, months and even years locked inside a tin can floating in a vacuum can fray the nerves of even the most veteran spacefarers, causing the security officers of Babylon 5 to keep a ready alert for any potential trouble and react as quickly as possible to any reported emergency. Of course, as noted in the section above, Babylon 5 is an enormous place, with a limited number of security officers, which means that the response time from security is often longer than those in the middle of the emergency might like.

How quickly a security team responds to an emergency or confrontation anywhere on the station depends greatly on what sector of the station the emergency is taking place in. Though security posts are present throughout Babylon 5, the primary concerns of security are for emergencies taking place in Blue Sector or Green Sector. An emergency in Downbelow, on the other hand, might never be

responded to, depending of course upon the nature of the emergency.

The table below shows the typical response time for security to any given area of the station, though the Games Master is of course free to modify these times as befits a specific situation. Upon arriving at the scene of the problem, the security officers present will assess the situation and determine whether further teams should be called in. If reinforcements are required, they will appear within half the usual response time for that sector of the ship.

Note that these response times are for any emergency other than a station invasion. In such a dire situation, security will respond immediately anywhere in the station (see Invasion above).

Sector	Average Response Time	Number of Officers
Blue	1d4 minutes	1d3+1
Brown	2d6 minutes	1d4
Downbelow	2d10+10 minutes	2
Green	1d4 minutes	1d2+1
Grey	2d10 minutes	1d2
Red	3d6 minutes	1d4
Yellow	3d6 minutes	1d3

## Training

Training to become a security officer aboard Babylon 5 is not a quick or easy process. Because of the unusual and often unexpected demands placed upon security officers operating in such an environment, the actual training process takes more than half a year.

### Weeks 1 and 2

The first two weeks of training are a crash course for the new recruit. Not yet cleared to go out on patrol (even in the company of veteran officers), the trainee spends these two weeks in intense study. The trainee must master the following topics before training proceeds:

- ⑤ Complete knowledge of basic Babylon 5 security codes
- ⑤ Familiarity with Babylon 5 history
- ⑤ Familiarity with star charts and Babylon 5 computer maps
- ⑤ Complete knowledge of Babylon 5 command hierarchy
- ⑤ Complete knowledge of Babylon 5 geography

In addition, during these first two weeks, the new recruit will begin his training in administrative work – there is more to being a security officer than cracking heads in the Zocalo, and most of it involves paperwork – security drills, first aid, weapons training (PPG pistol) and physical fitness training.





### Weeks 3 to 15

In the third week, training to be a Babylon 5 security officer becomes difficult. During this period, the recruit will continue most of the training he began in the first two weeks, but his workload will increase significantly with the introduction of new areas of study.

The new topics of study introduced during this period are as follows:

- ⑤ Diplomatic relations and etiquette
- ⑤ Cross-cultural and cross-racial sensitivity training
- ⑤ Babylon 5/Earth Alliance law
- ⑤ Riot training

During this period the new recruit will begin to gain experience as he follows veteran officers on patrol, assists them in their duties in customs and observes the proceedings in Babylon 5's courtrooms. The fifteenth week of training is taken up almost entirely by tests of the recruit's knowledge, marksmanship and physical abilities.

### Weeks 16 to 25

By this point in training, the recruit should be familiar with the basic requirements for service as a security officer on Babylon 5. He begins to move into more advanced training. Among the things he must master during

this segment of his training are:

- ⑤ Advanced weaponry (such as the Auricon Mk IX Grenade Launcher and the Auricon EF-PR PPG Rifle)
- ⑤ Alien warfare
- ⑤ Alien customs
- ⑤ Military conflict
- ⑤ Spacewalking (EVA)

The final week of this segment of security training consists mostly of tests, covering not just the new topics, but everything the new recruit should have learned during his training.

### Weeks 26 to 35

This is the final stage of training undergone by recruits before they become full-fledged security officers on Babylon 5. The first five weeks of this stage are filled with intense training, some new, some covering what has been done before. These five weeks focus on:

- ⑤ Advanced weaponry
- ⑤ Field exercises
- ⑤ Mock drills (including riots, station invasions, biohazard containment, fire suppression)
- ⑤ Crowd control
- ⑤ Personnel management



Beginning in 2259, a number of security officers joined an auxiliary group sponsored by EarthGov's Ministry of Peace known as Nightwatch. The incentive to join the group was remarkable – an additional 50 credits in each pay check for no additional responsibilities beyond attending the occasional meeting. Eventually, however, Nightwatch's true agenda became clear. Members were expected to keep an eye out for any anti-Earth opinions or actions, and were given the authority to act outside the chain of command to put a stop to such things.

When Captain John Sheridan declared Babylon 5's independence from Earth in 2260, Nightwatch was a danger he could not ignore. After foiling Nightwatch's plans to undo what he had done, he banned the group from the station. This may have rid him of one of the dangers hanging over his head, but also resulted in the loss of half the security force just when he needed them the most.

Fortunately, he had a corps of ready recruits standing by. During the Narn-Centauri War, many Narn took advantage of the sanctuary offered by Babylon 5. With the loss of so many members of the station's security force, these Narn were hired to fill the void. Fierce and well-trained warriors, the new Narn recruits gladly take the brunt of any military operations on the station. When EarthForce attempted to retake the station in 2260, these Narn more than proved their worth.

The final four weeks of this training segment consist of time in the field. The new recruit is sent out as 'leader' of a patrol otherwise made up of veteran officers. He is responsible for all decisions made and actions undertaken during these four weeks of patrols, with the veteran officers along to judge his performance and to step in if the situation becomes out of control. The recommendation of the veteran officers is essential before the recruit can move on to his final examinations. If they do not believe he is a viable candidate for service in Babylon 5's security force, he is summarily dismissed, with half a year of his life spent in wasted training. If they believe he is acceptable, the recruit moves on to his two weeks of final examinations.

### Weeks 36 and 37

These last two weeks are filled with examinations and tests, be they written, oral or physical. The candidate must prove he has learned all he has been taught during his training, and that he is ready to become a Babylon 5 security officer. These examinations culminate in a personal interview with Michael Garibaldi, the station's Chief of Security, who retains the final word over whether or not the candidate will be accepted as a member of Babylon 5's security force. Many newly minted officers claim this interview was the most harrowing part of the entire process.

## Numbers

Though the precise number varies depending upon hiring, firing and retirements, on average there are 250 security personnel aboard Babylon 5 at any given time.

Considering the station's normal population of 250,000 sentient beings, this means there is one security officer for every 1,000 people, and that means the security personnel have their work cut out for them.

The security force aboard Babylon 5 is administered by EarthGov through EarthForce, and thus the entire force is made up exclusively of humans. Though the odd complaint about insensitivity to alien cultures has been lodged against the security forces, most of the races represented on Babylon 5 understand that the station is, ultimately, an Earth colony. Further, the lengths to which the security forces go to accommodate the myriad of cultures and customs they encounter on a daily basis are such to alleviate the concerns of most alien races.

## Shifts

Obviously, the entire security contingent is not always on duty. The 24-hour Babylon 5 day is divided into three eight-hour shifts, each worked by 75 security officers – the remaining 25 security officers have the day off in a rotating schedule, giving the average security officer one day off out of every ten.

Initially, there was some experimentation with varying the total workforce of any given shift according to what time of day it took place, but this eventually proved untenable. When dealing with multiple alien races, each of whom preferring to live by its own homeworld's 'clock', as well as the fact that ships are constantly leaving and arriving at Babylon 5, it soon became clear that no matter what the

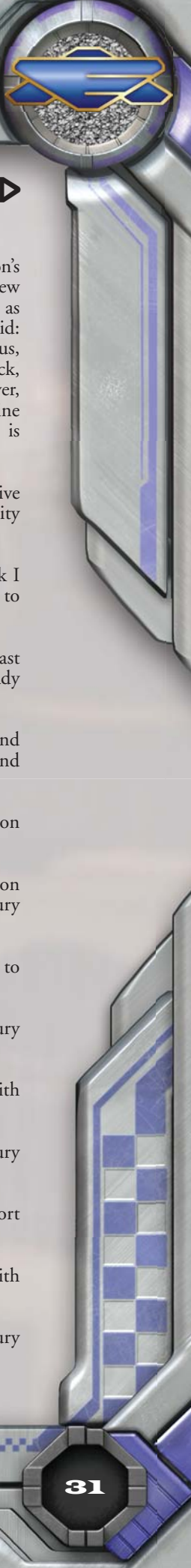


## Security Codes

The following codes are used throughout the station by the security forces. These codes allow the security personnel to convey information quickly and easily without alerting the civilian populace as to what sort of trouble, if any, is afoot. All security personnel are required to know these codes by heart before their first day of service.

4-0 Use caution	4-40 Do not have weapons ready	48-74 Negative
4-1 Signal weak	4-41 Beginning shift	48-75 In contact with ...
4-2 Signal good	4-42 End shift	48-76 En route to ...
4-3 Stop transmitting	4-43 Information	48-77 Estimated time of arrival
4-4 Message received	4-44 Permission to leave	48-78 Request assistance
4-5 Relay information to...	4-45 Dead alien biohazard	48-79 Dead body
4-6 Station is busy	4-46 Assist Starfury squad	48-80 Pursuit in progress
4-7 Out of service	4-47 Emergency repair crew needed	48-81 Toxic gas alert (including oxygen in exotic atmospheric areas)
4-8 In service	48-48 Public access control	48-82 Reserve lodgings
4-9 Repeat last message	48-49 Public access signal out	48-83 Diplomatic assignment
4-10 Fight in progress	48-50 Public access incident	48-84 Arrival delayed
4-11 ...in service	48-51 Request command staff presence	48-85 Operator on duty
4-12 Stand by	48-52 Request medical crew	48-86 Pick up
4-13 Report conditions	48-53 Shuttle/transport tube blocked	48-87 Advise description
4-14 Prowler report	48-54 Escaped livestock	48-88 Bomb threat
4-15 Civil disturbance	48-55 Intoxicated pilot in vehicle	48-89 Zocalo incident
4-16 Domestic problem	48-56 Intoxicated pedestrian	48-90 Pick up subject
4-17 Meet complainant	48-57 Gravity problem	48-91 Illegal substance found
4-18 Urgent	48-58 Banned intruder alert	48-92 Battle damage (exterior)
4-19 Go to station	48-59 Escort	48-93 Battle damage (interior)
4-20 Advise your location	48-60 Squad in vicinity	48-94 Streaker
4-21 Contact...	48-61 Personnel in vicinity	48-95 Subject in custody
4-22 Disregard	48-62 Reply to message	48-96 Detain subject
4-23 Arrive at scene	48-63 Prepare to copy	48-97 Unknown danger
4-24 Assignment complete	48-64 Local message	48-98 Prisoner escape
4-25 Report to...	48-65 Com message	48-99 Wanted or stolen
4-26 Detaining suspect	48-66 Cancel message	48-100 Alien interpreter needed
4-27 Identiscard report	48-67 Clear for com message	48-101 Deceased person
4-28 Ambassadorial incident	48-68 Dispatch hard-copy information	48-102 Suspicious person
4-29 Check records for previous records	48-69 Message received	48-103 Check residence
4-30 Unauthorised use of Gold Channel	48-70 Fire alarm	48-104 Customs duty
4-31 Crime in progress	48-71 Advise nature of alarm	48-105 Check identiscard
4-32 Person with weapon	48-72 Report progress of alarm	48-106 Virus alert
4-33 Emergency – all units stand by	48-73 Smoke report	48-107 Docking bay duty
4-34 Riot		48-108 Unauthorised telepath operating
4-35 Major crime alert		
4-36 Correct time		
4-37 War situation alert		
4-38 Battle outside station		
4-39 Respond with charged PPG		





station's clock might read, there were no real 'day', 'night' or 'weekend' shifts for security.

Typically, a security officer will work the same shift for 40 days – such as the 08:00 to 16:00 shift – before switching to another shift. This switch is always done after one of the officer's days off, in order to give him time to rest and acclimate to the new schedule.

## Weapons & Armour

During the normal execution of their duties on the station, security personnel are lightly armed and unarmoured. Wearing only the uniform of the station security, officers are equipped with a standard issue PPG pistol in a side holster, a pair of handcuffs and (if venturing into one of the more dangerous areas of the station) a shock stick. Last, but certainly not least, every security officer wears his commlink on the back of his hand.

During an emergency situation, such as a riot gone out of control or an attack on the station, the security forces of Babylon 5 have significantly more intimidating weapons at their disposal. In such a case, security officers look more like armoured soldiers than policemen – and in such a case, that is exactly what they need to be.

When geared up for an emergency, a security officer is issued the following equipment:

**Flak Jacket:** This armour is standard equipment during an armed confrontation on the station. It consists of layers of toughened kevlar laminated to a thin alloy. Though it weighs in at a hefty 25 lbs and reduces the wearer's speed to 20, it does provide him with Damage Reduction 4.

**Auricon EF-PR PPG Rifle:** Boasting increased stopping power and three times the range of the standard issue W&G Model 10 PPG pistol, the PPG rifle is the weapon of choice for the security forces when throwing back an armed invader. In an emergency situation, these weapons are issued to all officers.

**Auricon Mk IX Grenade Launcher:** Because of the dangers inherent in setting off grenades in a sealed environment like a space station, these weapons are only used in the case of an extreme riot or a station invasion. Even in the case of a riot, the only ammunition issued is the Morph gas grenade (see the *Babylon 5 Roleplaying Game 2<sup>nd</sup> Ed* rulebook). In an actual invasion, concussion grenades will be issued. Officers are generally not issued both a PPG rifle and a grenade launcher.

This equipment is issued in addition to what security officers may carry on a patrol. Therefore, a security officer equipped to repel invaders will be carrying a PPG pistol, PPG rifle, flak jacket, shock stick, handcuffs, commlink.

## UNDER ATTACK – ROUND BY ROUND

This following is a step-by-step look at the station's defences. Obviously, this is just a general guideline. Few things in the galaxy are more chaotic than battle, and as German Field Marshall Helmuth von Moltke once said: 'No battle plan survives contact with the enemy'. Thus, depending upon the given circumstances of any attack, the pacing of events listed below might vary. However, the timeline given below is the most likely. The timeline counts from the moment a threat against the station is recognised.

**Round 1:** Red alert sounded. Power diverted to defensive grid. Starfury squadrons scrambled. Station security summoned to designated security areas.

**Round 2:** Distress call sent to EarthForce. Station Mk I Interceptors ready to fire. Non-combatant ships warned to leave vicinity of station.

**Round 3:** Maintenance bots launched. External blast doors closed (except for Cobra bays). Particle beams ready to fire.

**Round 4:** Internal blast doors closed. Core shuttle and station lifts locked down to all but security and command personnel.

**Round 5:** Earliest point at which 'ready' Starfury squadron can launch.

**Round 10:** Latest point by which 'ready' Starfury squadron will launch. Earliest point by which 'standby' Starfury squadron can launch.

**Round 15:** All on-duty security personnel are expected to be in designated security stations by this point.

**Round 20:** Earliest point at which 'off-duty' Starfury squadron can launch.

**Round 25:** All on-duty security personnel equipped with combat gear.

**Round 30:** Latest point by which 'standby' Starfury squadron will launch.

**Round 50:** All off-duty security personnel should report to designated security stations by this point.

**Round 60:** All off-duty security personnel equipped with combat gear.

**Round 80:** Latest point by which 'off-duty' Starfury squadron will launch.



# LICENSE

## OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ('Wizards'). All Rights Reserved.

1. Definitions: (a) 'Contributors' means the copyright and/or trademark owners who have contributed Open Game Content; (b) 'Derivative Material' means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgement or other form in which an existing work may be recast, transformed or adapted; (c) 'Distribute' means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) 'Open Game Content' means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) 'Product Identity' means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) 'Trademark' means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) 'Use', 'Used' or 'Using' means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) 'You' or 'Your' means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

## 15 COPYRIGHT NOTICE

Open Game License v 1.0 Copyright 2000, Wizards of the Coast, Inc.

D20 System Rules & Content Copyright 2000, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on original material by E. Gary Gygax and Dave Arneson.

This printing of *The Babylon 5 Station Guide* is done under version 1.0 of the Open Game License and the draft versions of the D20 System Trademark License, D20 System Trademark Logo Guide and System Reference Document by permission from Wizards of the Coast ®. Dungeons & Dragons and Wizards of the Coast are trademarks of Wizards of the Coast, Inc. in the United States and other countries and are used with permission. "d20 System" and the "d20 System" logo are trademarks of Wizards of the Coast, Inc. and are used according to the terms of the d20 System License version 5.0. A copy of this License can be found at [www.wizards.com/d20](http://www.wizards.com/d20).

The mention of or reference to any company or product in these pages is not a challenge to the trademark or copyright concerned. Portions of the *The Babylon 5 Station Guide* are Open Game Content licensed with version 1.0a of the Open Gaming Licence (see above).

# **The Babylon 5 Visitor's Guide**



**(Human Edition)**



# Welcome to Babylon 5!

Welcome to the *Babylon 5 Visitor's Guide (Human Edition)*, a handy booklet designed to give you the inside scoop on the galaxy's newest and greatest destination. Whether you're boarding Babylon 5 for business, pleasure or simply passing through, you'll find this guide an indispensable source of information for your visit to the galaxy's greatest space station.

## All Aboard!

While you wait for your transport to dock, why not take a few minutes to learn about the history of the mighty station you are about to visit?

Babylon 5 is the last of the stations built as part of the Babylon Project, a visionary program enacted after the war with the Minbari to provide a place for the races of the galaxy to meet and solve their problems through discussion and diplomacy. The goal of Babylon 5 is nothing less than galactic peace.

Babylon 5 first went online in 2255 and officially opened for business on July 4, 2257, a day that will be remembered joyfully

in galactic history, as the various races of the galaxy came together to take their first collective steps toward a brighter future.

In just one year, Babylon 5 has become one of the most important centres of diplomacy and trade in the entire galaxy, as well as a coveted destination for tourism.

## Customs

Though Babylon 5 is part of the Earth Alliance, it exists as a separate colony, which means every new arrival on the station must go through customs in order to enter the station proper. We apologise for any inconvenience, but it is a necessary precaution.

Before entering customs, remember to have your identicard ready, as both it and your luggage may be subject to inspection by one of Babylon 5's security officers. We strive to keep the customs process as quick and painless as possible, just remember the security officers are there for your protection and you will be through customs and enjoying the many pleasures of the station before you know it.

*The Babylon 5 Visitor's Guide is produced by Interstellar Travel Ltd., in association with the Earth Alliance Tourism Services Industry. All information in this guide is up to date and accurate as of the date of publication.*

## Prohibited Items on Babylon 5

Most items prohibited on Babylon 5 are those prohibited on other Earth Alliance colonies. It is illegal to attempt to enter the station carrying any of the following:

- 5 Drugs (other than pharmaceutical medications as indicated on your identicard)
- 5 Weapons
- 5 Alien artefacts deemed dangerous

## The Sectors of Babylon 5

Babylon 5 is divided into six 'Sectors', each of which serves its own purpose.

- 5 **Blue Sector** – Operations, Customs, Personnel Quarters, Docks
- 5 **Red Sector** – Habitation, Commercial
- 5 **Green Sector** – Ambassadorial Wing
- 5 **Brown Sector** – Life Support, Waste Recycling
- 5 **Grey Sector** – Engineering, Rotation Drivers
- 5 **Yellow Sector** – Fusion Core, Power Management

Of course, not all of the station is open to everyone. As Babylon 5 is a valuable asset of both the Earth Alliance and EarthForce, the majority of the station is barred to unauthorised personnel – only Red Sector is entirely open to visitors.

## At A Glance

The Earth Alliance Space Station Babylon 5

**Location:** L5 point, Epsilon 3, Epsilon Eridani star system

**Function:** Diplomatic forum and centre for trade

**Capacity:** 200,000 terrestrial beings, 50,000 nonterrestrial/exotic

**Length:** 7,962 metres

**Diameter:** 840 metres at widest point

**Solar Panel Span:** 2,070 metres

**Displacement:** 2.5 million metric tons

**Gravitation:** 0g to 1.41g

**Typical Gravitation:** 0.9g to 1.35g

**Cargo Capacity:** 15,000 metric tons during any 24 hour period

**Dock Workers:** 1,500

**Station Personnel:** 6,500

## Finding Your Way

Make no mistake about it, Babylon 5 is big. Yet, even when you first see its five-mile length floating among the stars, you may not realise how big it truly is. Each sector of the station contains multiple decks radiating out from the station's long axis, in layers like an onion. When you take all these decks together, even a single sector of the station contains dozens of square miles of space.



Don't be intimidated! The station is actually very easy to navigate. As a matter of fact, with its convenient lift and Core Shuttle systems, you can get anywhere you need to go in a matter of minutes. You can even walk from one point in Red Sector to any other point in Red Sector with ease.

### Core Shuttle

You probably won't have much need to travel from one sector of the station to another, but when you do, you'll be grateful for the core shuttle, a mass transit tram that runs from the aft end of Blue Sector to the middle of Brown Sector.

There are actually three separate trams operating on the Core Shuttle line. The trams are operated by the computer, rather

than a Human driver, and we are proud to report a perfect safety record.

Any Core Shuttle tram may be boarded at any of the following stations:

- 3 Blue Sector Station 1
- 3 Red Sector Station 1
- 3 Red Sector Station 2
- 3 Red Sector Station 3
- 3 Garden Station 1 (Green Sector)
- 3 Garden Station 2 (Green Sector)
- 3 Garden Station 3 (Green Sector)
- 3 Brown Sector Station 1
- 3 Brown Sector Station 2
- 3 Brown Sector Station 3

Because the Core Shuttle operates in low gravity, it can take some time for you to

# BABYLON



board or disembark from the tram, so plan ahead. Each stop the Core Shuttle takes approximately three minutes, though that time will vary depending upon how many people are boarding or disembarking. On average, a ride from one end of the Core Shuttle line to the other end will take about 15 minutes. Waiting times at a Core Shuttle station average less than four minutes.

Each tram of the Core Shuttle has enough seating for 30 humanoids, with enough standing room for another 25.

### Lifts

In each sector of the station you'll find multiple lift access points to take you where you want to go, whether it's to the Zocalo for a bite to eat and some serious shopping, or to the Garden's sports fields for a little one on one. All lifts aboard the station are clearly marked and conveniently placed.

### Signs

Even though Babylon 5 is an Earth Alliance colony, it has a large number of sentient beings aboard who cannot read English. Thus, in order to compensate for the vast numbers of totally unrelated languages spoken aboard the station, the designers of Babylon 5 created a simple series of codes composed of lines and dots. Posted throughout the station, these codes allow inhabitants to find their way around quickly and easily, no matter what language they speak. You'll find that many of the signs are posted in English as well, but it's often a good idea to know what these codes mean as you make your way through the station.

5 Single dot over a horizontal line: Living Quarters



5 Two dots between two horizontal lines: Security



5 Three dots in a line above and through three circles: Core Shuttle



5 Three vertical lines: Elevators/Lifts



5 Six dots on either side of a vertical line: Meeting Room



5 A single 'X': Restricted Area



5 A circle with a dot in the centre: Oxygen Atmosphere



5 A square with a horizontal line in the centre: Exotic Atmosphere



5 A single horizontal line under a male symbol: Human Public Toilet (male)



5 A single horizontal line under a female symbol: Human Public Toilet (female)





- 5 A male symbol between two vertical lines: Exotic I Public Toilet (male)



- 5 A female symbol between two vertical lines: Exotic I Public Toilet (female)



- 5 A male symbol in a circle: Exotic II Public Toilet (male)



- 5 A female symbol in a circle: Exotic II Public Toilet (female)



## Business and Babylon 5

If your business is business, you've come to the right place. With as many as 100 ships passing through every day, Babylon 5 is a business hub not just of the Earth Alliance, but of the entire galaxy.

### Relocation and Office Opportunities

Babylon 5, constructed to be a centre for commerce and trade as well as diplomacy, is fast becoming one of the economic hot spots of the entire Earth Alliance. An old real estate adage says that location is everything, and it's hard to find a better location than Babylon 5.

Strategically situated in neutral space between some of the galaxy's largest and

most important economies, Babylon 5 is perfectly positioned as a waypoint for trade, and poised to become *the* business leader in the Earth Alliance for years to come.

Babylon 5 offers an array of business spaces for lease on flexible terms, each space designed to fit your needs. From a small office for satellite operations to everything required for a corporate headquarters, Babylon 5 can offer your business the room and opportunities it needs to grow and expand in the 23<sup>rd</sup> Century. What was the

'When my people first approached me about opening operations on Babylon 5, I admit I was sceptical. It was 2257, and we were coming off one of our best years ever. We discussed it for some time, and I nearly rejected the idea. As it turns out, that would have been one of the worst mistakes of my career. We've had a satellite on B5 for six months now, and month after month, it outperforms every other office. In 2259, we'll be expanding to double our presence on the station. I couldn't be happier with Babylon 5 and the outstanding, professional support of the people in Station Services. Turns out the sky is *not* the limit.'

**James K. Hamilton, C.E.O.,  
Hamilton & Peers Freight**

best-kept secret is rapidly becoming the worst, and commercial space aboard the station is filling up fast, so act now and make sure your business isn't tied down to a planet when the real action is happening in space.

Many of the Earth Alliance's most famous and successful corporations now have a home on Babylon 5, including:

- 3 Mitchell-Hyundyne
- 3 Synchrodyne Inc.
- 3 Alliance Shipping & Storing
- 3 Interplanetary Expeditions
- 3 Green Earth
- 3 YRQ Importing
- 3 Smash Label Music
- 3 Ames Food Technologies
- 3 Hunter Thomas Holdings
- 3 Blue River Investments
- 3 Auricon Corporation
- 3 Hamilton & Peers Freight
- 3 Polychron Medical Systems
- 3 Brownwood Shipping
- 3 Balton, Fendle & McManus
- 3 Fujikawa Holding & Storage

For more information on office space and economic opportunities aboard Babylon 5, please contact the Office of Economic Development for licensing and registration requirements and Station Services for a complete listing off available office space and lease terms and restrictions.

## Pleasure

In just one year, Babylon 5 has become one of the premier tourism destinations in the Earth Alliance. This may not be what

the architects of the Babylon Project had planned but considering the sheer amount of diversions for young and old alike we suspect someone had us in mind. Now, families on holiday are nearly as common on the station as spacefaring traders, and every bit as important to the station's function. If you're travelling to Babylon 5 for pleasure, we can guarantee you an experience you will never forget.

## Accommodations

Babylon 5 was built to house 250,000 people, so it should come as no surprise that the station offers accommodations to fit every need and budget. Whether you're staying for a night or a year, Babylon 5 has the housing to suit your needs.

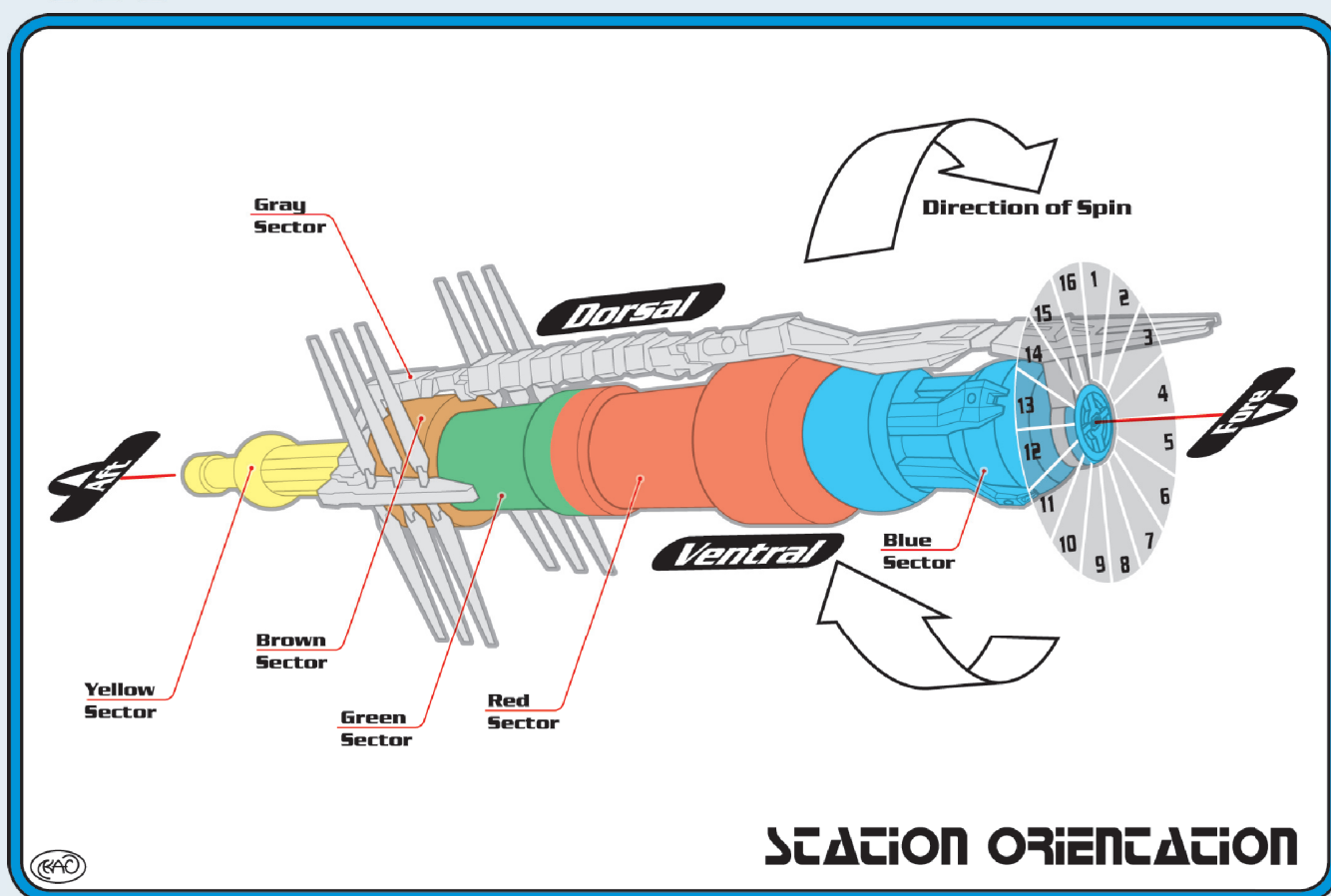
### Hotels

If you're only on a station for a short stay, one of Babylon 5's many hotels is your best choice for quality accommodation. Running the gamut from the cost-conscious to the luxurious, all of Babylon 5's hotels are conveniently located in Red Sector, just a few minutes from all the station's hot spots. Check with any Earth Alliance Tourism Services office for a list of all Babylon 5's hotels, as well as reservation and price information.

### Station Housing

Contemplating a longer stay? Maybe you should look into station housing. Forget everything you've ever thought about living quarters on a space station. Babylon 5 is a space station like no other, with quarters like no other. Even our smallest rooms are





## STATION ORIENTATION

spacious compared to the cramped quarters of yesteryear.

Available on a weekly rent basis from Station Services, Babylon 5's station housing is neat, clean, convenient to all the station's hot spots and available in several sizes to suit your needs and budget.

Please check with Babylon 5 Station Services for housing prices and availability.

### Dining Out

No matter what you're craving, you'll find it within a few minutes' travel on Babylon 5! Whether it's a yearning for home cooking or a desire to try something zesty and eclectic, you'll find yourself sitting down to eat faster

than you could get to your transit back at home.

Dozens of races and hundreds of cultures come together in the bustling hallways and corridors of Babylon 5, and each one has brought a taste of its home with it. Indulge yourself in a tray of sticky Narn pastries, decadent Centauri desserts or the spicy tang of a meaty Drazi meal. Never fear trying something new for your palate on Babylon 5. While it is true that many alien races regularly consume food that would be poisonous to a Human, all licensed businesses aboard Babylon 5 are required by law to serve only foods tolerable to Humans, so let your adventurous streak run wild and get a real 'taste' for the galaxy! \*



**ATMOSPHERE MONITORING  
STATION**

**ALPHA POWER  
SUBSTATION**

**FABRICATION  
FURNACES**

**MAINTENANCE AND  
REPAIR FACILITIES**

**GREY SECTOR**

**POWER TRANSFER  
CORE**

**COOLING FINNS  
(12)**

**INSPECTION  
ACCESS**

**COOLANT TRANSFER TUBES  
AND HOLDING TANKS**

**YELLOW SECTOR**

**FUSION ISOTOPE  
SLUSH TANKS**

**ROTATION DRIVERS AND MAG-LEV BEARING POINTS**

**CONCENTRIC PERSONNEL TRANSFER SYSTEM**

**MAINSTAGE POWER DISTRIBUTION NODE**

**PRIMARY FUSION CORE**

**AUXILIARY FUSION CORES**

**COOLANT SYSTEMS AND MAINTENANCE**

**FABRICATION FURNACES**

**REAR ENTRANCE**

**AUXILIARY POWER UNITS**

**ZERO-G MAINTENANCE FAC**

**VARIABLE GRAVITY RESEARCH TORUS**

**ALPHA POWER SUBSTATION**

**BROWN SECTOR**

**TRANSPORT TUBES**

**WASTE MANAGEMENT  
CONTROL**

**POWER  
CORE**

**CORE  
SHUTTLE**

**HAPPY DAZE**

**DOWNBELOW**

**GREEN SECTOR**

**WASTE MANAGEMENT  
SYSTEMS**

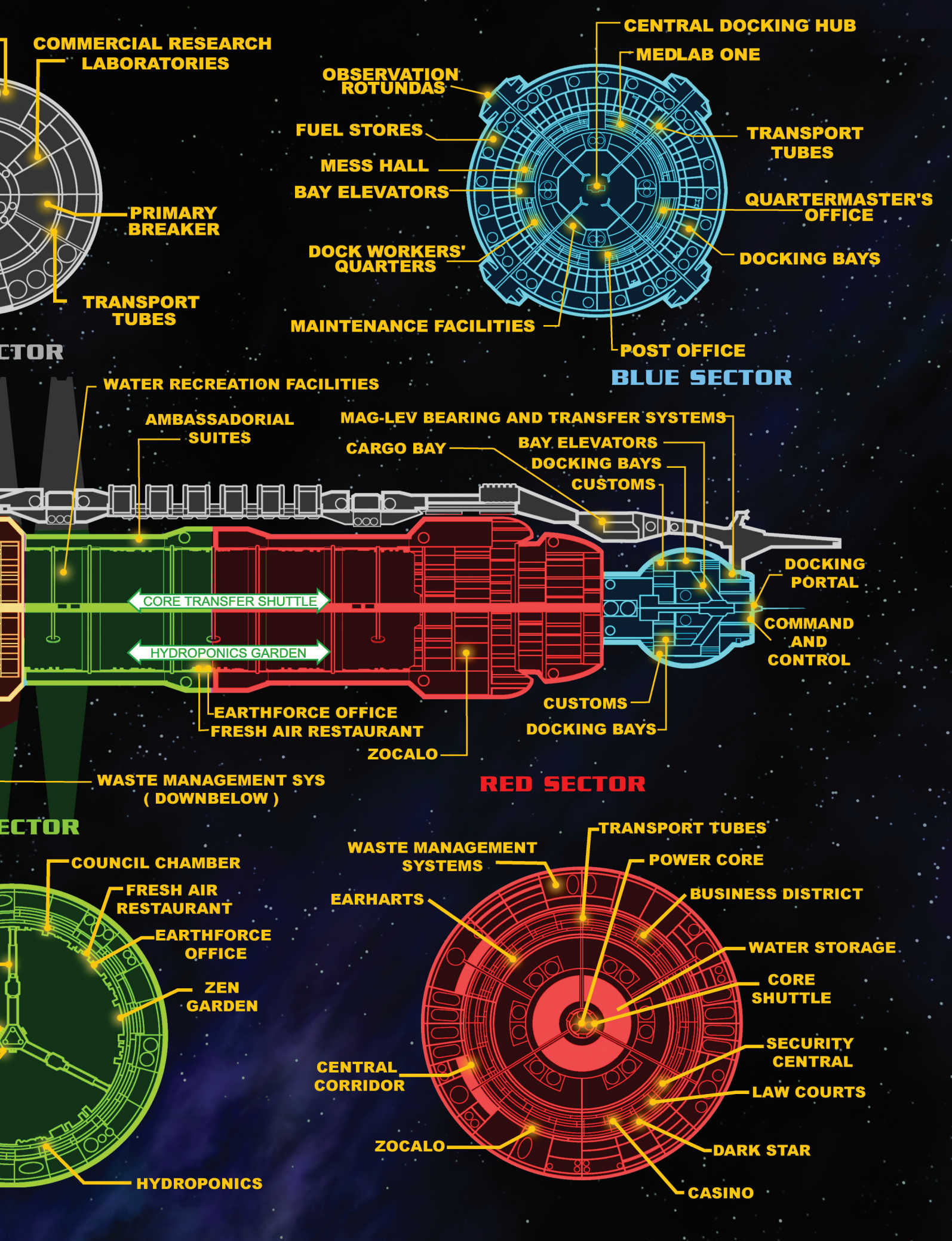
**TRANSPORT  
TUBES**

**CORE  
SHUTTLE**

**ALIEN SECTOR**

**POWER CONDUITS/  
ILLUMINATORS**









Babylon 5 is home to dozens of restaurants, from the fast-food lunch counters in the commercial areas of Red Sector to the refined dining of the Fresh Air Restaurant. From a quick stop to 'refuel' for the rest of your day to a languorous dinner you'll remember for a lifetime, you'll find just what you're looking for on Babylon 5.

**Babylon BBQ.** Sometimes the best food is where you least expect it. Babylon BBQ is nothing but a small cart in the Central Corridor, but it boasts some of the tastiest sandwiches anywhere on the station. The owner, Danny Ulrich, brings his old family recipe to new ingredients, making his cart the first stop for many a spacer just arrived on the station. Central Corridor.

**Brakos Dawn.** The Brakiri might have become famous as the shrewdest traders plying the spaceways, but if Brakos Dawn owner Santon has anything to say about it,

they will soon be renowned for their desserts as well. Most delectable of all is *vie*, a layered confection of pastry and honey. Santon makes only a limited amount of it each day and when it's gone, it's gone, so make sure you get there early. Red 28.

**Bright Day.** Open for breakfast only, Bright Day offers a tempting and exotic menu of Abbai breakfast foods, including seaweed pastries, a kelp salad called *sheluuth* and fish soups served with *kemraal*. You'll find the owner, Thluush, here every day her popular restaurant is open – which is every day but Abbai holy days. Please check BabCom Channel 465 for a list of all holy days for each race on the station. Central Corridor.

**Eclipse Café.** Stop by the Eclipse Café for breakfast or lunch and have a chance to rub shoulders with the station's movers and shakers. Choose from an extensive menu of simple fare guaranteed to sate the hunger of



the most determined shopper in the Zocalo. The fried spoo sandwich and the Centauri leek soup are two of the most popular items, but the Eclipse Café's legions of regular customers know everything is good. Red 27.

**Fresh Air Restaurant.** The finest dining experience aboard Babylon 5, bar none. Situated on an enormous balcony overlooking the station's breathtaking Gardens, the Fresh Air Restaurant serves a menu of four-star cuisine in the most beautiful setting imaginable. Reservations highly recommended. Red 28.

**Git'ti'ras'tn.** You may not be able to pronounce the name (few Humans can), but you won't need to in order to take a walk on the wild side and sit down to a meal in this

restaurant owned by Gre'bas'thik, one of the friendliest Gaim you'll ever meet. Ordering is simple – you merely point out the dish you want and it will be prepared for you in a flash; the fact that Humans and Gaim are physically unable to speak one another's languages is no problem at all. For the comfort of his guests, Gre'bas'thik keeps an oxygen atmosphere in most of his restaurant, though there is a methane atmosphere alcove for his Gaim patrons. Be sure to sample the *xi'lik* (Human variety). Red 28.

**Jake & Tanner's.** Sometimes, in a place filled with aliens, you long for the familiar. Jake & Tanner's, one of the most popular restaurant chains on Earth, has just opened a new eatery aboard Babylon 5. Drop by to sample all your old favourites in a familiar setting. Red 22.







**K'Rak's Circle.** Serving good, simple fare and doing it fast, K'Rak's Circle offers its customers a chance to enjoy a taste of Narn cooking on the run. Open for lunch only, K'Rak's Circle provides such Narn standards as *luk'rol* and *duursh*. Red 14.

**Maxwell's.** The best-kept secret on Babylon 5 is a secret no longer! Tucked away on Red 24, this dark and intimate restaurant is the perfect place for that romantic dinner for two. Maxwell's offers an a la carte menu that would be the pride of Earth's finest restaurants. Reservations recommended. Red 24.

**Old World Café.** Enjoy a taste of home at the Old World Café. Owned and operated by Boris Valenkov and family, the Old World Café offers a wide variety of dishes inspired

by his native Russia. Open for lunch and dinner. Central Corridor.

**Red Eye Bakery.** A constant favourite of the morning crowd, the Red Eye puts on a daily spread of delicious, flaky Narn pastries. The owner, K'Tan is famed for his *ra'kash rolls*, a sticky-sweet concoction that must be experienced to be believed. Get there early or he may run out! Red 27.

**Sun of Centauri.** The Centauri are known for their love of indulging their senses, and after enjoying a meal at the Sun of Centauri, you'll understand why. Featuring an extensive menu of traditionally-prepared Centauri meals, fine Centauri liquors and dance performances four nights a week, Sun of Centauri offers a unique dining experience at prices that won't make your hair stand on end. Red 21.



**Taste of Zhabar.** One taste and you'll know why the Drazi have such a good military – to keep the other races from taking their food! Taste of Zhabar features a variety of traditional Drazi dishes with a Earth-inspired flair, served by conscientious Drazi waiting staff dedicated to making your meal as pleasant as possible. Live Drazi music on Sunday and Monday nights. Red 28.

\* Some alien foods, while not poisonous, may cause stomach distress or other discomforts in Humans not accustomed to consuming them. Please check BabCom Channel 87 for a list of these foods.

## Shopping

If shopping is your passion, Babylon 5 could be the love of your life. From the stalls of the Central Corridor to the bustling shops of the Zocalo, you'll find a shopping nirvana in the halls of Babylon 5.

So, just what is for sale on Babylon 5? The short answer is everything! \*

Strolling through the shops of the Zocalo, you might buy a new jacket of the finest Centauri silk, browse through racks of fine Brakiri ceramics, marvel at the splendour of masterfully-crafted Narn jewellery and touch the delicate beauty of Brakiri religious icons cast in precious metal, all without walking more than 100 feet! Venture on, beyond the Zocalo itself, and who knows what hidden treasures you might find?

Interested in something more distinctive? Alien artefacts that were old at the time

of Cro-Magnon man are bought and sold every day aboard Babylon 5. Wrested from the sands of oblivion on long-dead worlds by adventurous archaeologists, not all the museums in the Earth Alliance could hold the bounty of the galaxy, and you'll find much of the overflow here. Why settle for something produced today when you can have something produced one million years ago?

If tales of ancient weapons make you nervous, never fear! Only artefacts shown to have no purpose or function beyond the decorative may be legally sold aboard Babylon 5.

\* Obviously, restricted and illegal items, such as drugs and weapons, are not for sale anywhere on the station.

## Recreation

What kind of recreation is available on a space station? A lot more than you think!

The most famous and popular recreation spot on the station is also its largest area – the vast Gardens that run half the length of Red Sector and the entire length of Green Sector. While it is true that most of this area is off limits to unauthorised personnel – considering the plants here provide much of the station's oxygen, it is *very* much in your interest to stay off the grass – there are two areas open to everyone.

The first of these is the religious and cultural centre of the station. Work is still underway on the station's theatre, but all religious buildings are up and running and holding



regular services. In this area you will often find as eclectic a group of people as you can imagine, from visiting Minbari diplomats to food vendors to street performers juggling, singing and making music for the passers-by.

The second major public area of the Garden is the sports centre. A large tract of land in the middle of the Garden, the sports centre is home to playing fields for most of Earth's most popular sports, from baseball to rugby. A large swimming pool, exercise facility and even a three-hole golf course round out the sports centre.

For those in search of recreation of a less athletic nature, Babylon 5 does not disappoint!

Babylon 5 is home to many bars and nightclubs, enough to guarantee that everyone visiting the station will find something to their taste. Please see the entry under 'Nightlife' for more information.

If you're in the mood for something a little more exciting, why not stop by the station's main casino in Red Sector to try your luck? From old favourites like slot machines and blackjack tables to new games you've never seen before, the Casino is open day and night, and Lady Luck is always there. Try your hand at a Centauri dice game or the wheel of fortune, and if you have any questions regarding the rules, the helpful and courteous staff will make sure your questions are answered.



## Travel

Just passing through? No problem! As one of the galaxy's up and coming trade centres, Babylon 5 is a constant hub for ships coming and going. From Babylon 5, you can literally go anywhere.

As an example, look at the distance from Babylon 5 to the home worlds of the galaxy's major races\*:

- ⑤ Earth – 36 standard hours hyperspace
- ⑤ Narn – 44 standard hours hyperspace
- ⑤ Centauri Prime – 48 standard hours hyperspace
- ⑤ Minbar – 42 standard hours hyperspace

\* Distance to Vorlon homeworld not included, as travel there is forbidden.

## Nightlife

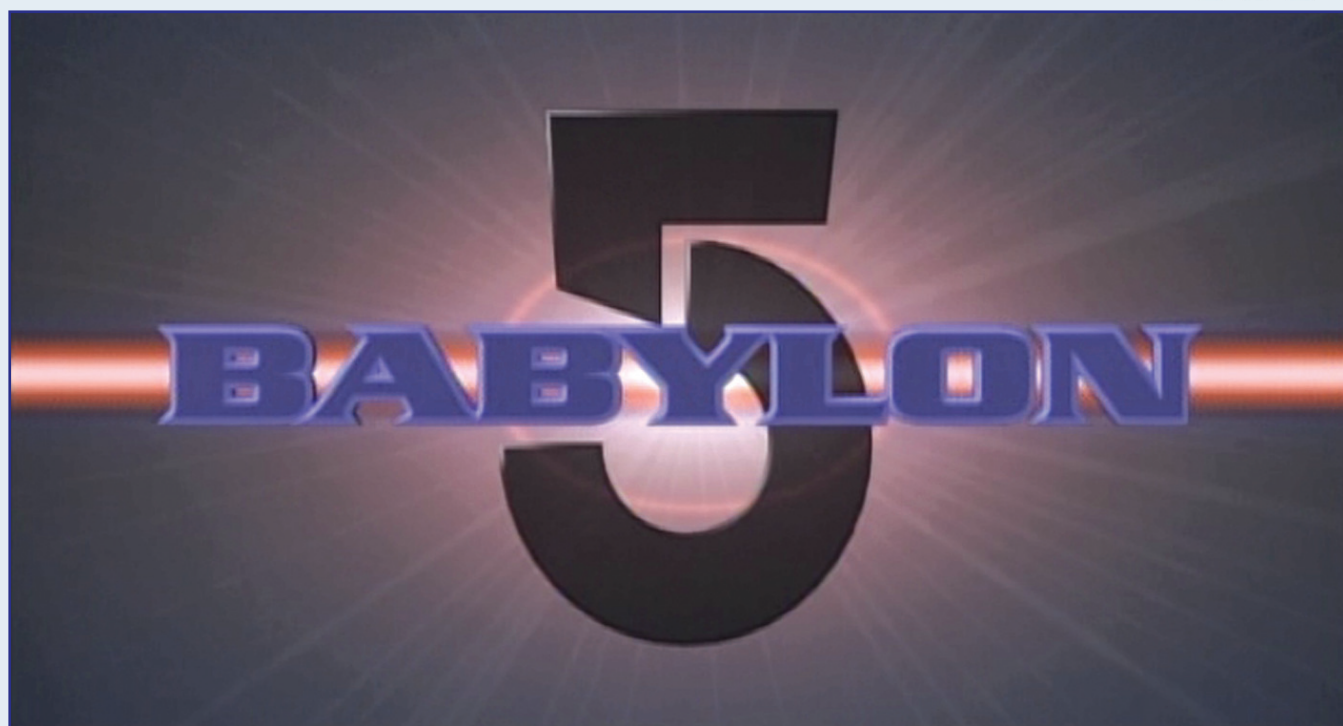
Babylon 5 runs on a 24-hour day, just like Earth, but in space, you might say that it's night around the clock. With people arriving on the station from dozens of worlds, each with its own time, there is demand for 'nightlife' on the station at all times, and while most of the station's most famous and active night spots keep to an Earth Standard Time schedule, it is not hard to find a night spot open at any time of day.

**The Dark Star.** This famous nightclub is one of the most active night spots on Babylon 5. Featuring the finest Human and Centauri dancers, as well as the best Jovian Sunspot in the galaxy, the Dark Star is one of the station's 'must-see' spots for the adventurous. Red 28.

# BABYLON







**The Dugout.** Worried about missing your favourite sports team while on the station? Worry no more! The Dugout is a sports-themed bar easily the equal of any you'll find on Earth. Bask under the glow of 20 giant screens showing sports events from throughout the Earth Alliance with mug of cold beer and a menu full of sports-themed snacks. Red 28.

**The Fresh Air Restaurant.** Why spend time in a smoky bar when you can enjoy an after-dinner cocktail in the luxurious surroundings of the Fresh Air? The Fresh Air's bar remains open until 1 a.m. every day, pouring the finest drinks aboard Babylon 5 for customers to enjoy as they watch the Garden by night. Appropriate dress required. Red 28.

**The Jazz Corner.** During the day, you might walk past without realising it's there, but at night, there's no mistaking the jazz beat coming from this small club in Red Sector. Featuring live music and dancing every night, you'll want to get there early to make sure you get inside. Red 21.

**The Jump Point.** Get set to earn your space legs with a night out at the Jump Point, a Centauri-owned bar that is a constant favourite of traders, ship captains and others who make their living plying the spaceways. Central Corridor.

**The Red Zone.** One of the most popular spots for young singles on Babylon 5, the Red Zone features the latest dance music and nightly drink specials. Red 26.

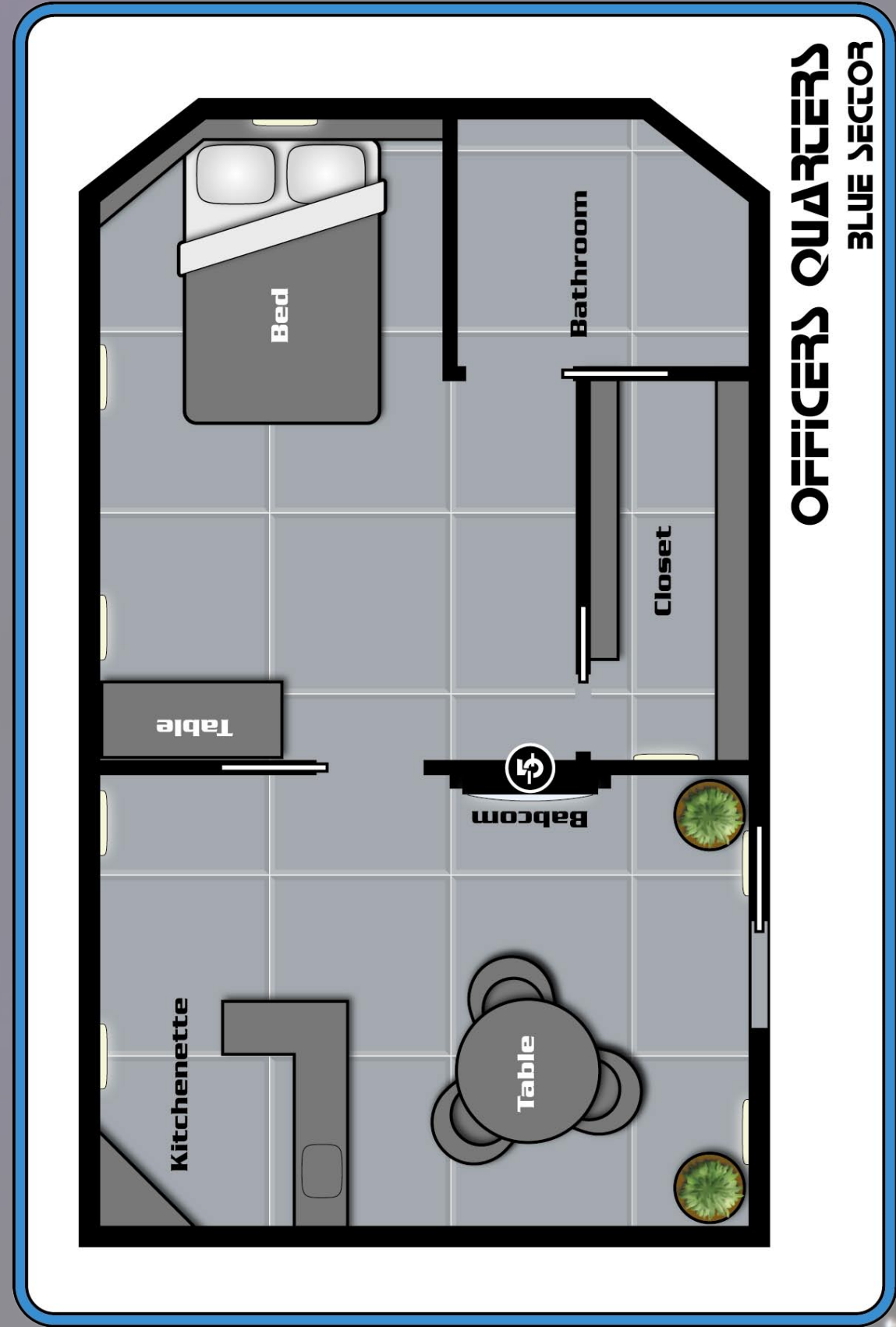
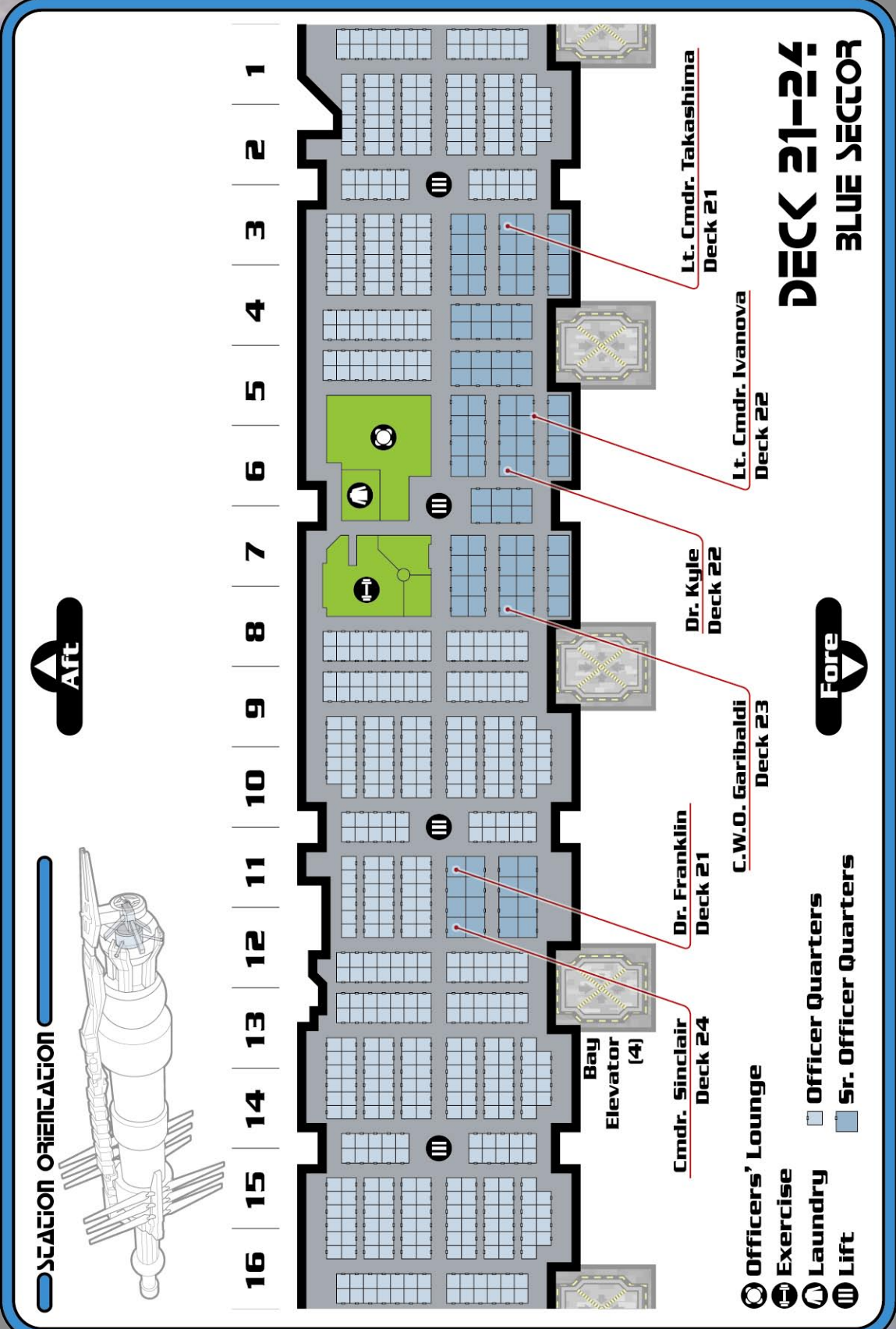
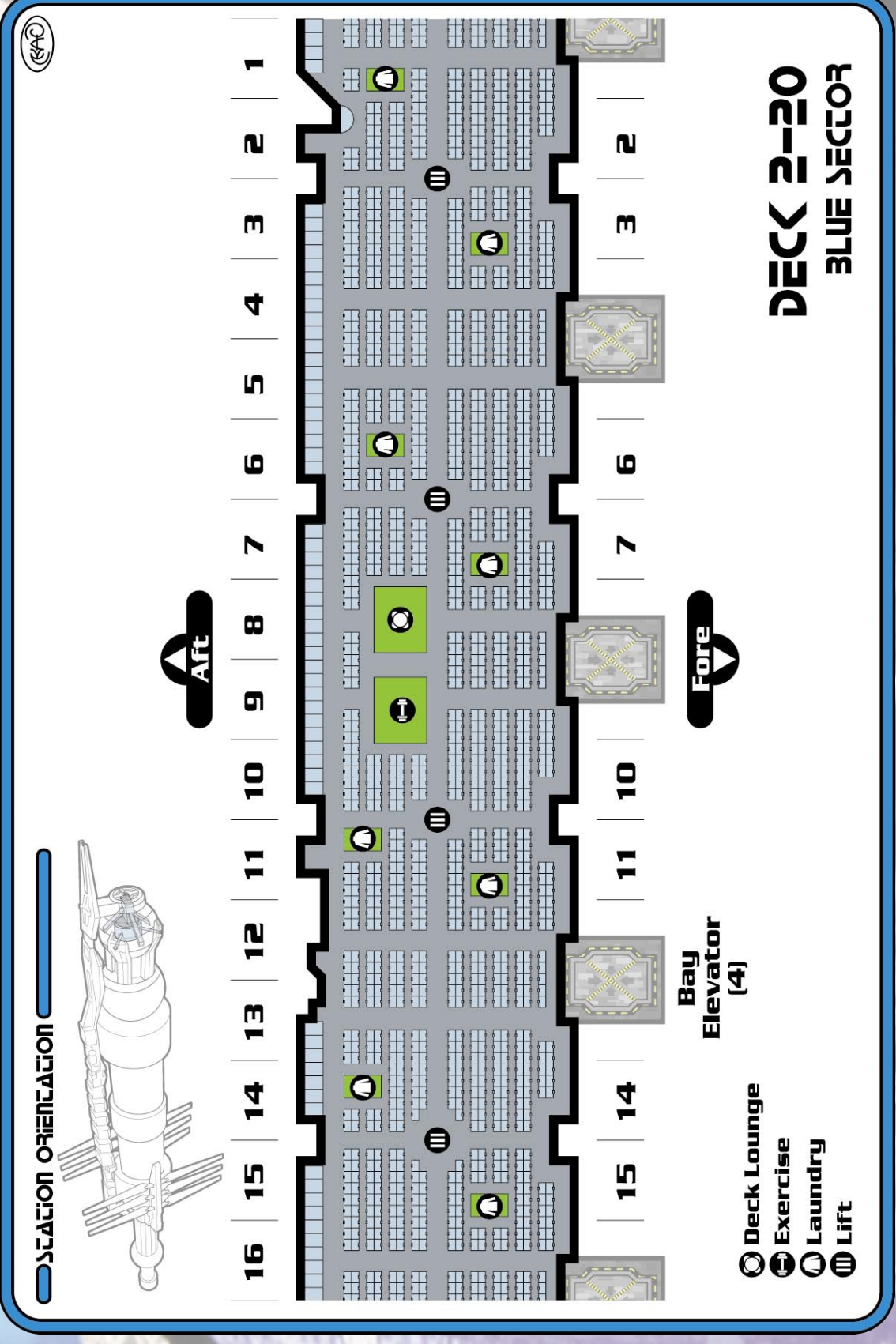
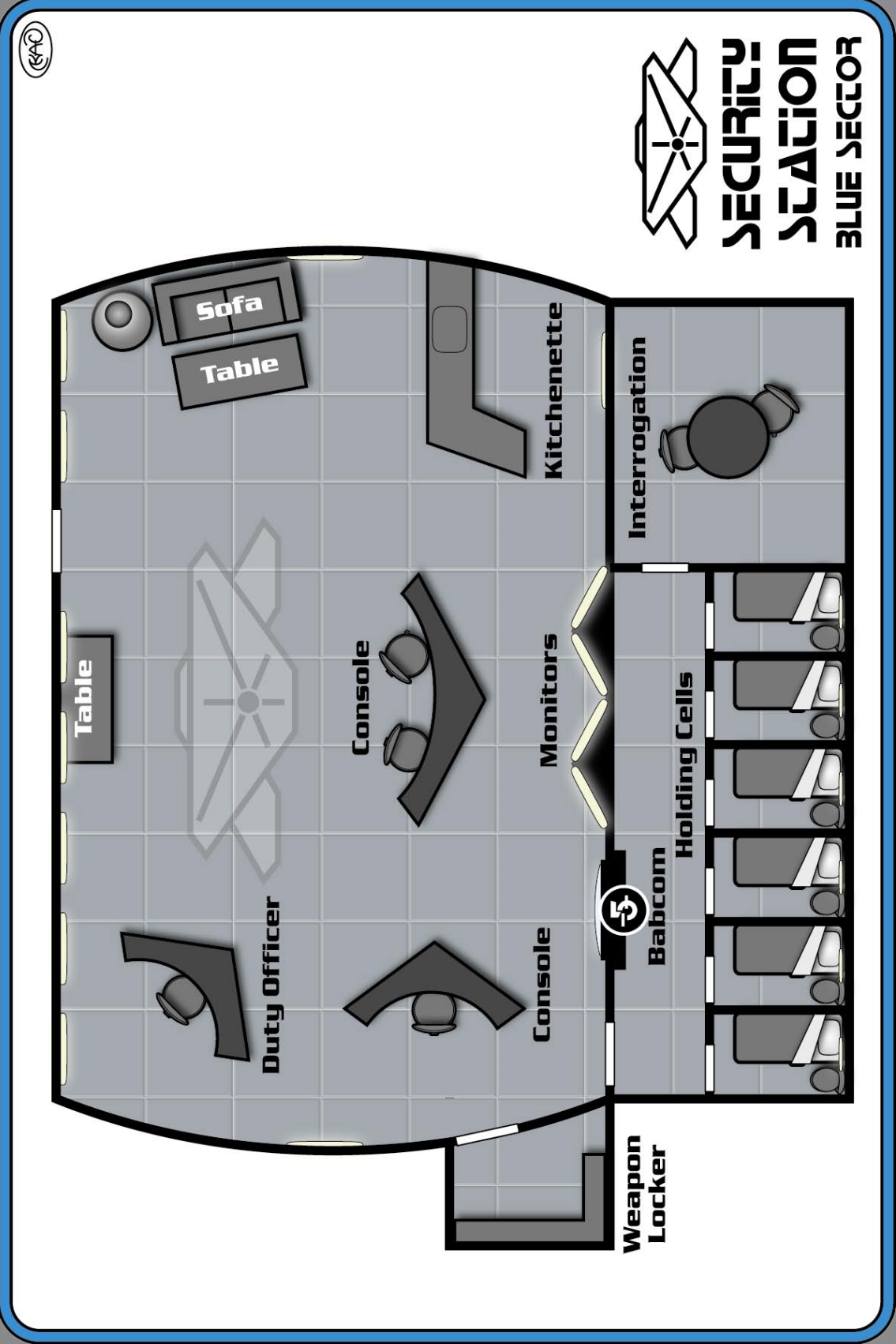
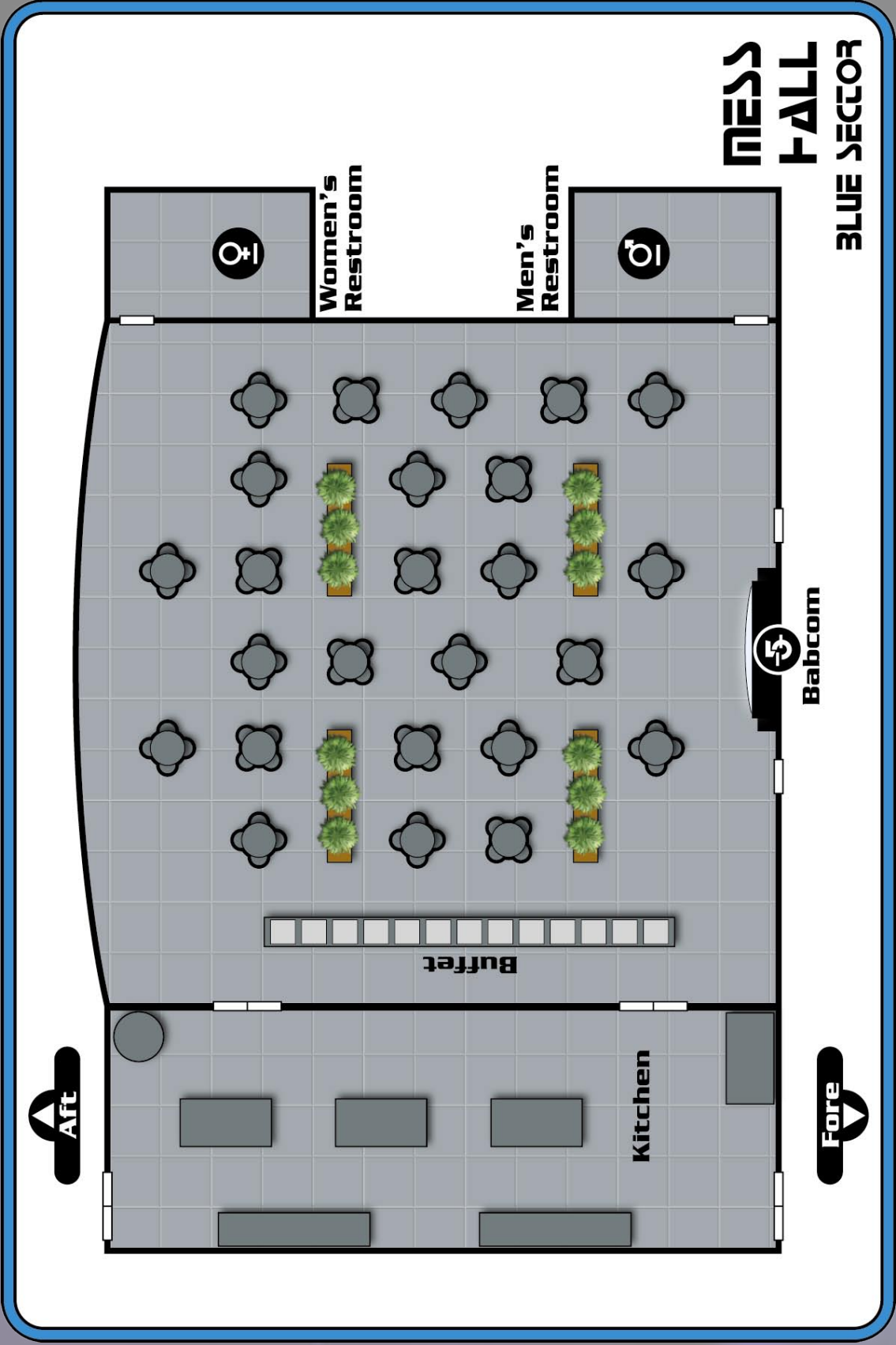
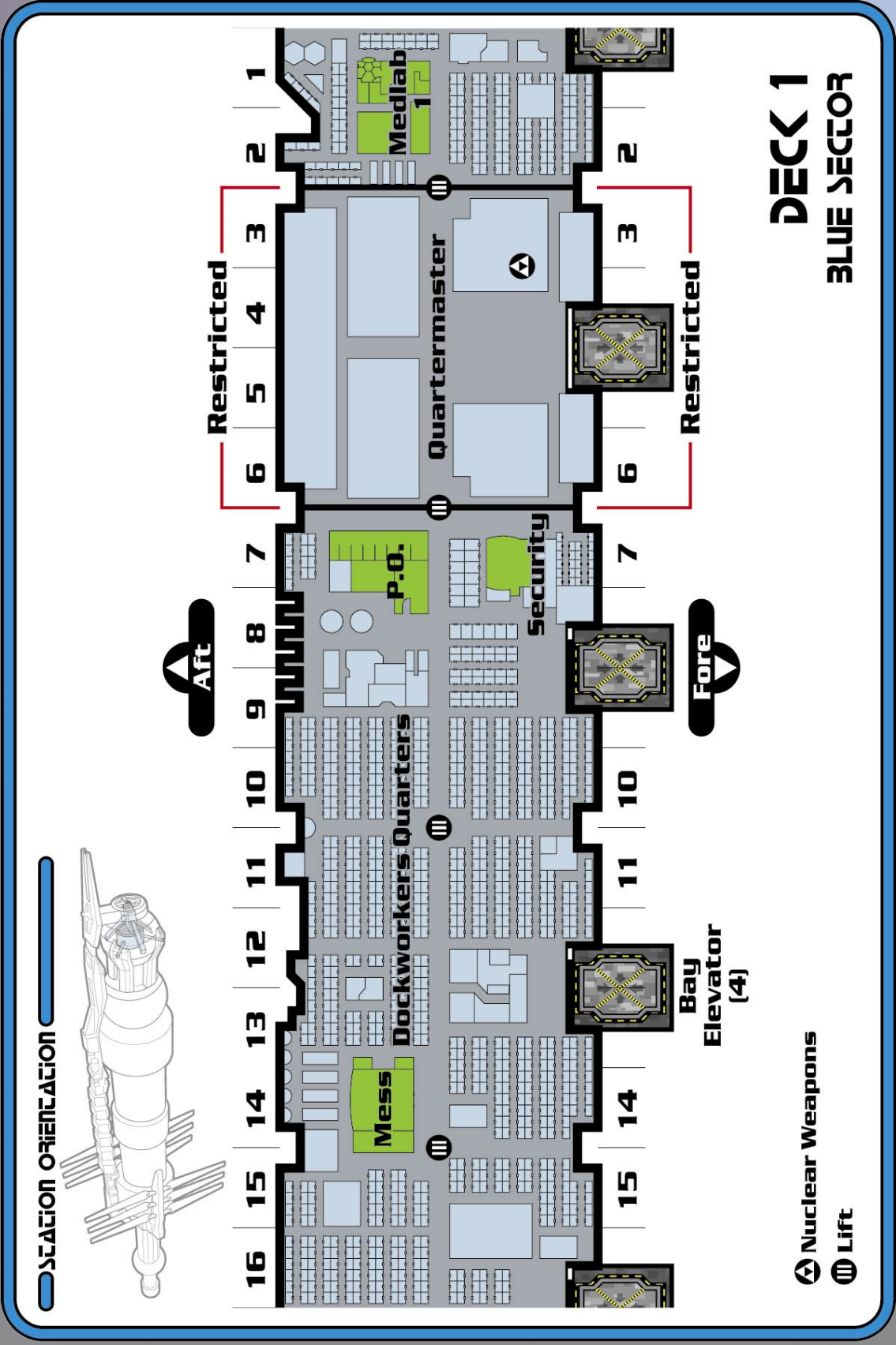




**The Roleplaying Game**  
Second Edition

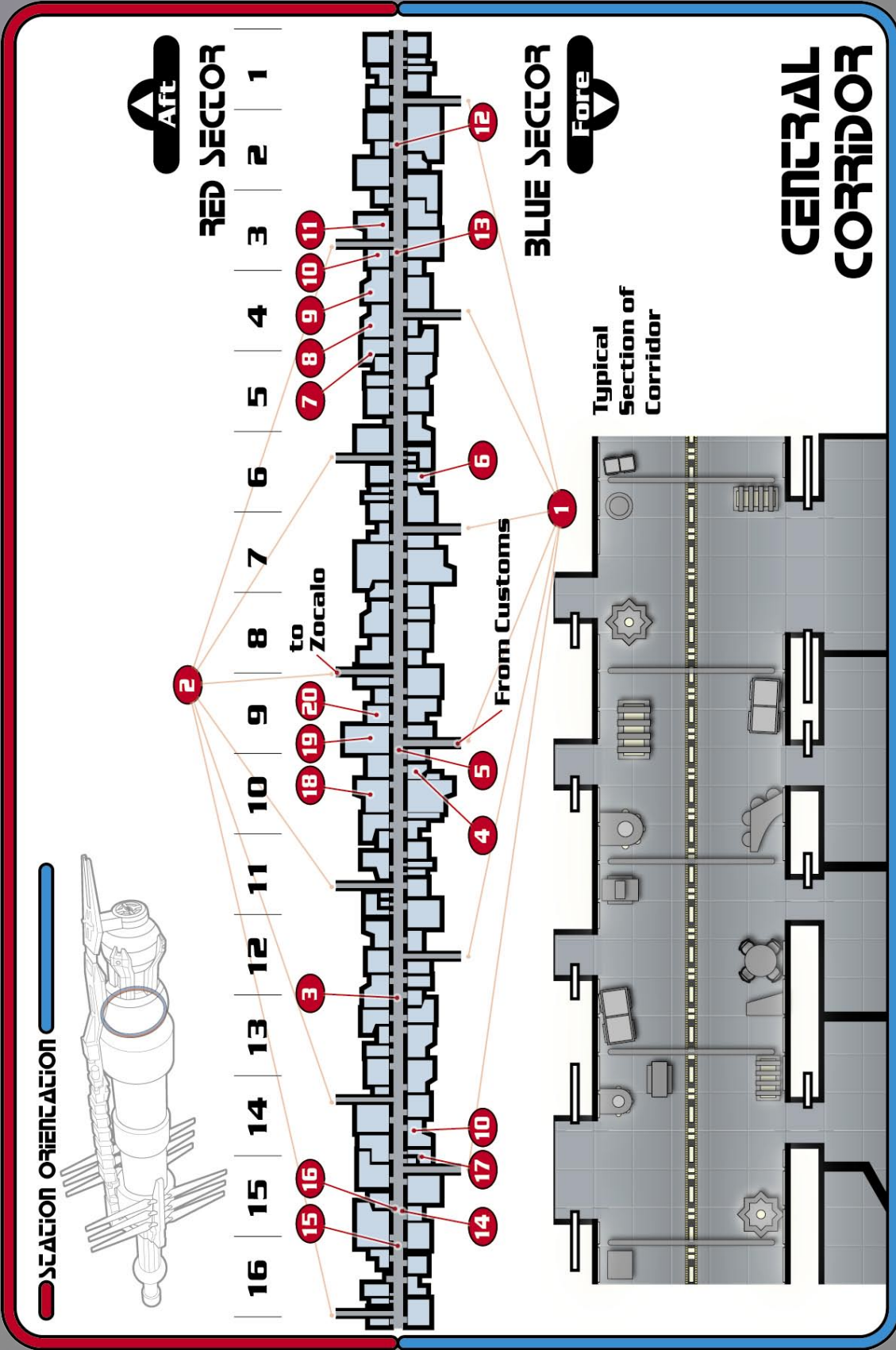
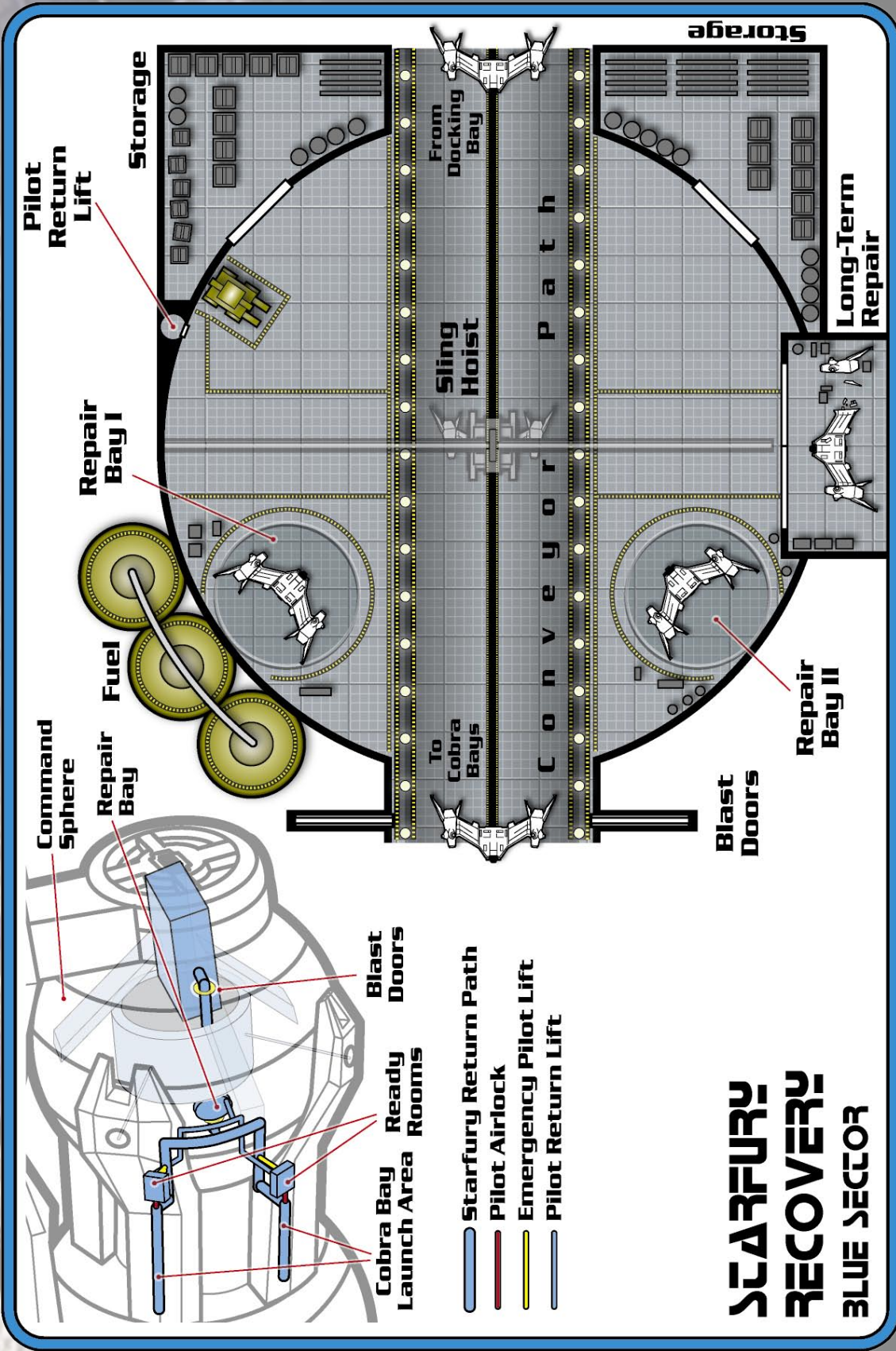
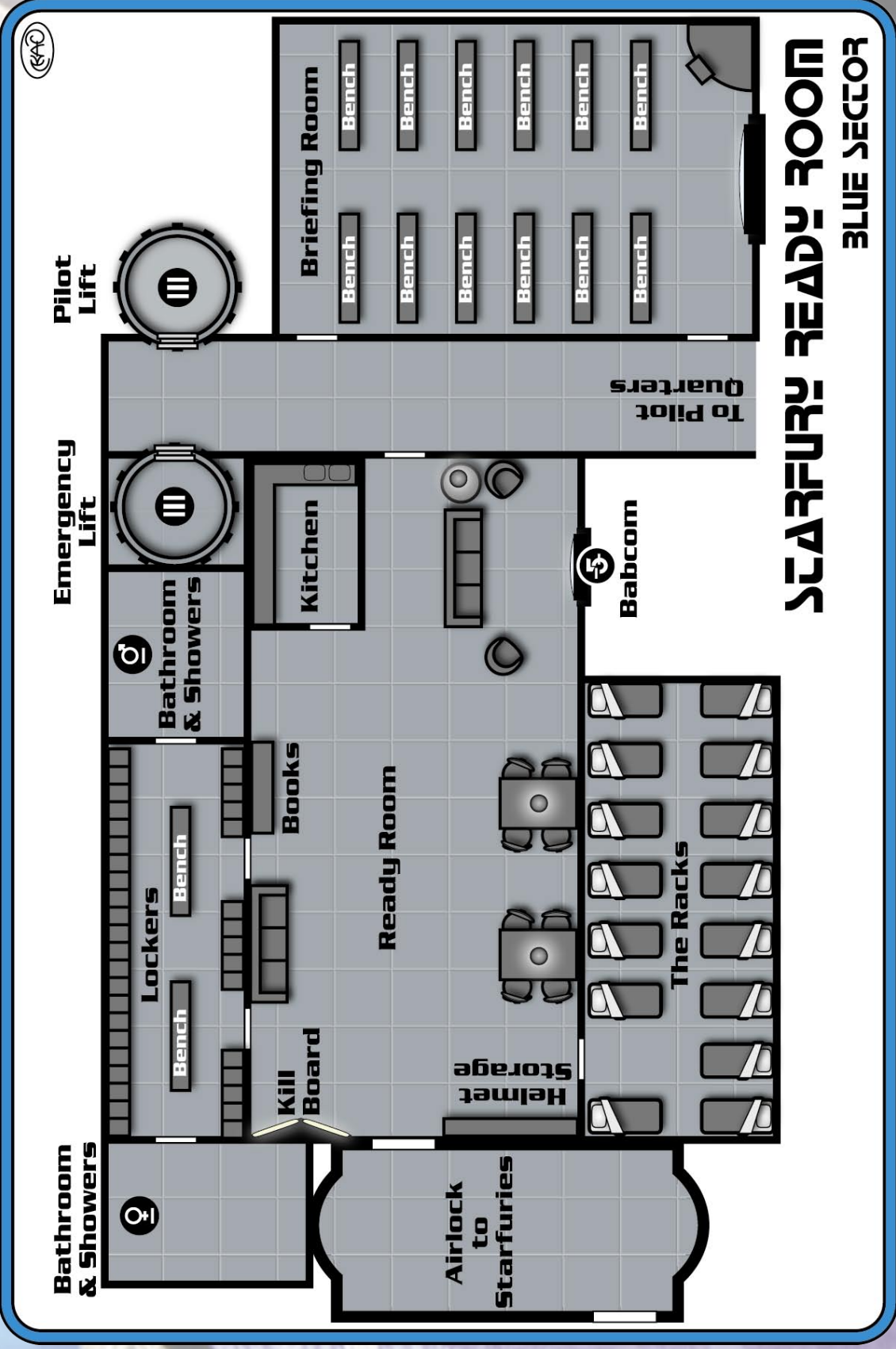
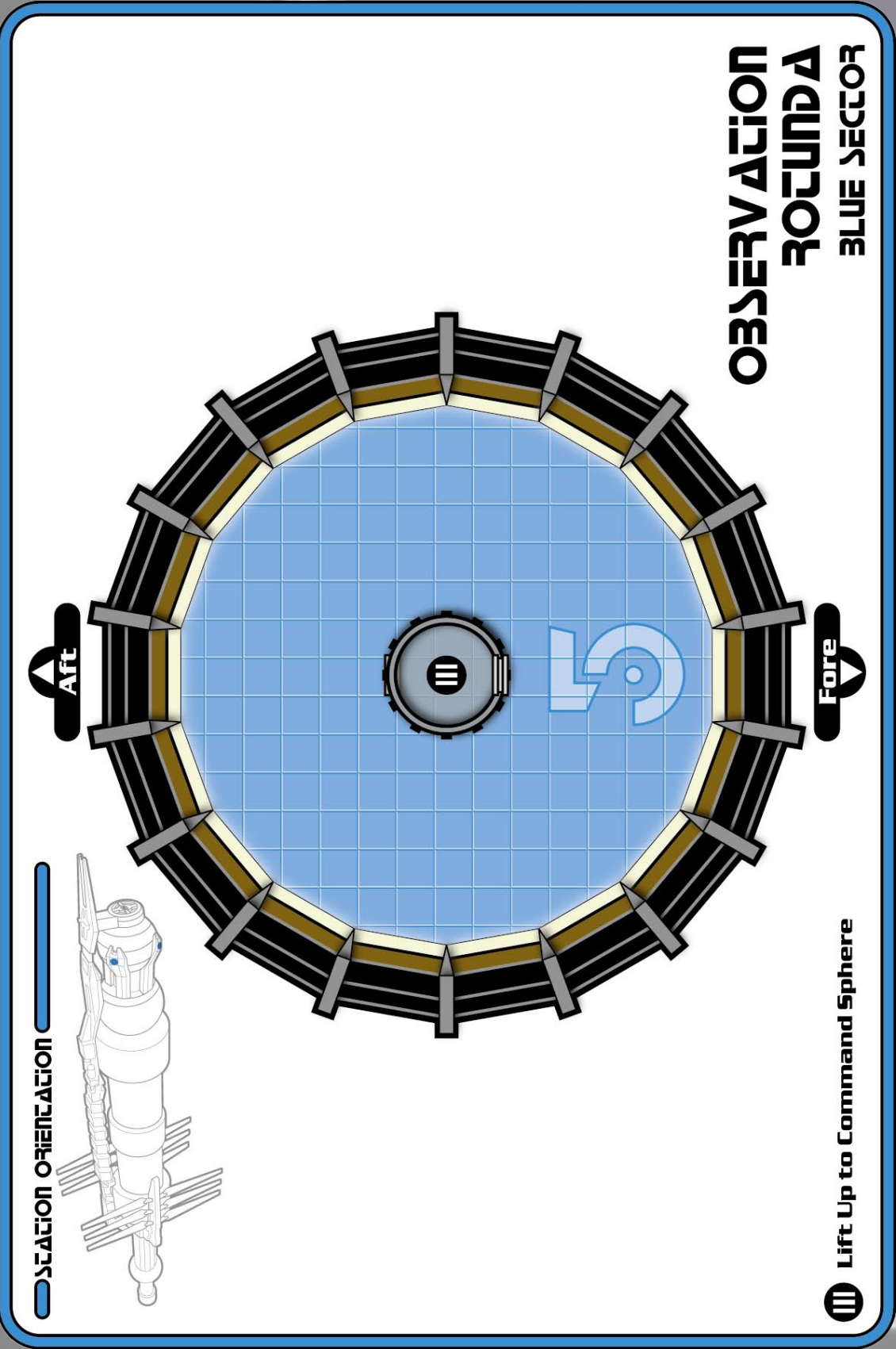
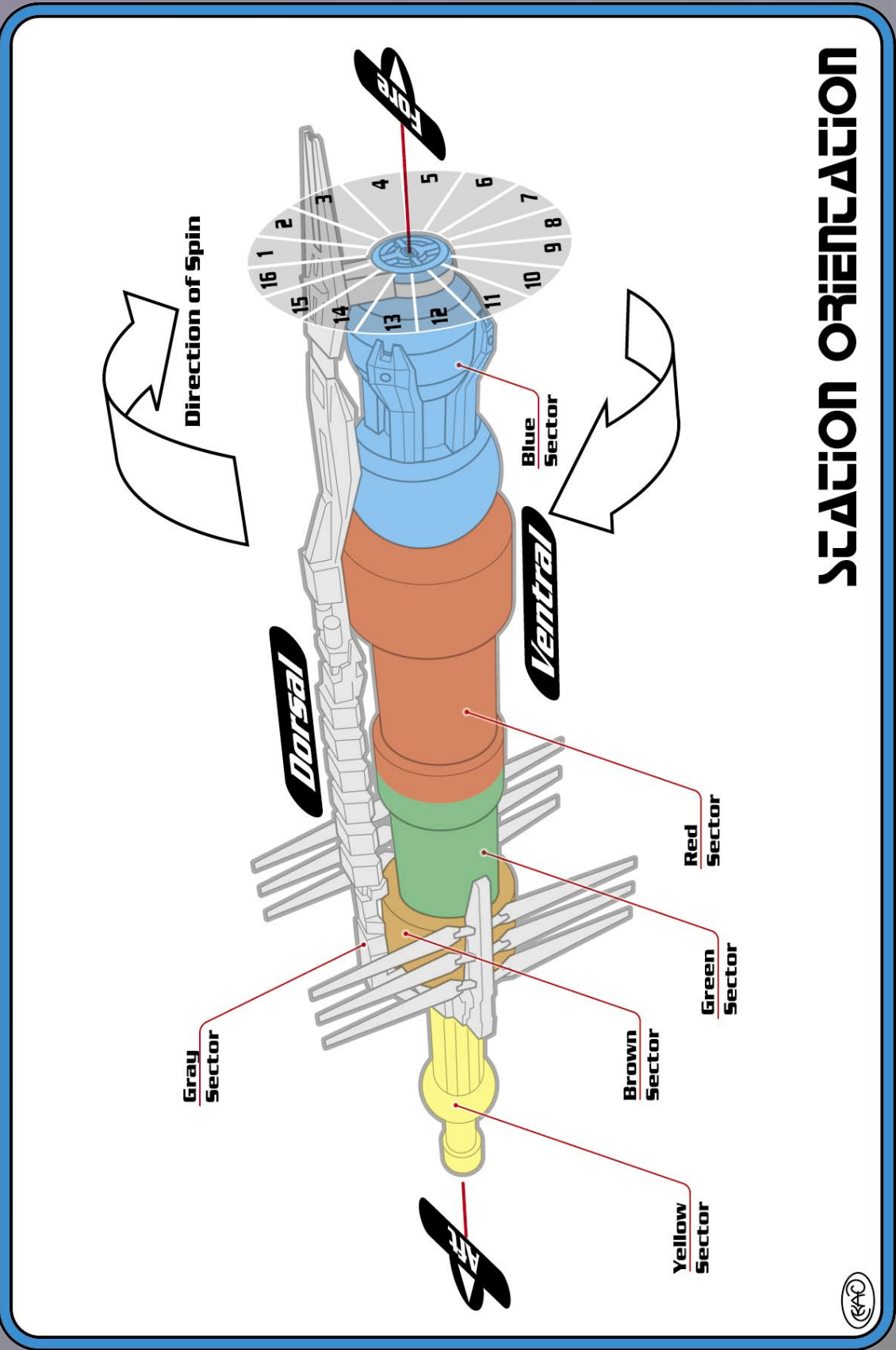


Blue Sector



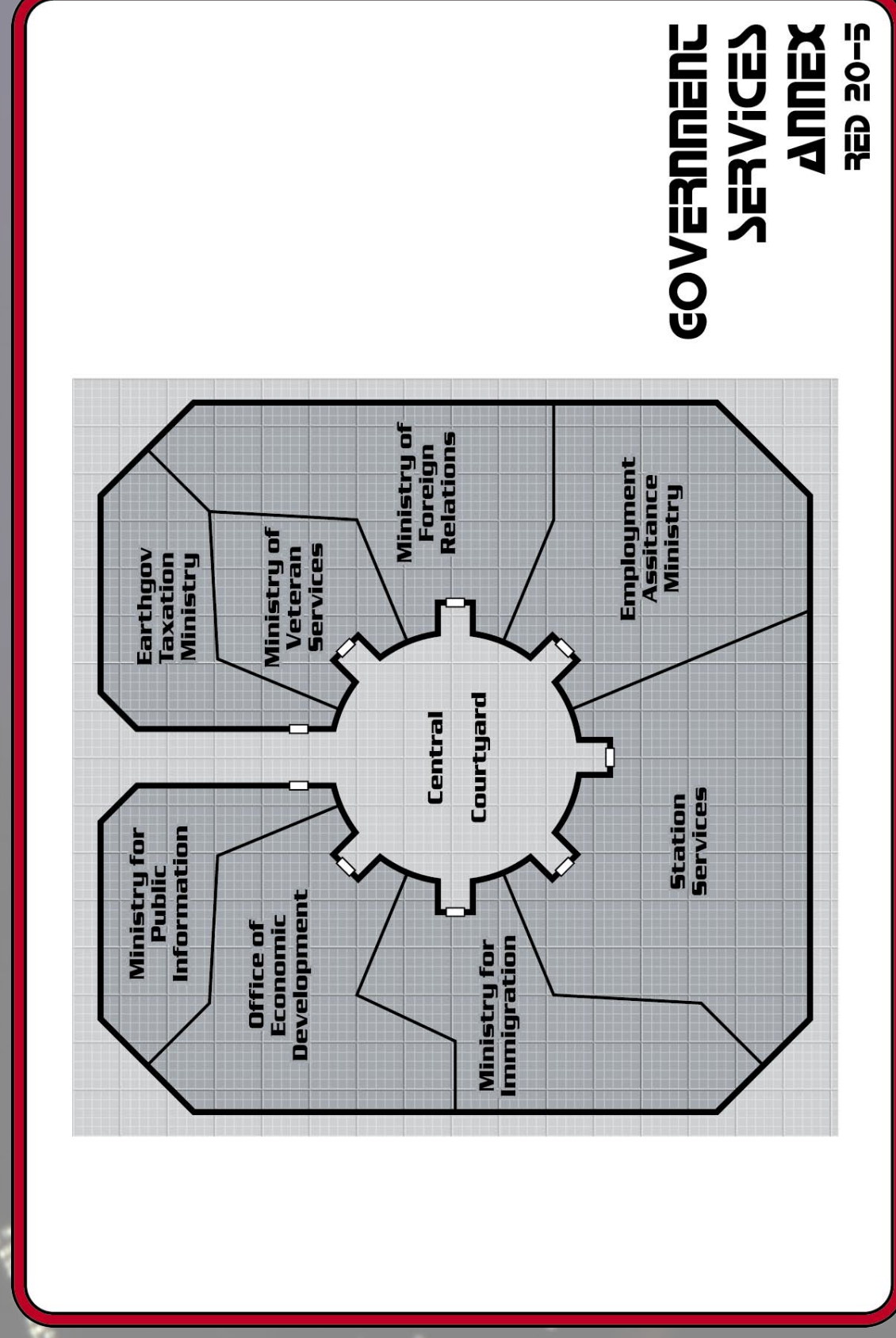
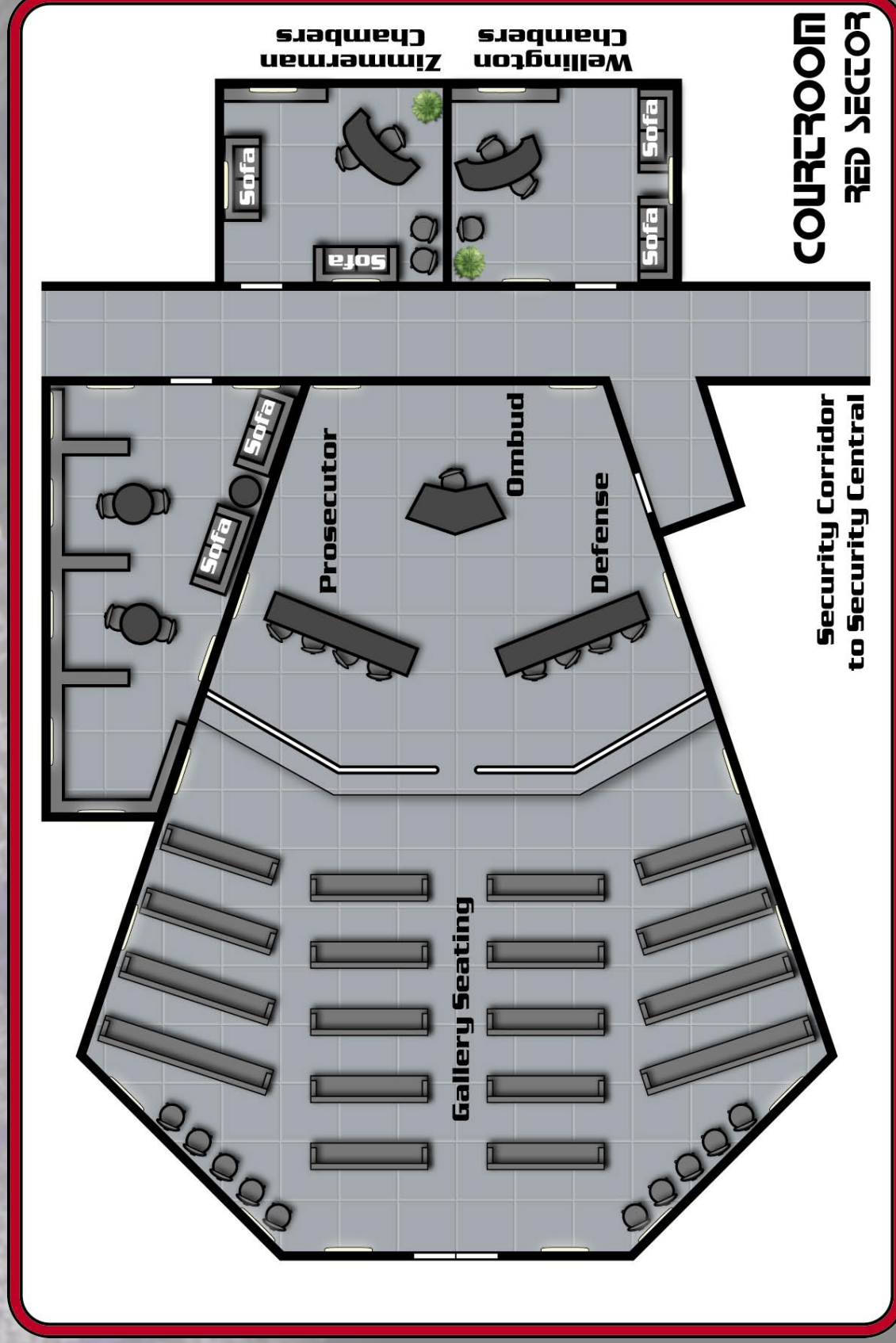
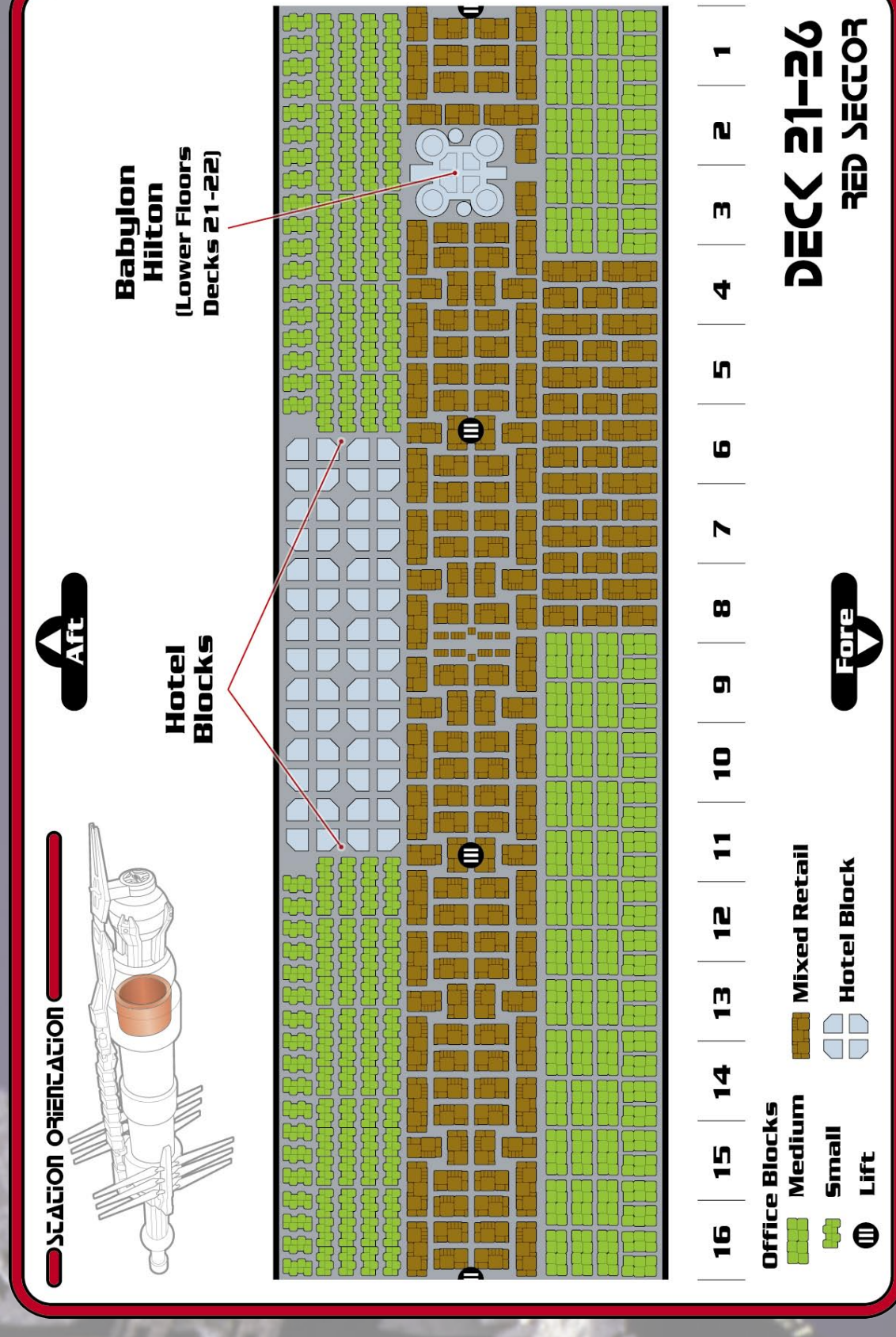
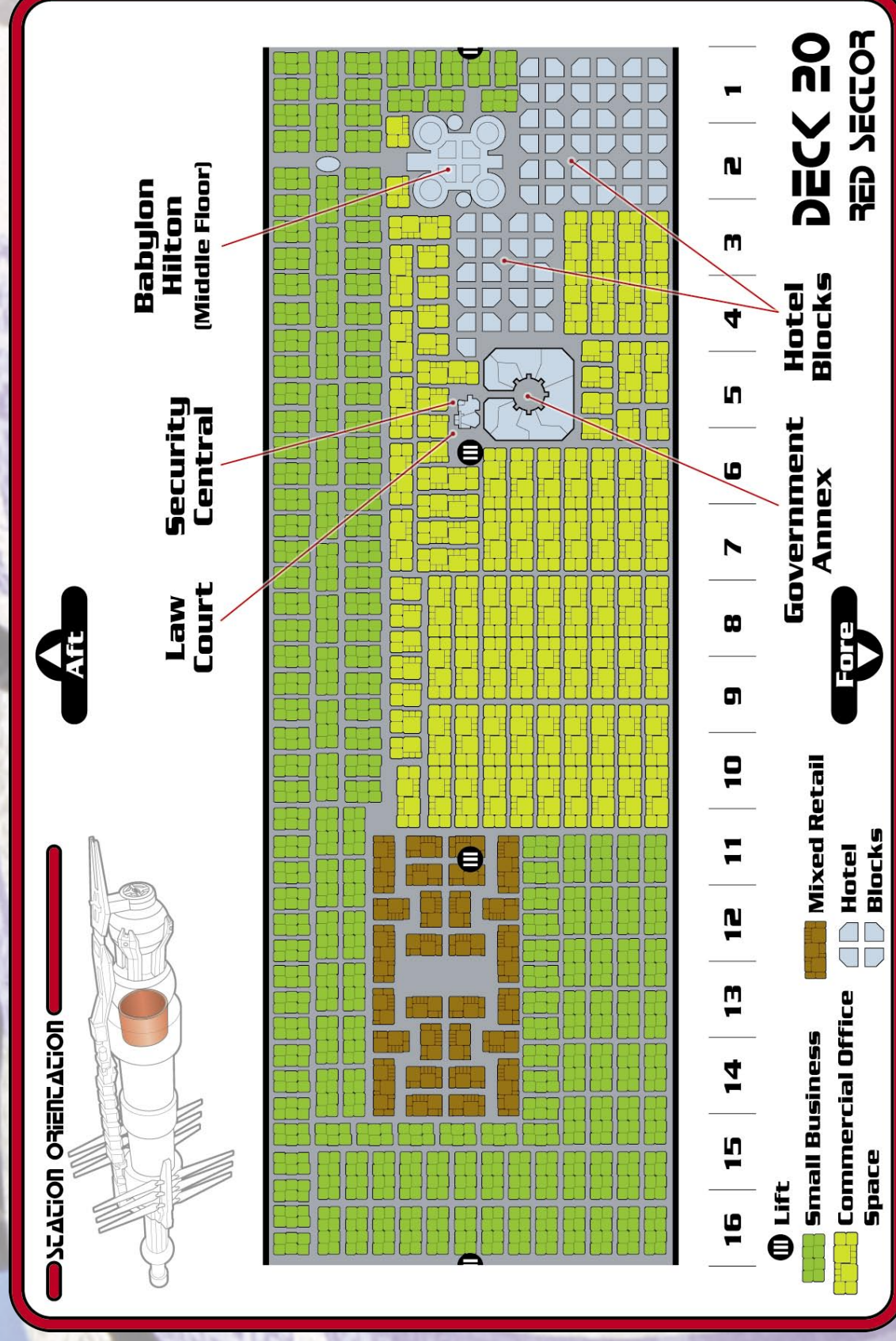
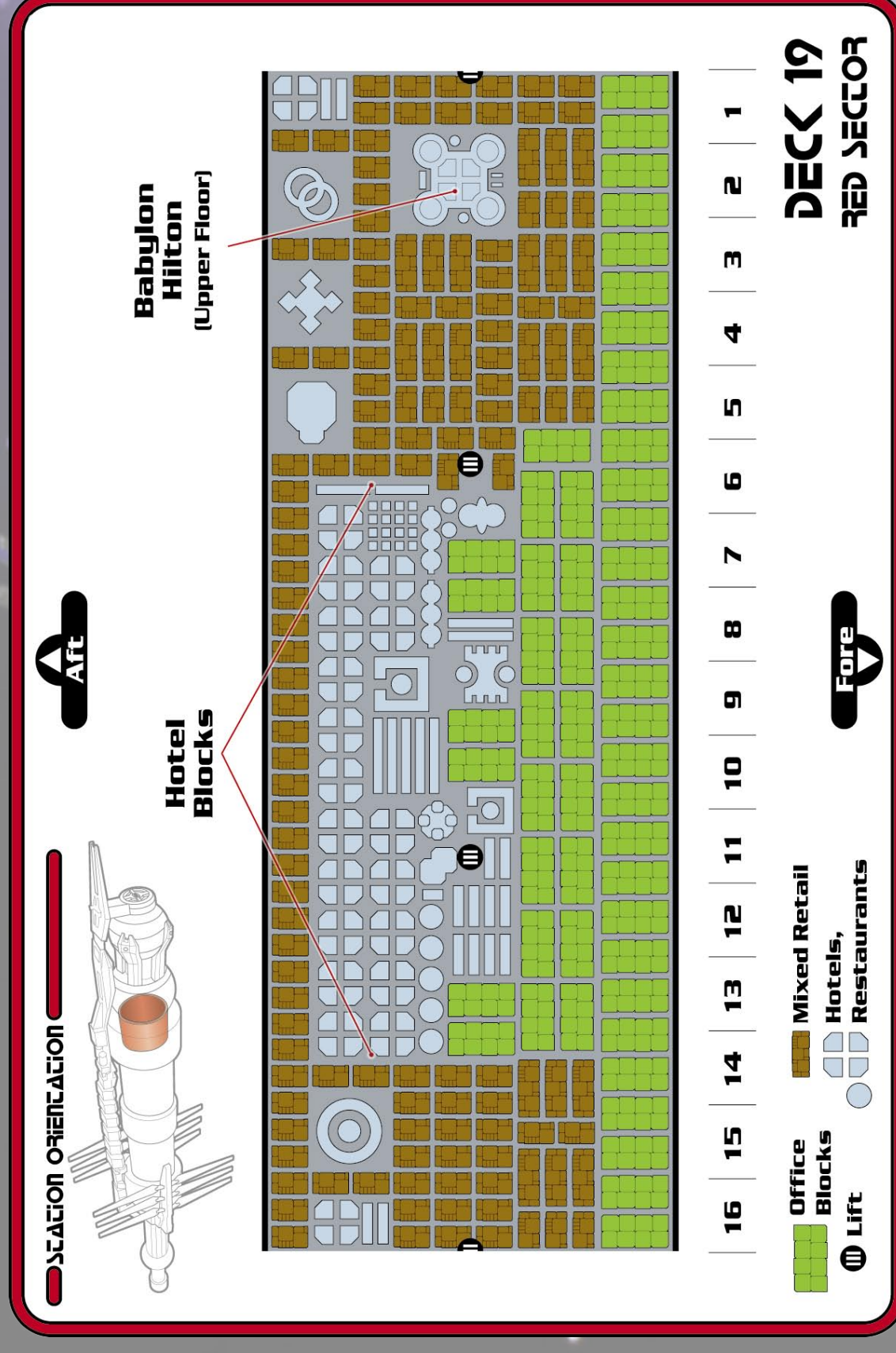
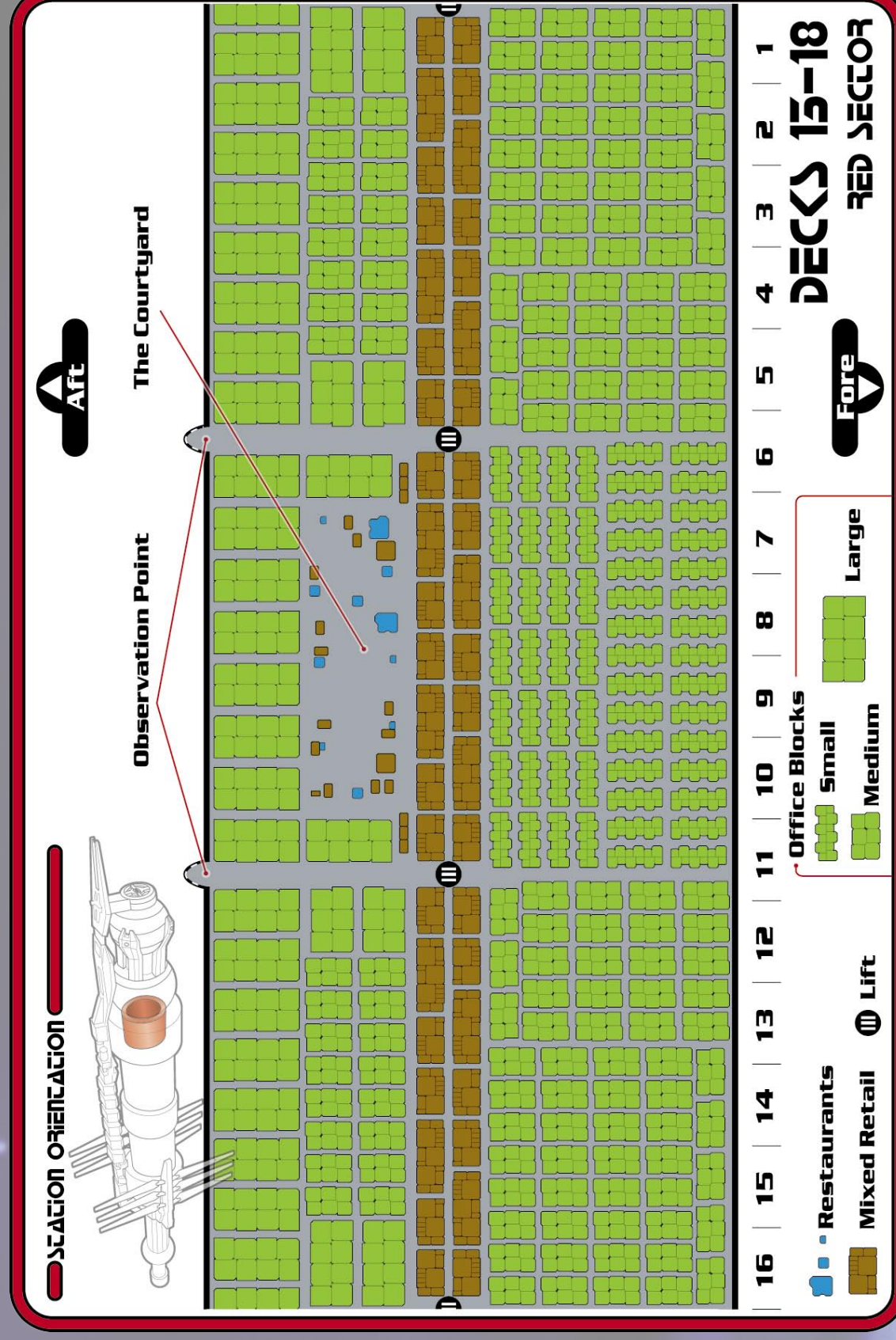
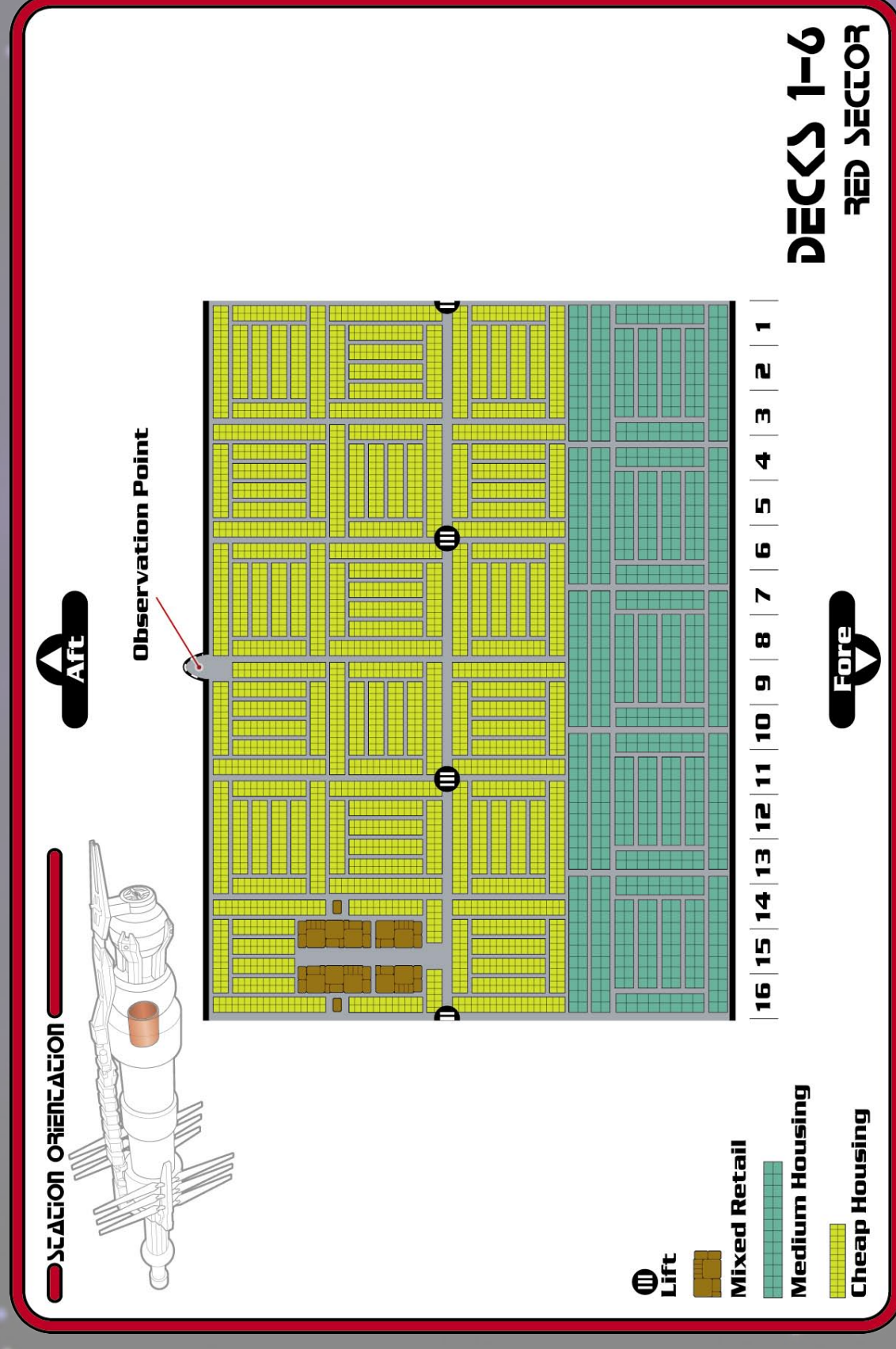


Blue Sector



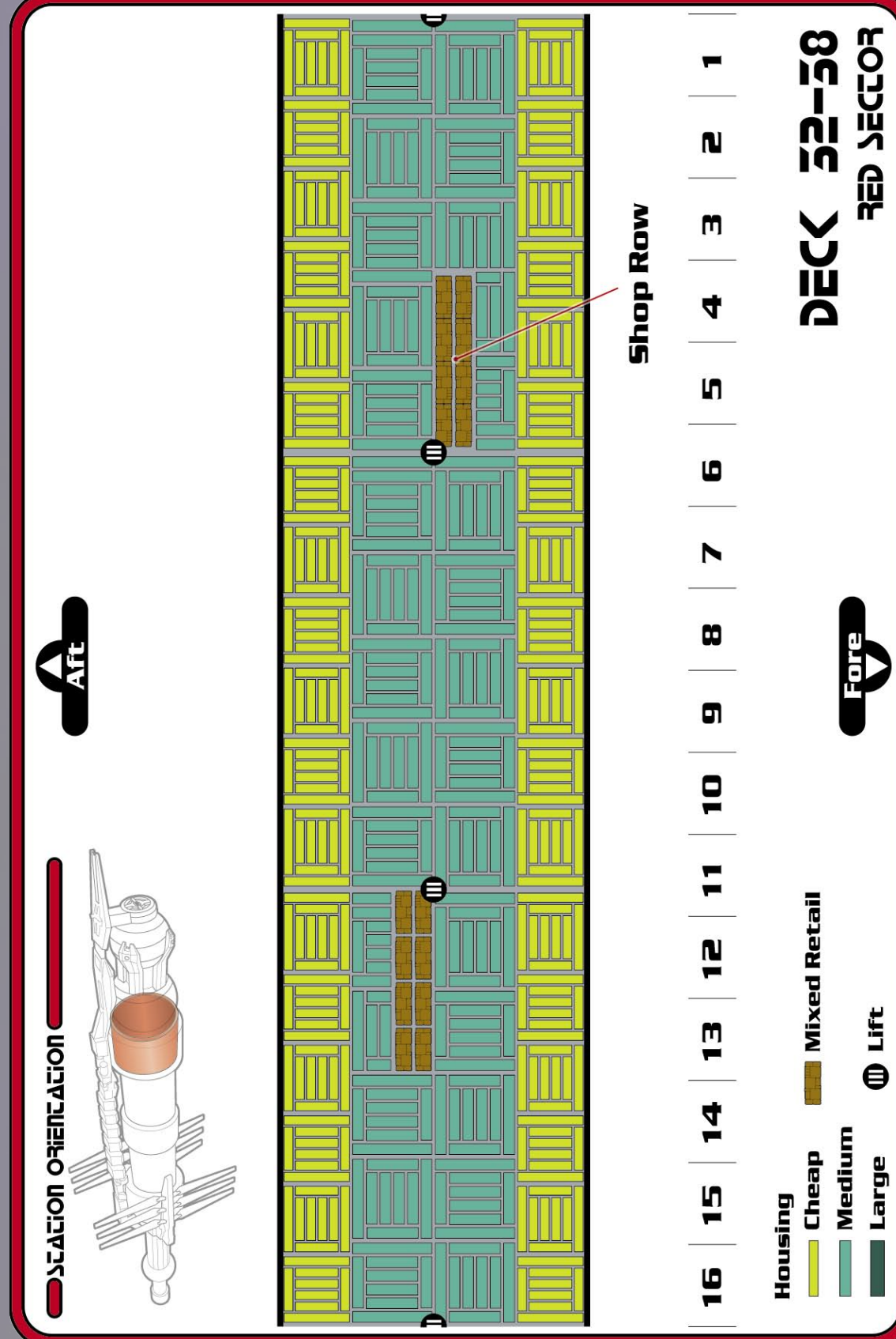
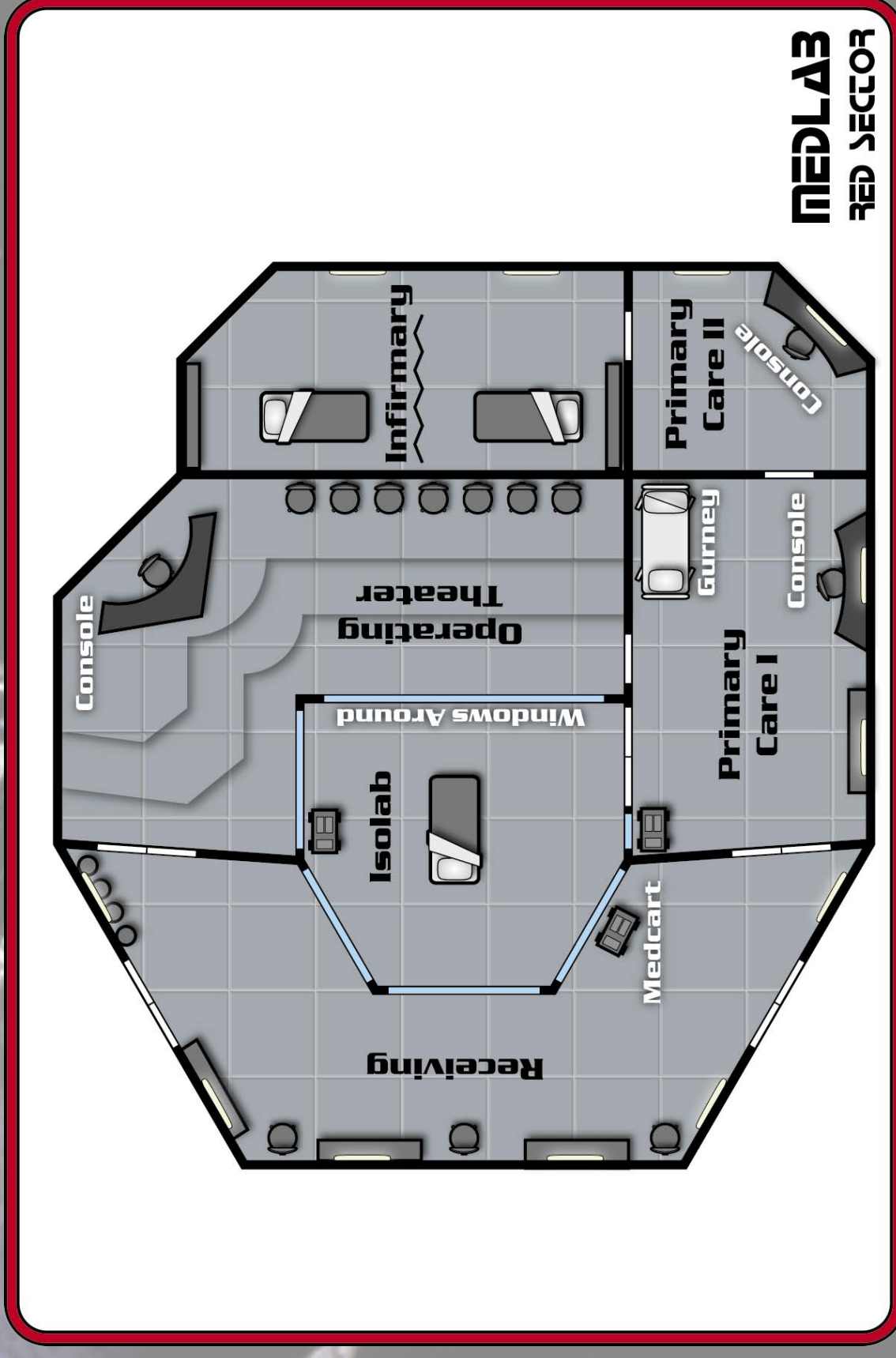
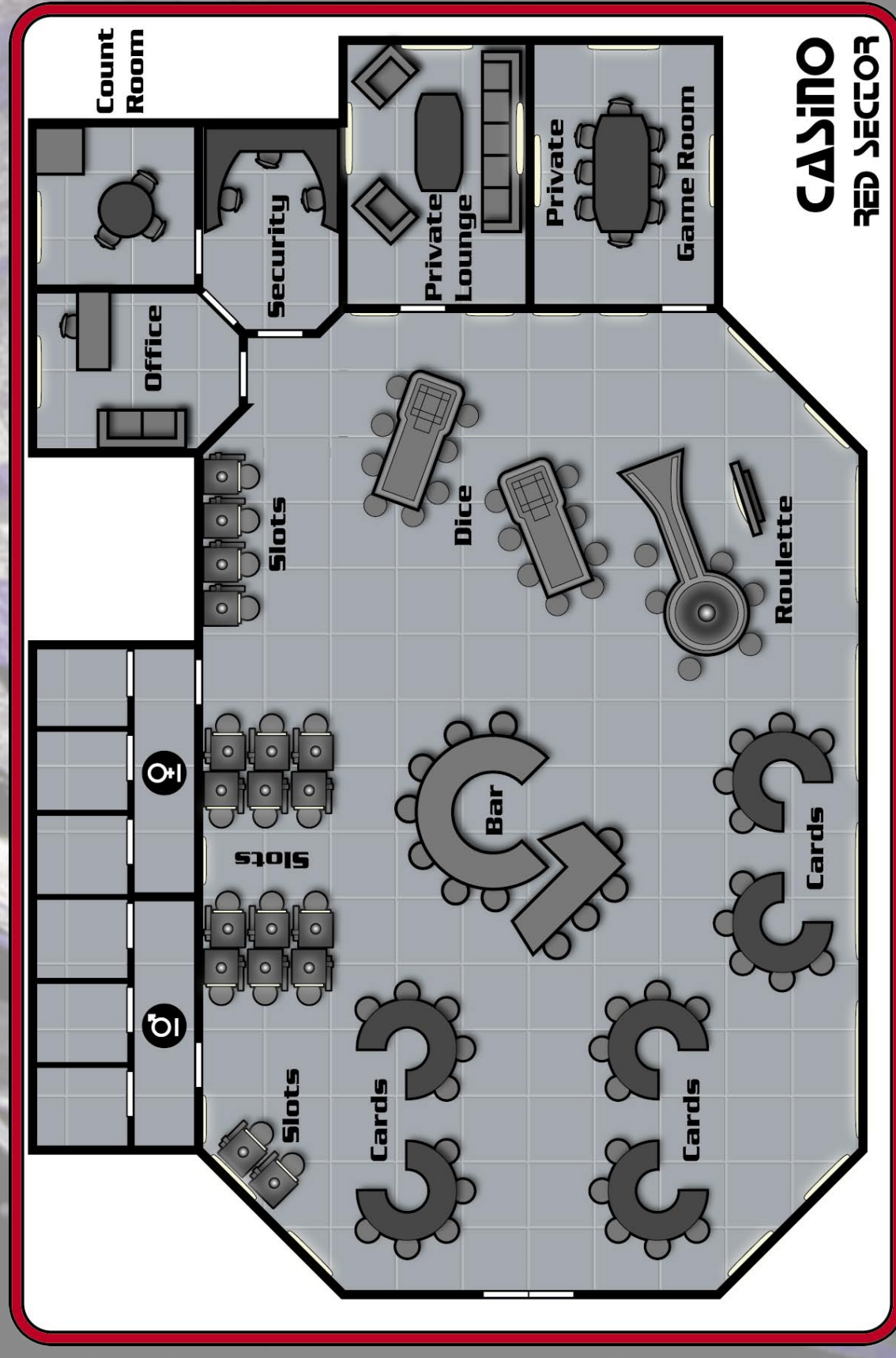
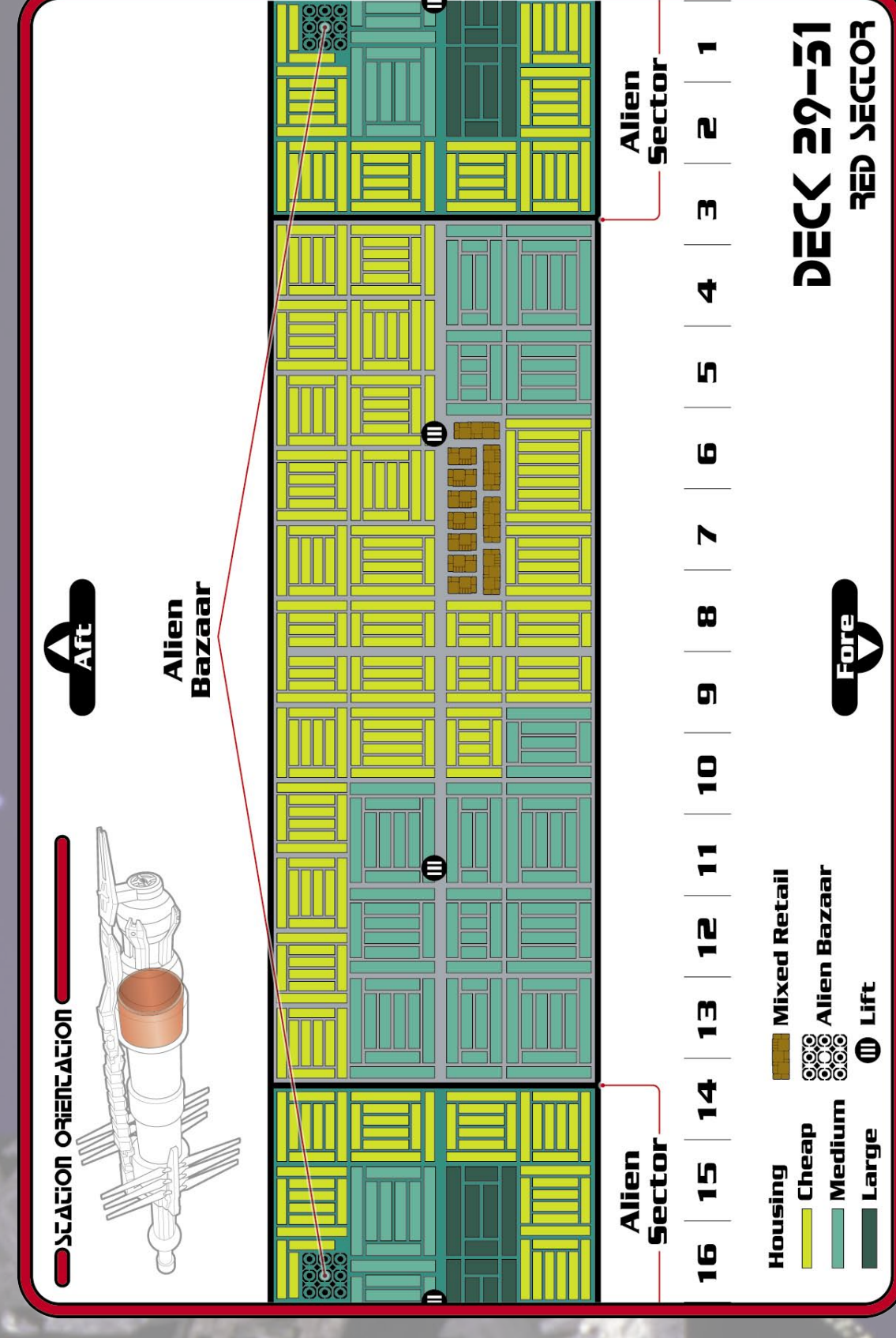
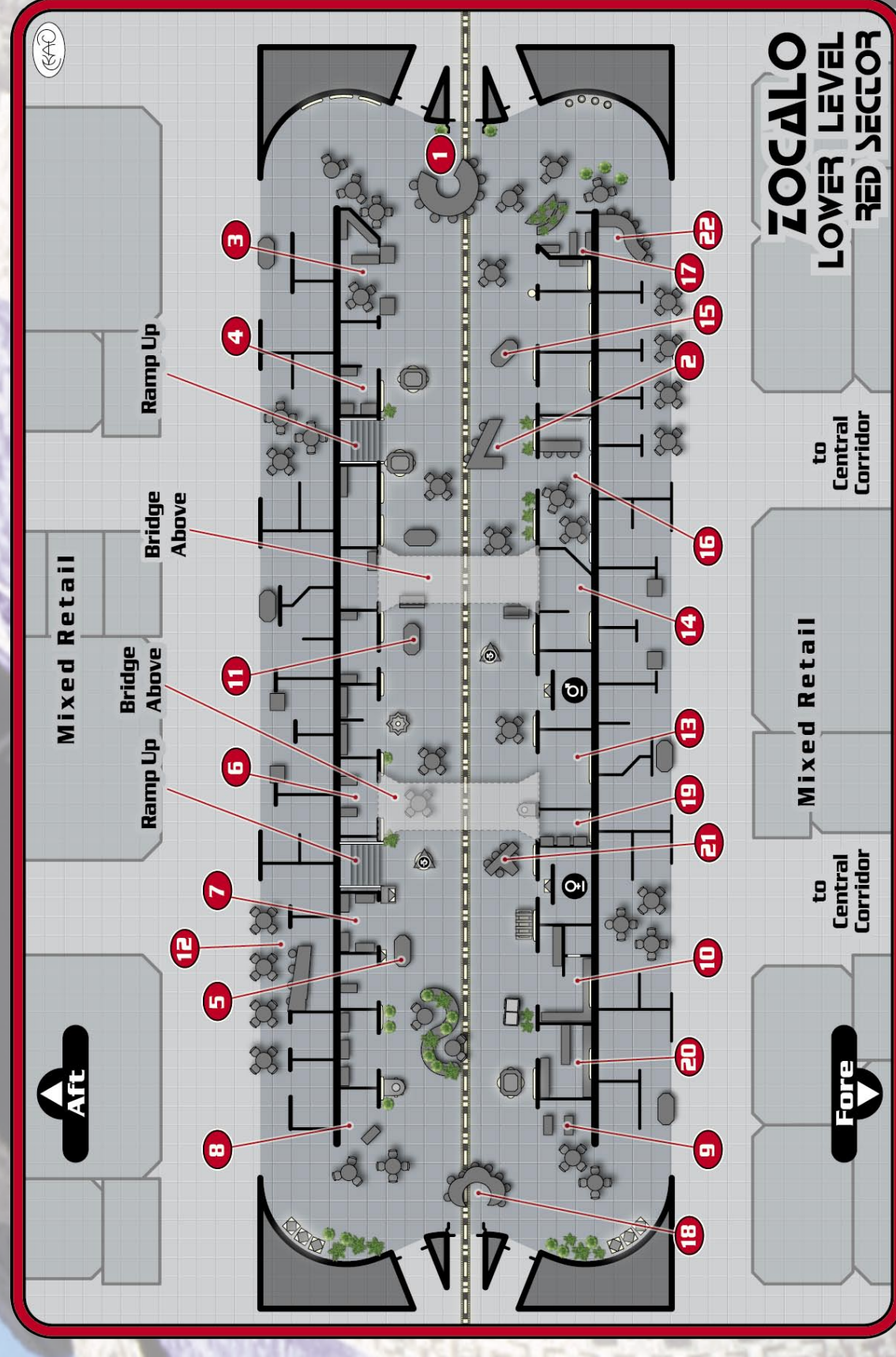
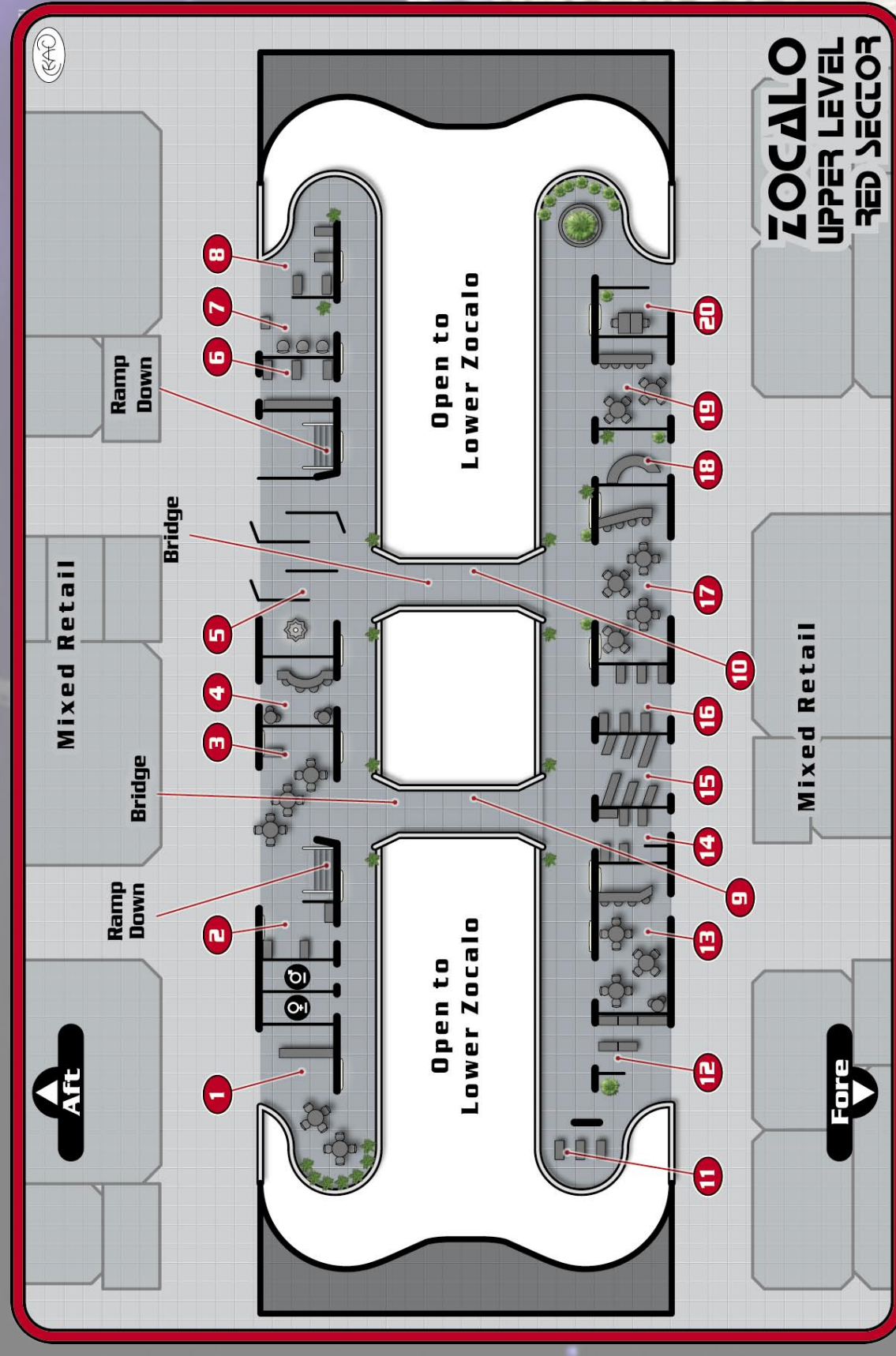
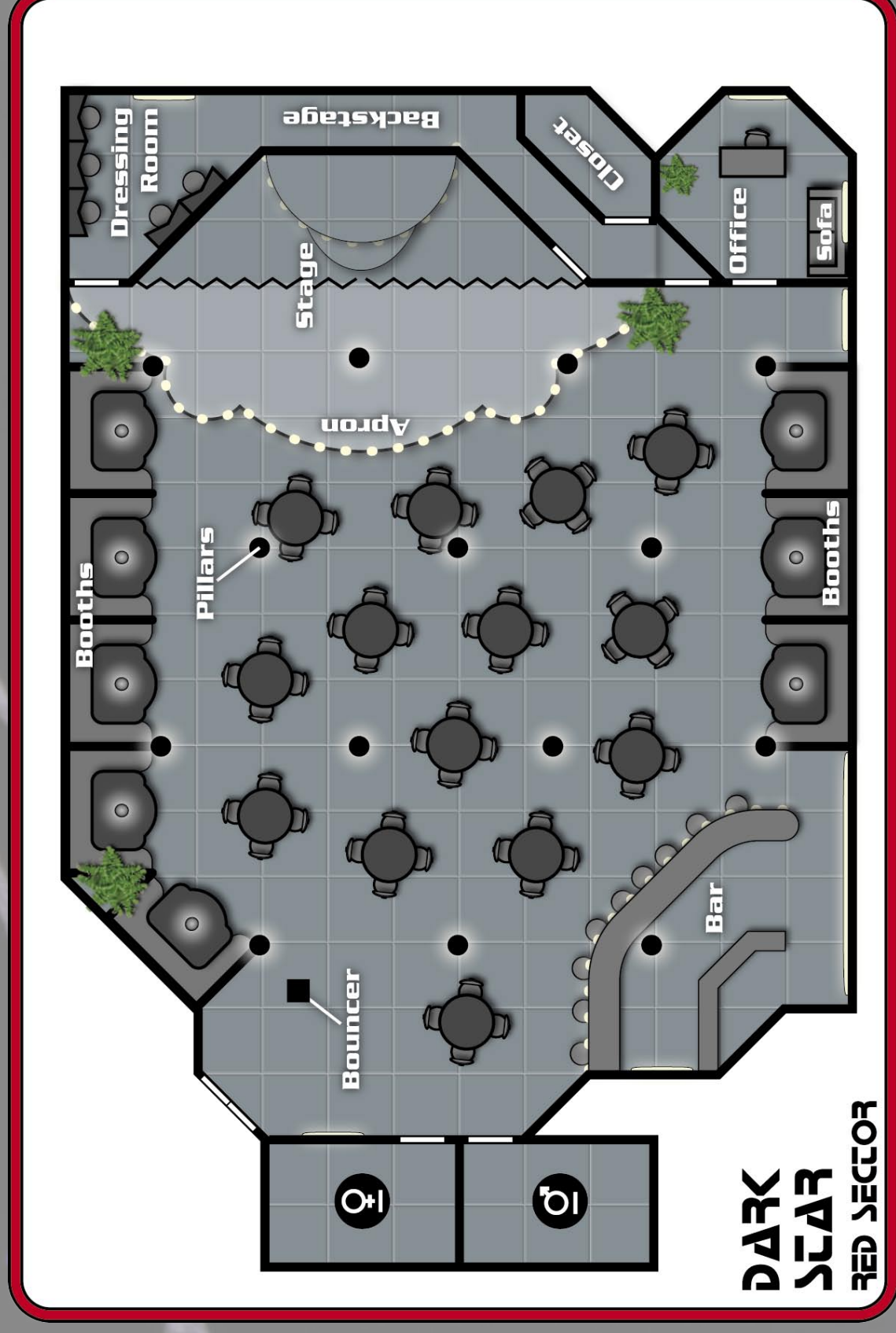
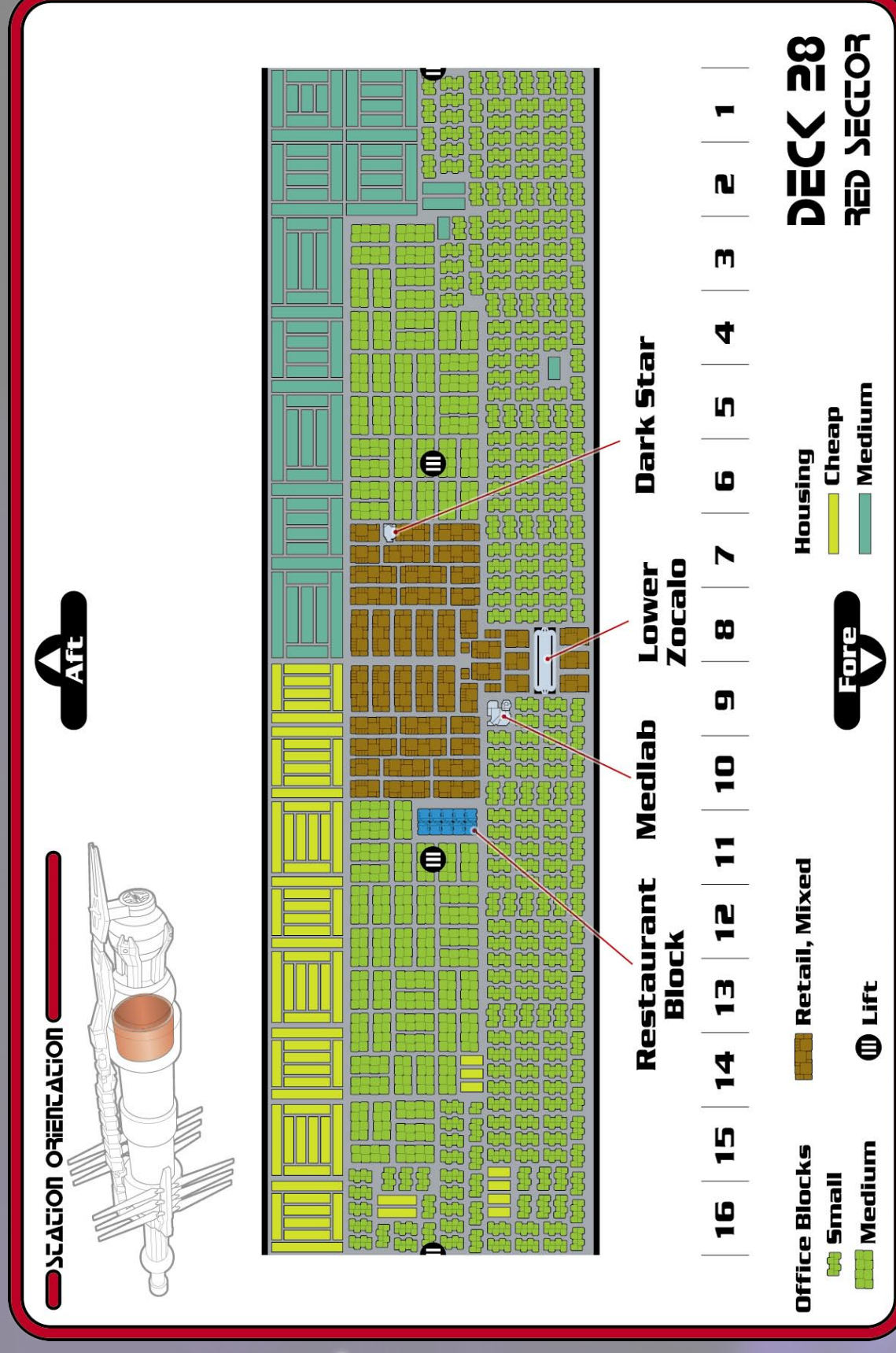
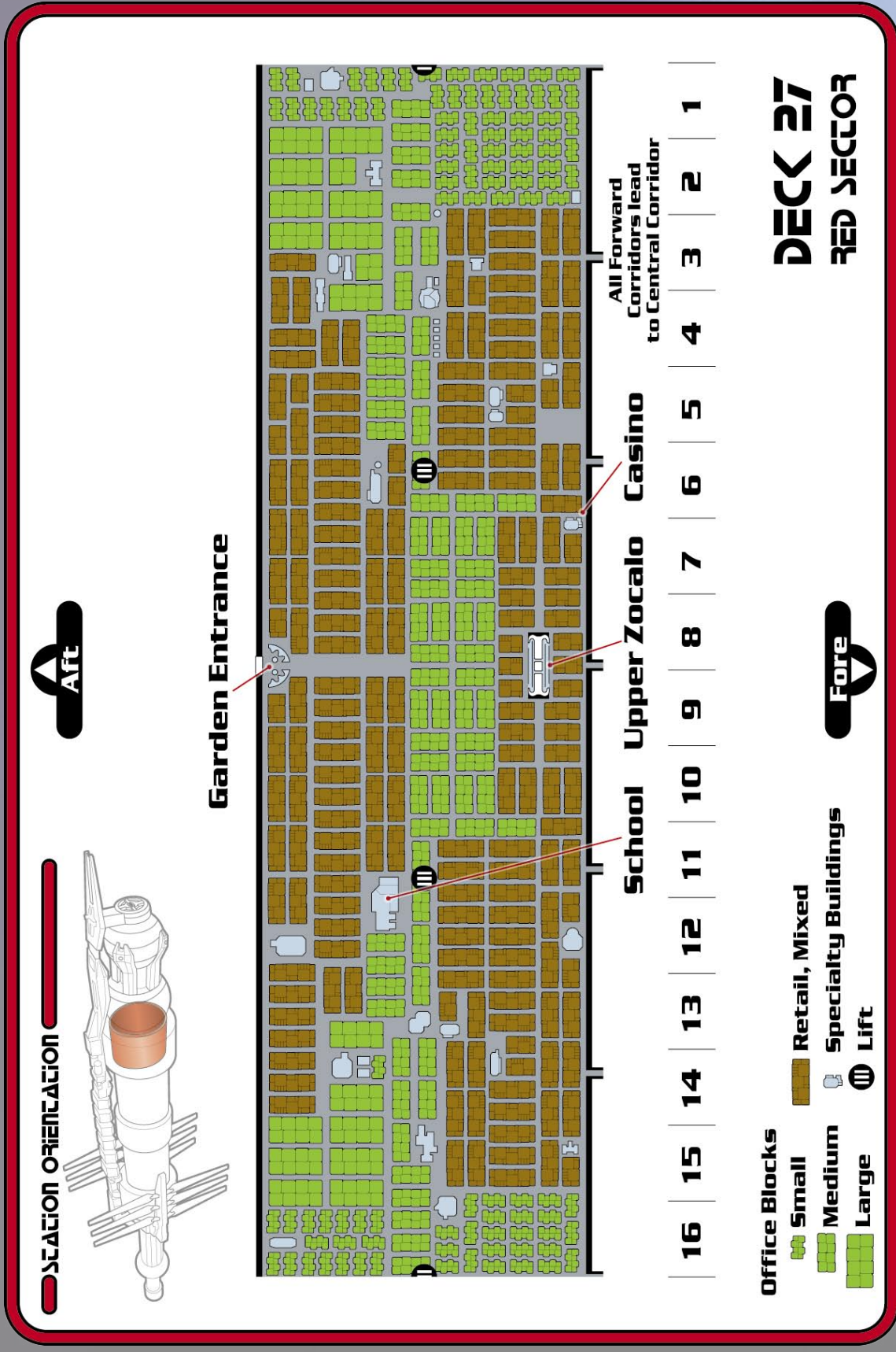


# RED SECTOR Decks 1 - 26



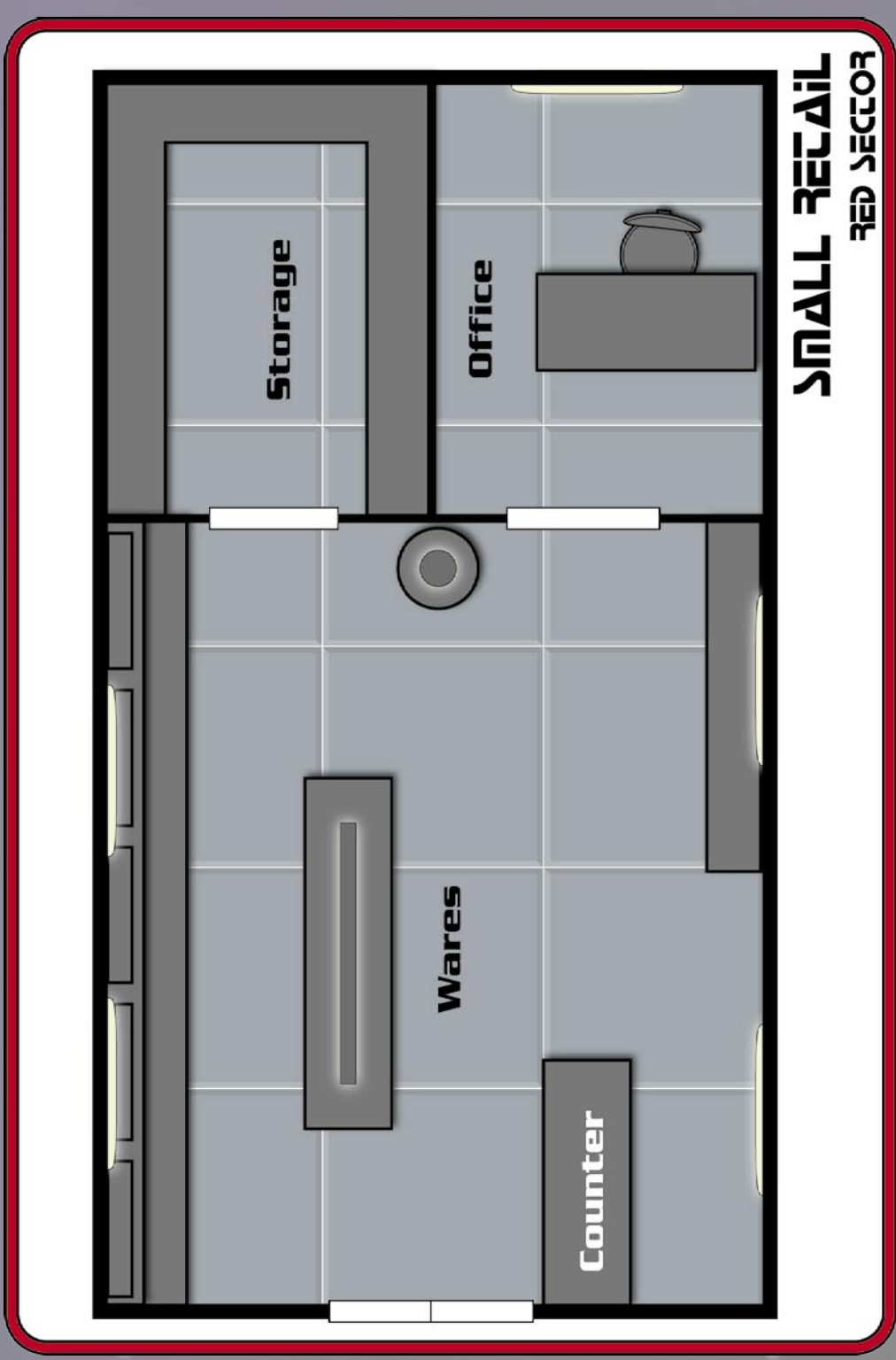
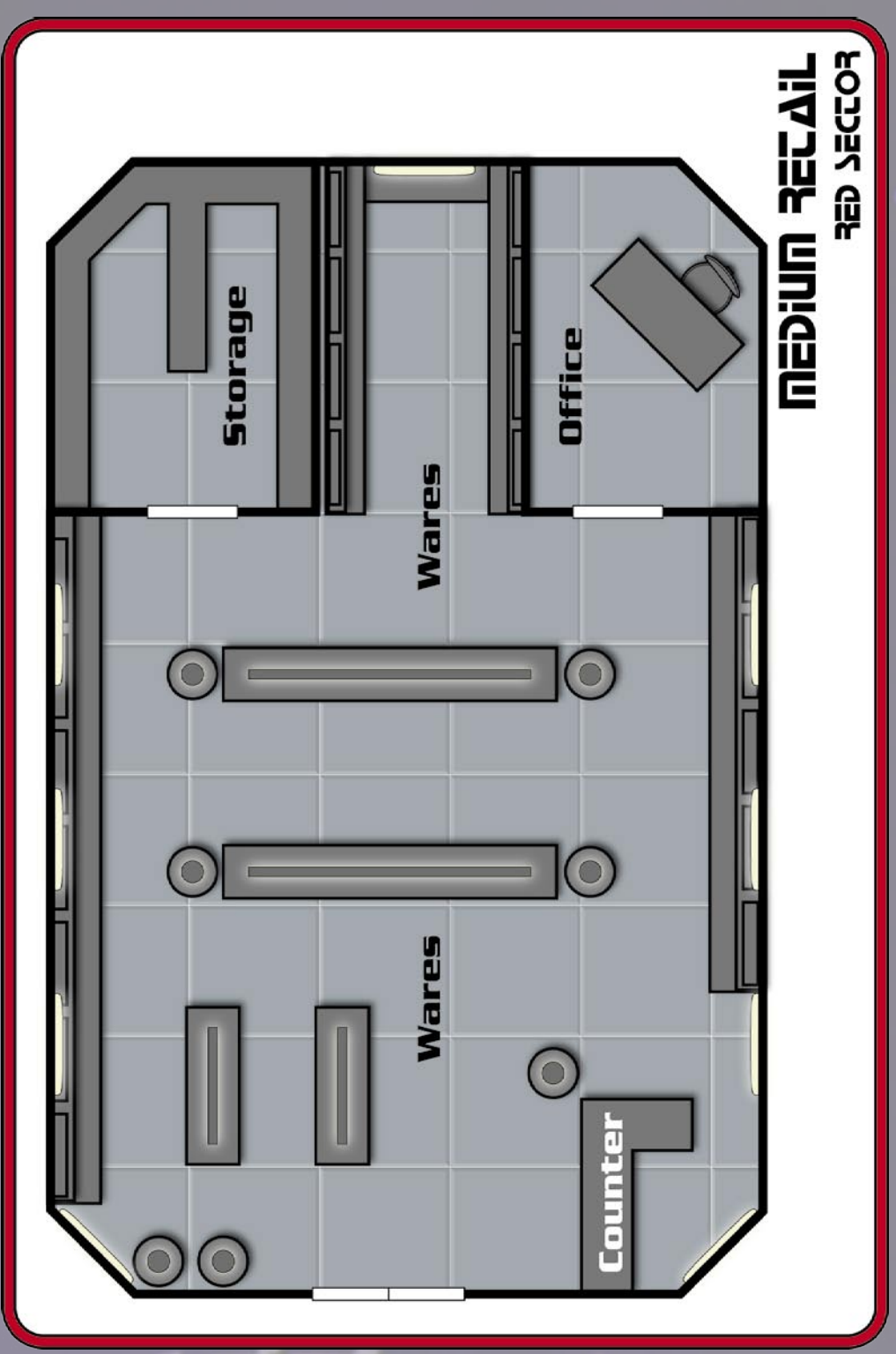
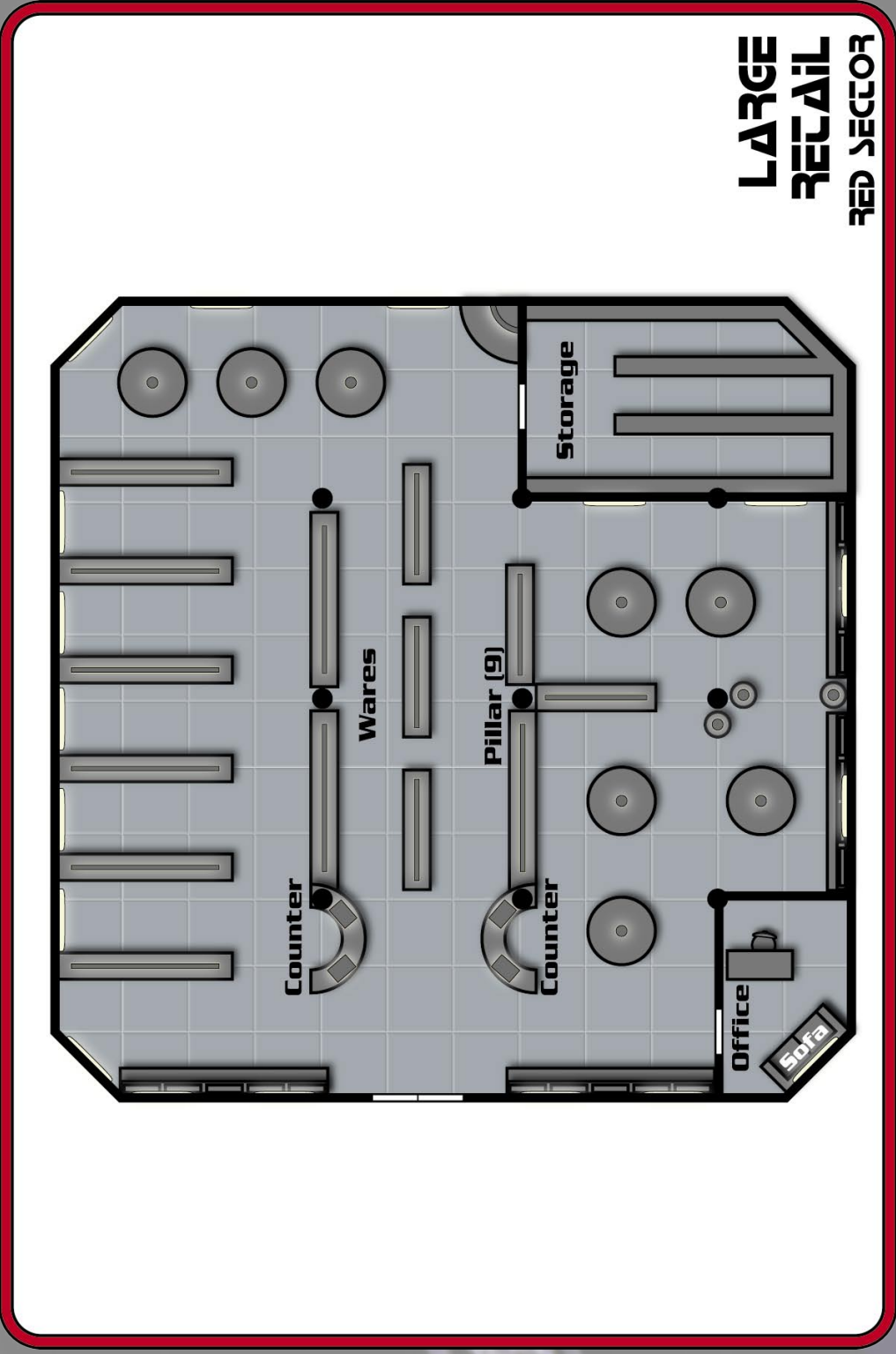
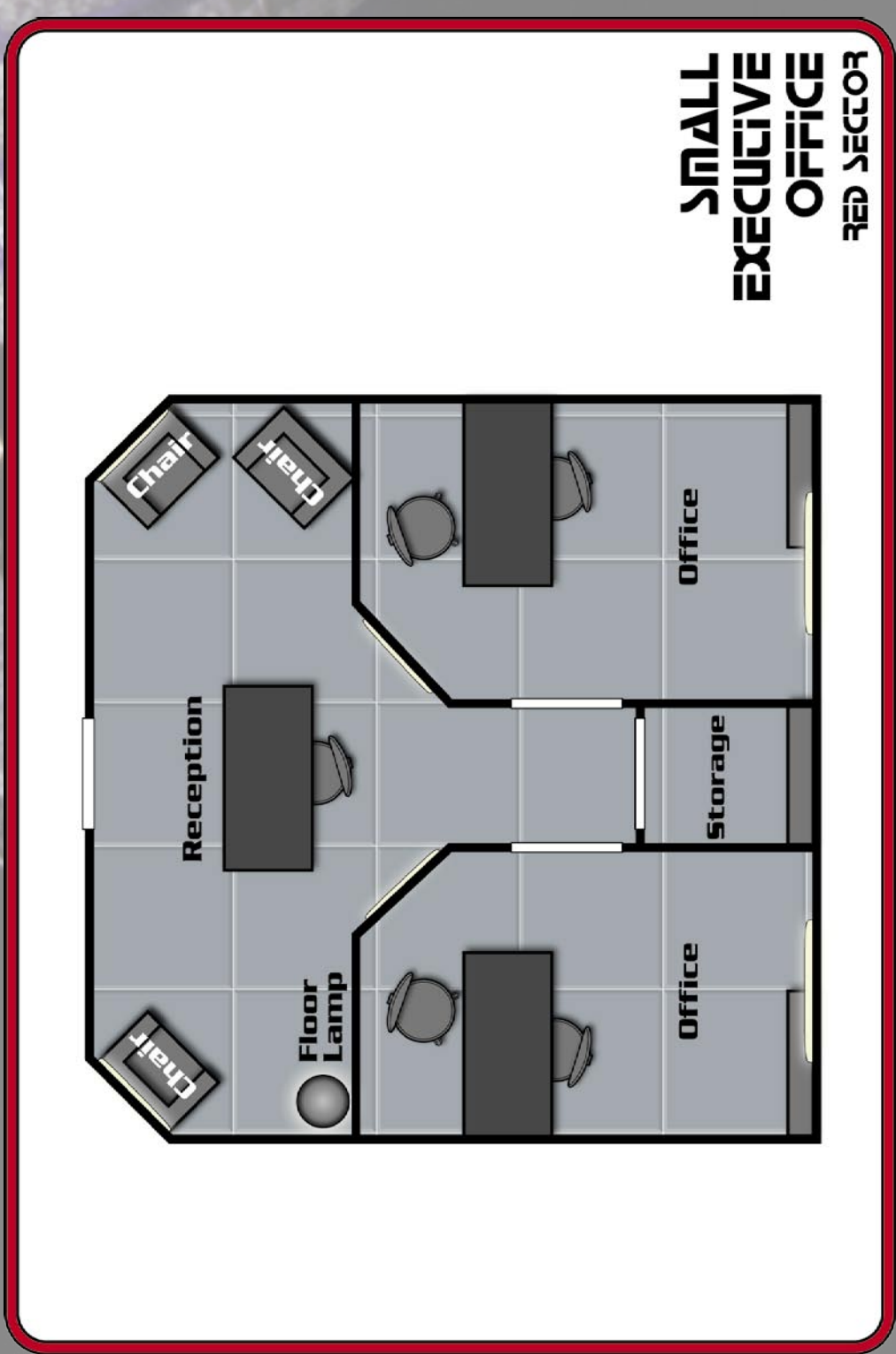
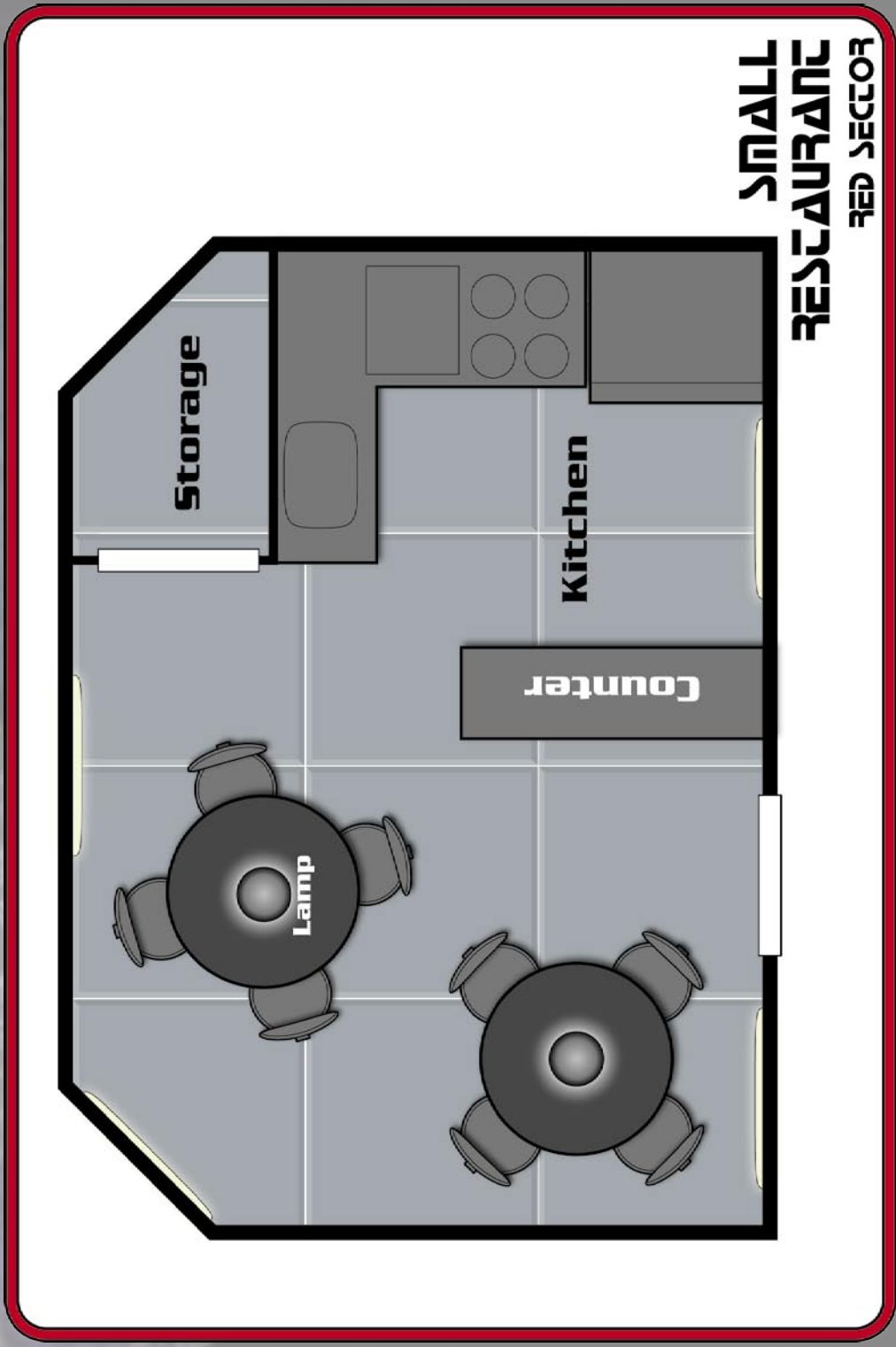
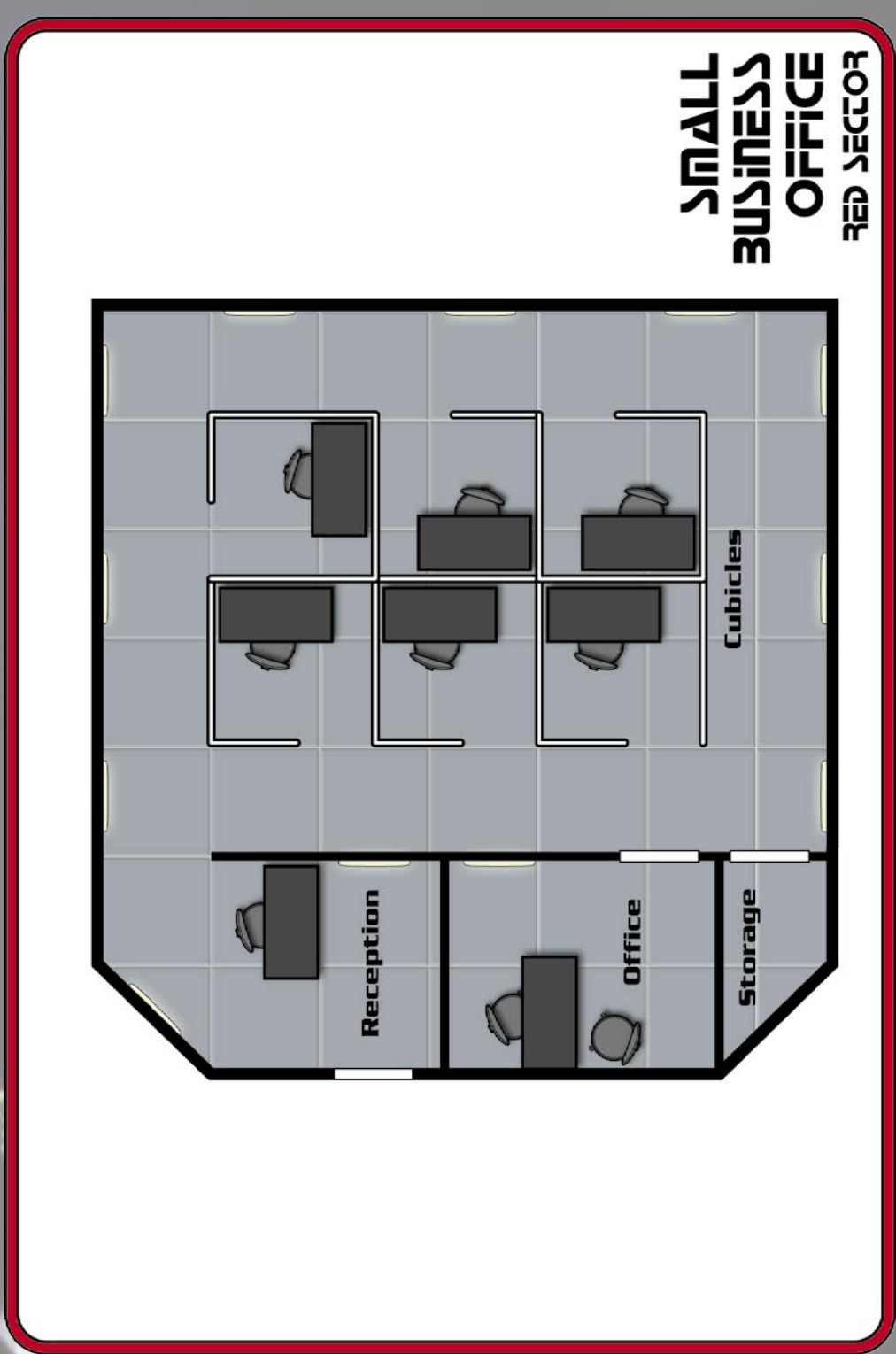
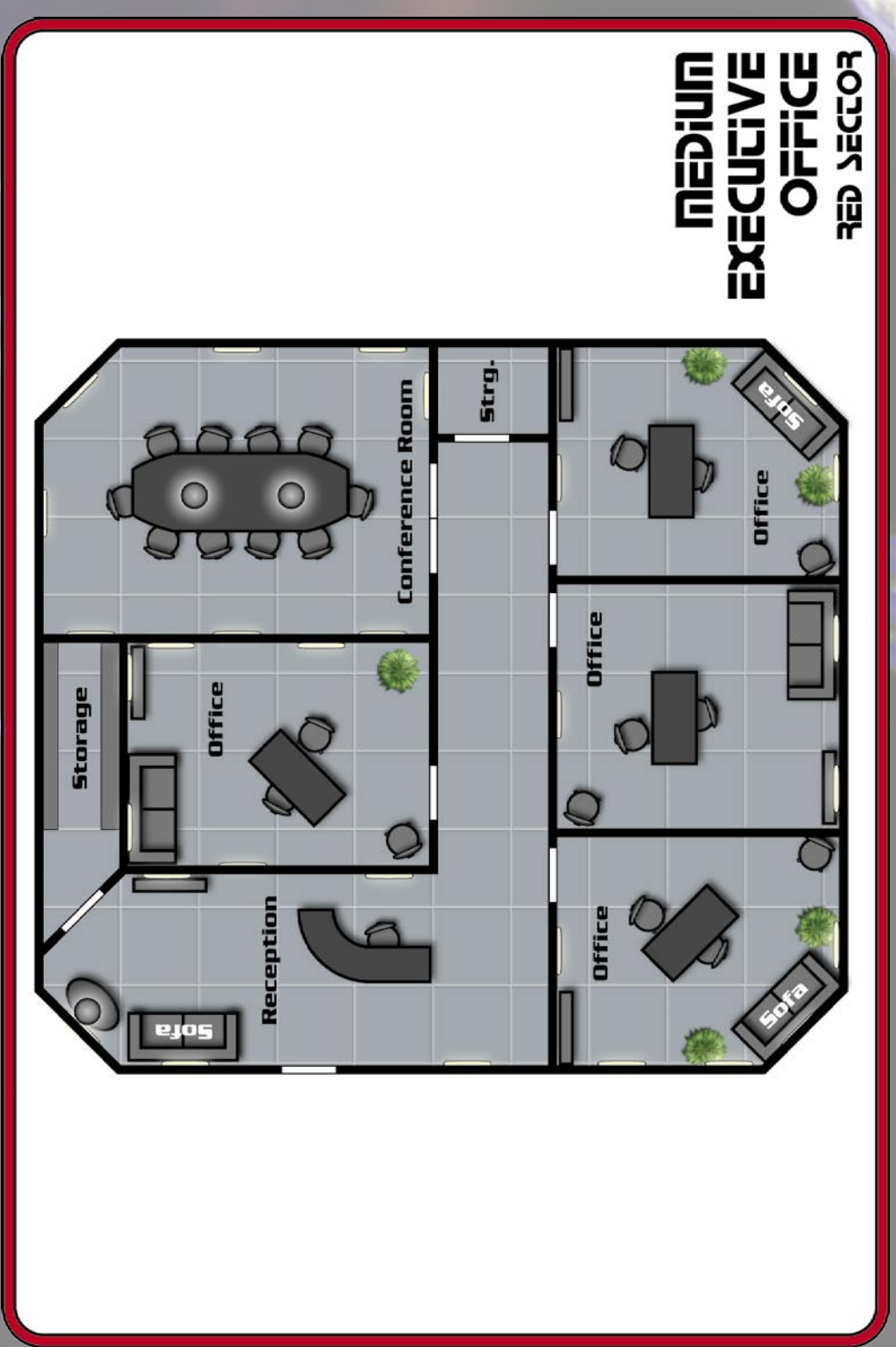
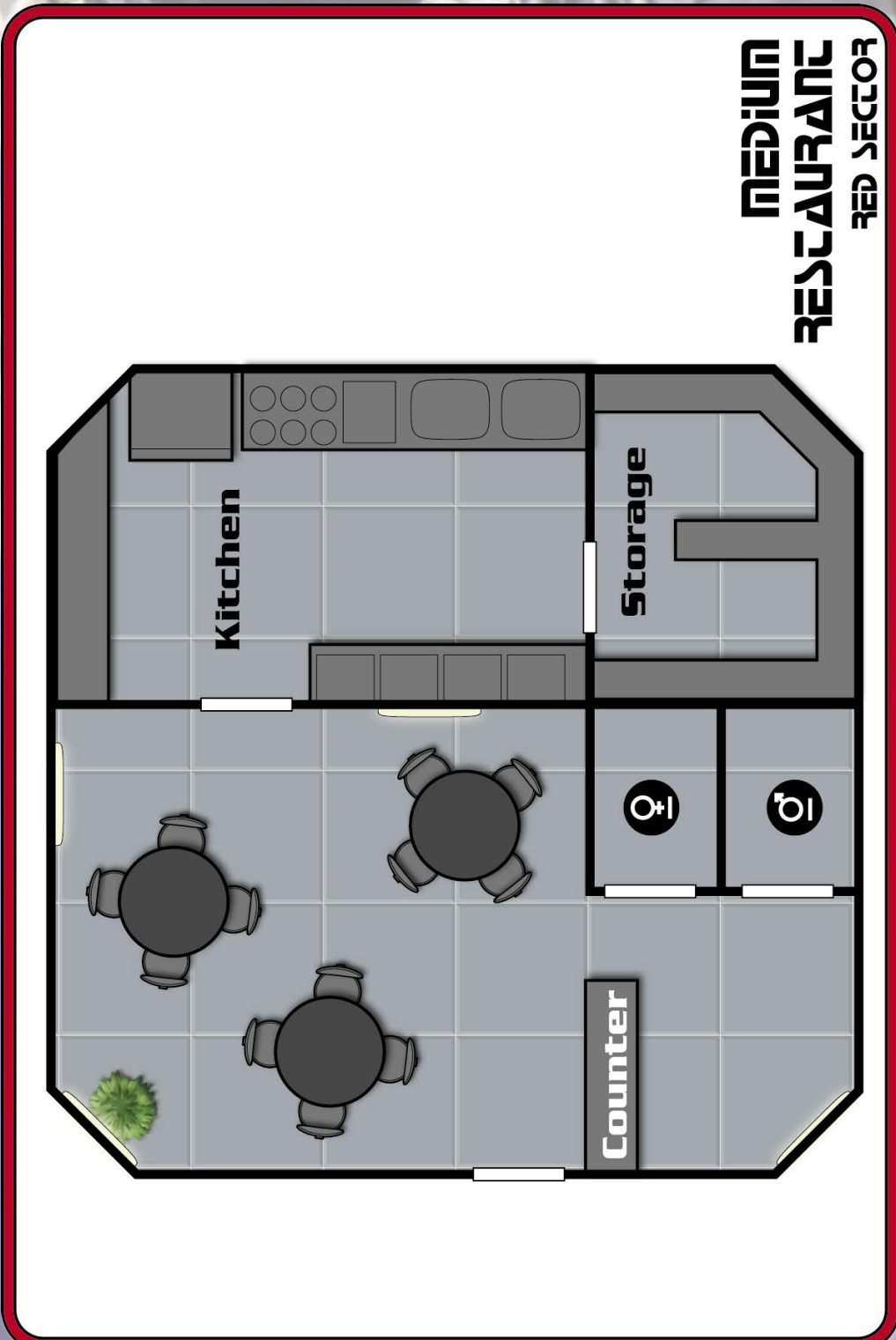
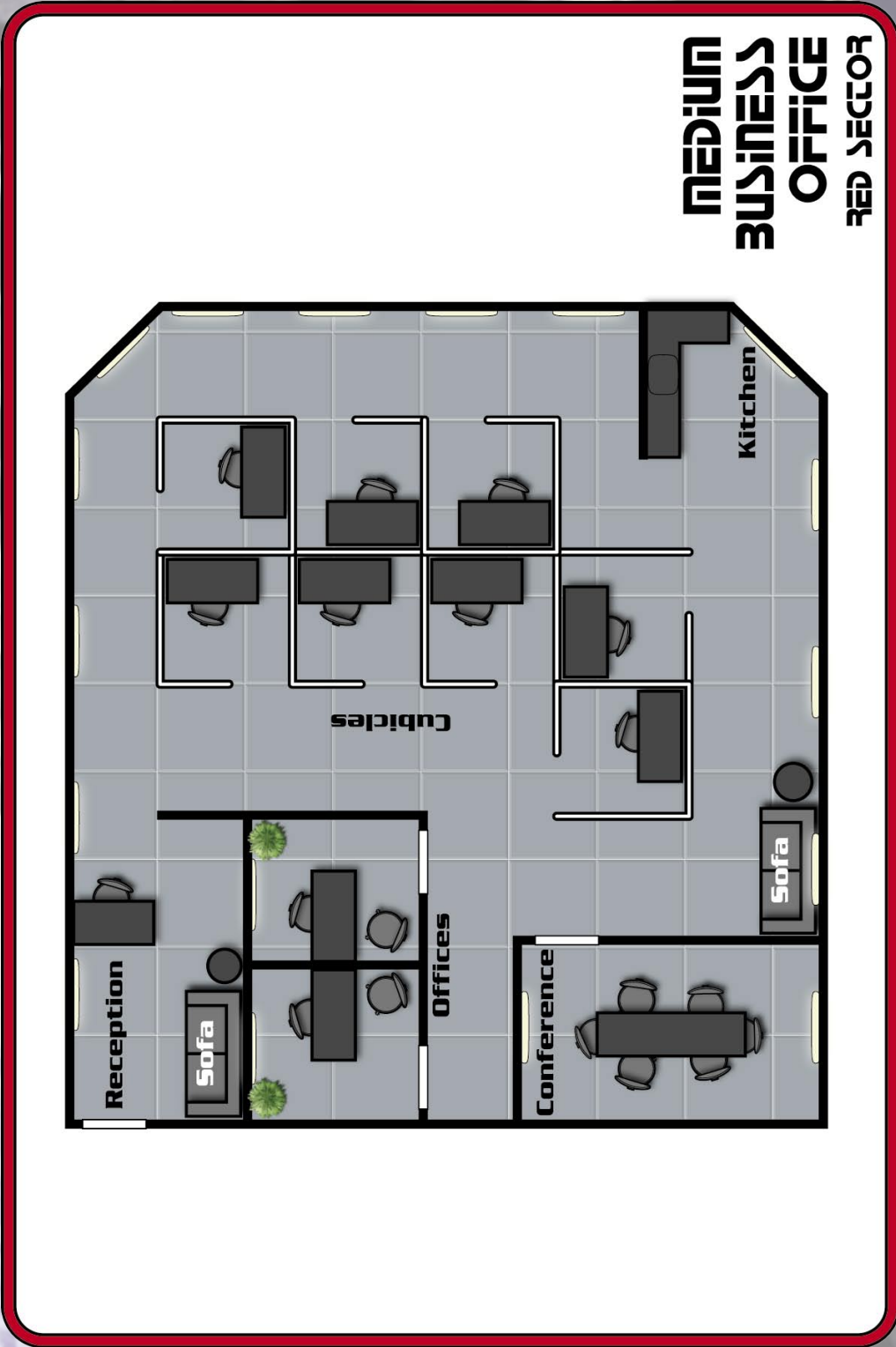
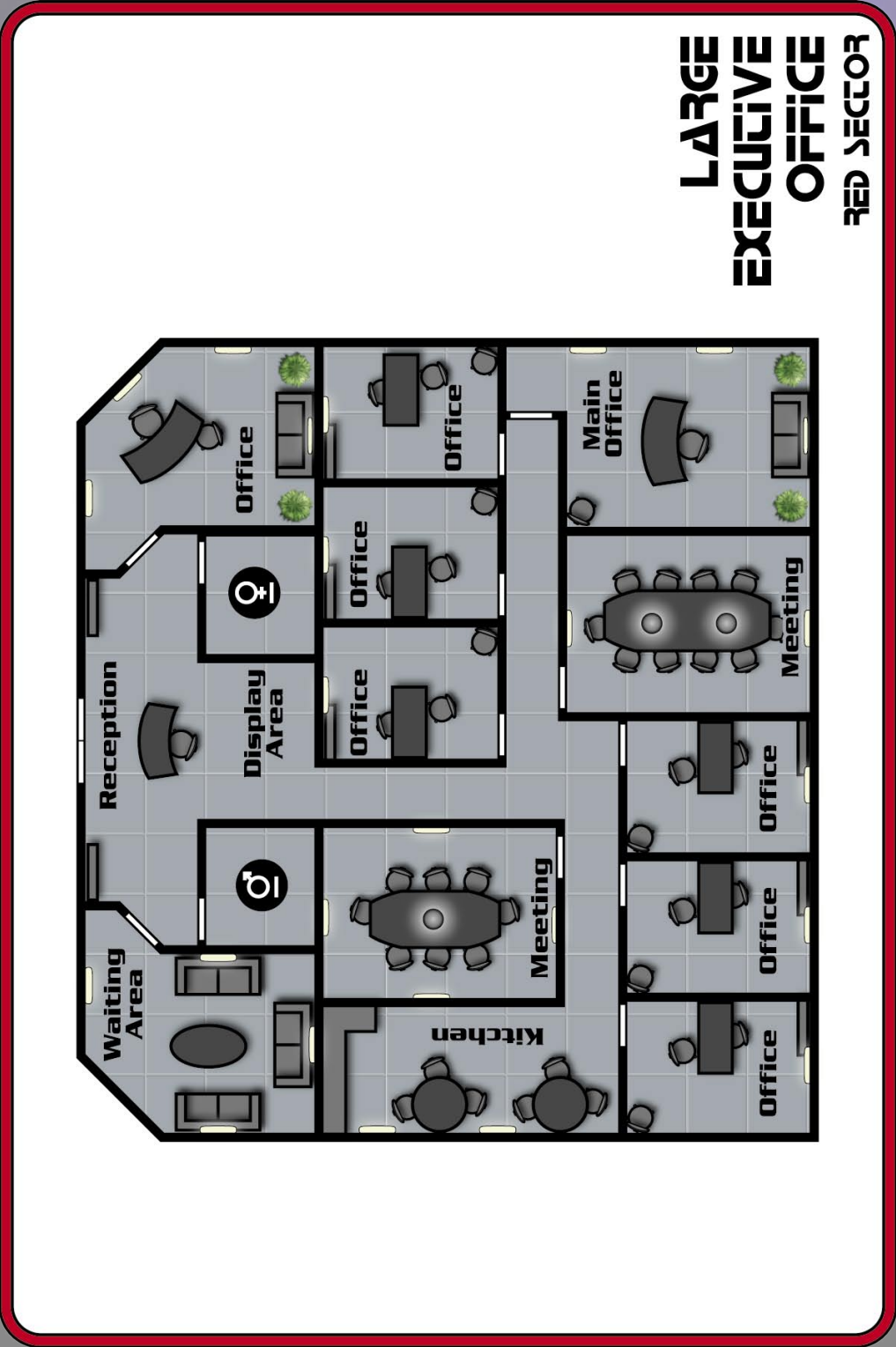
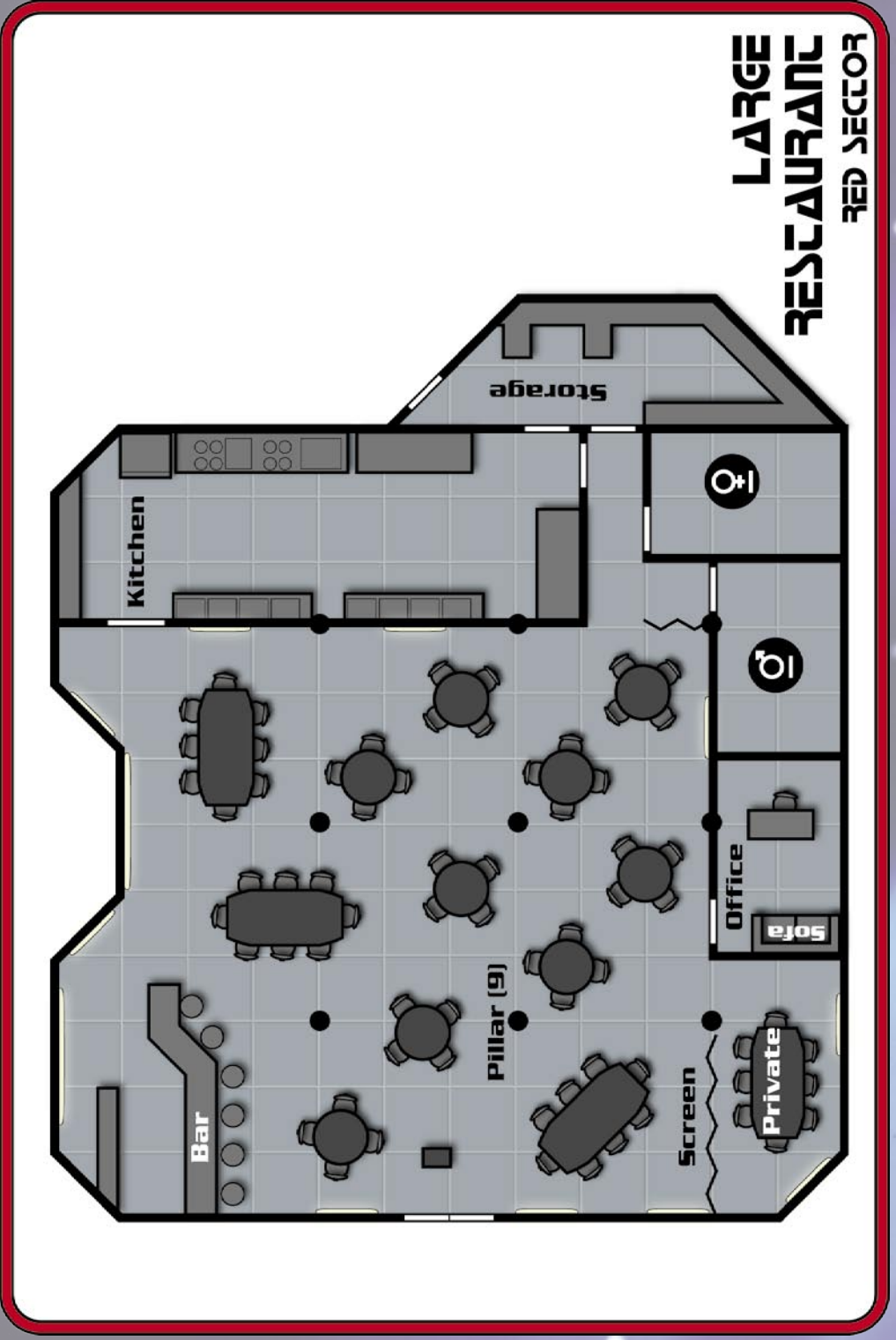
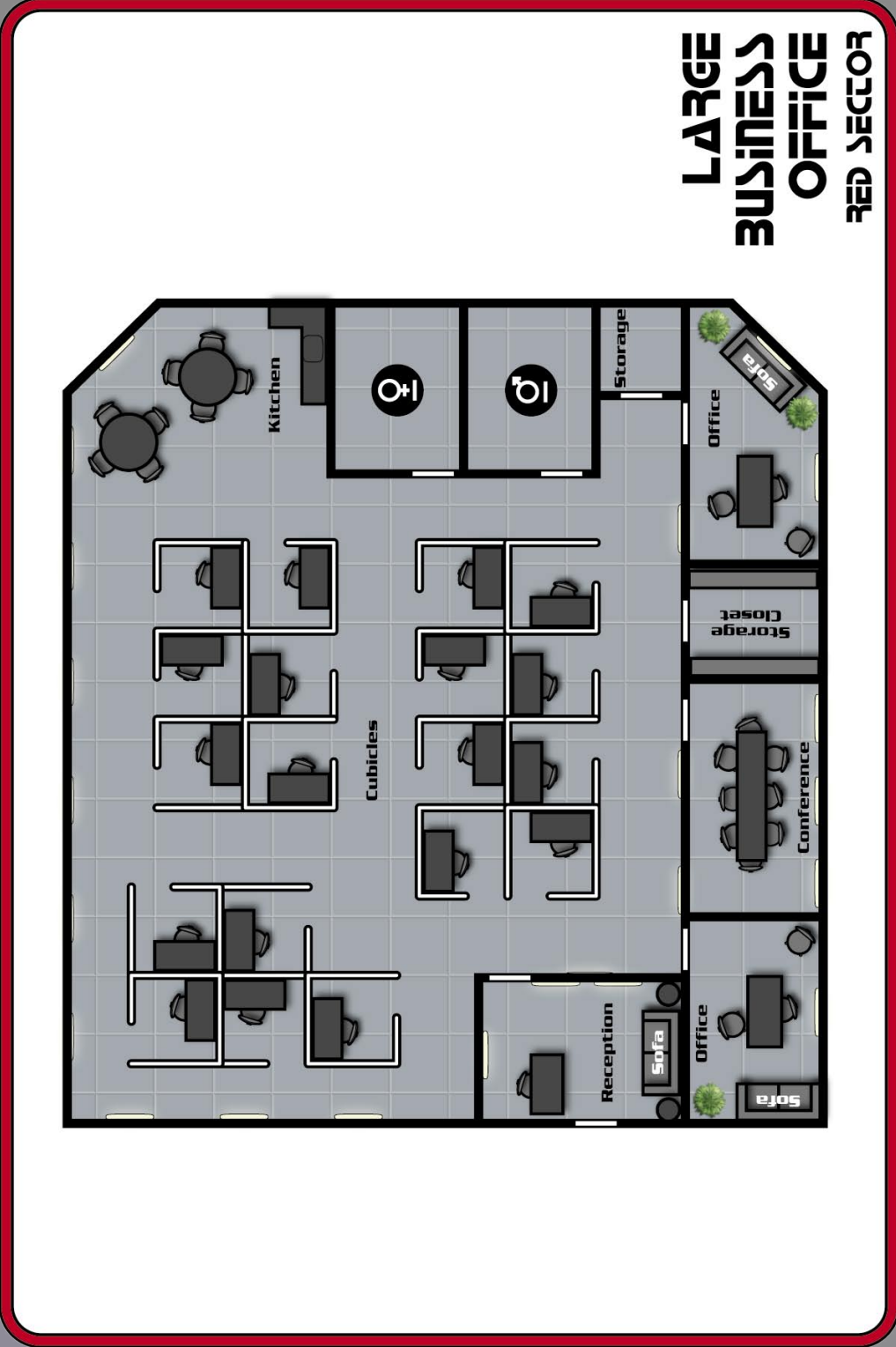


# RED SECTOR Decks 27 - 38



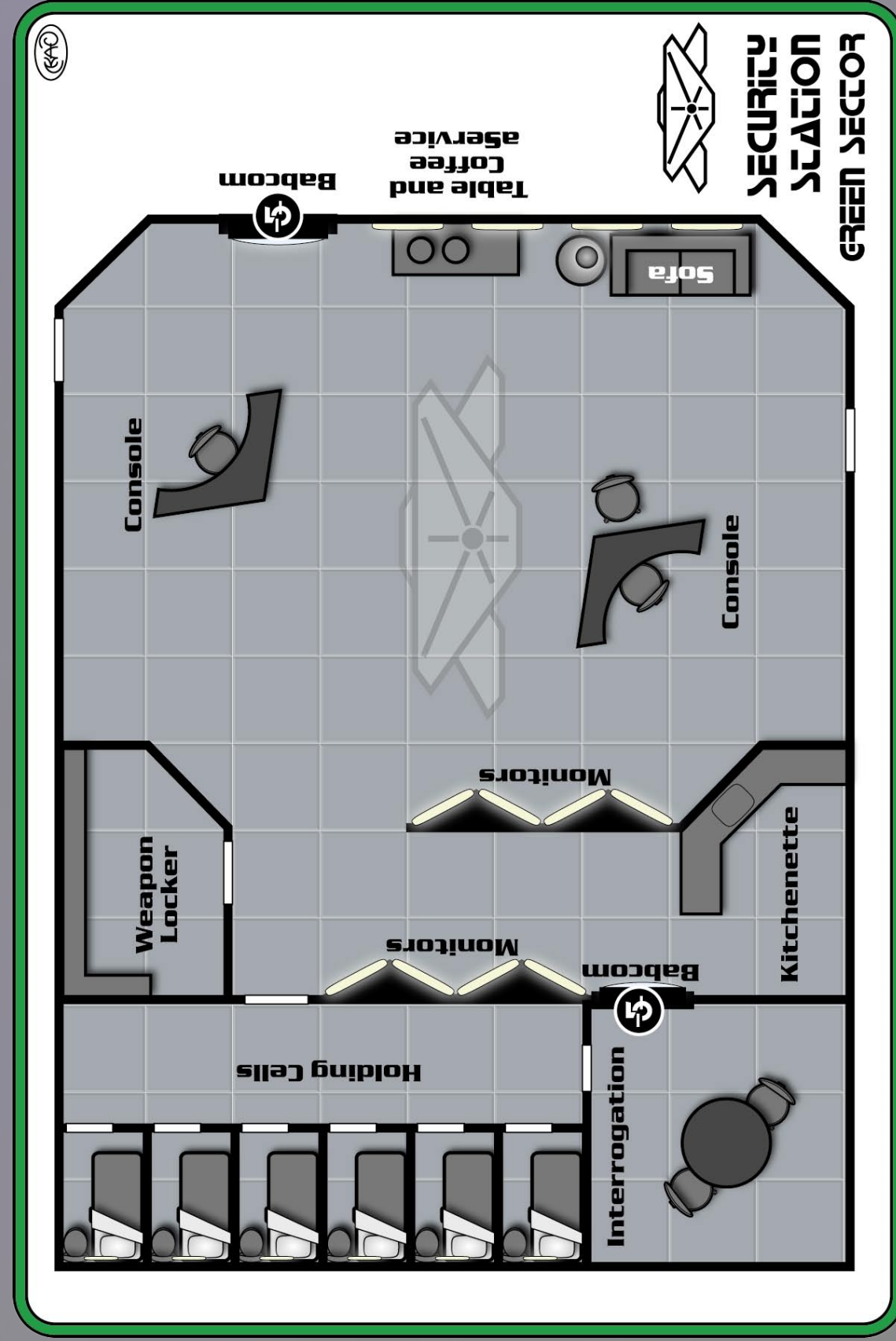
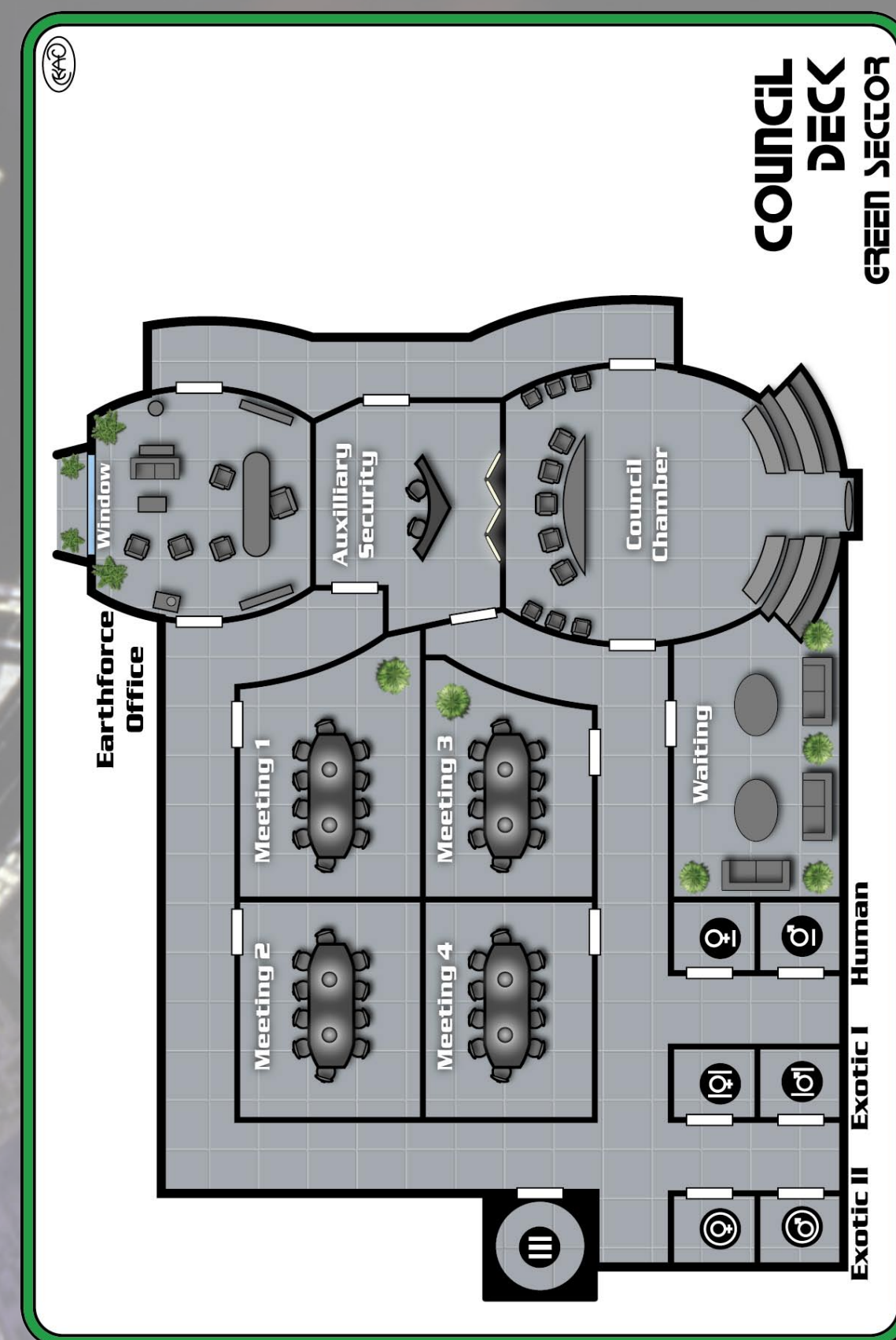
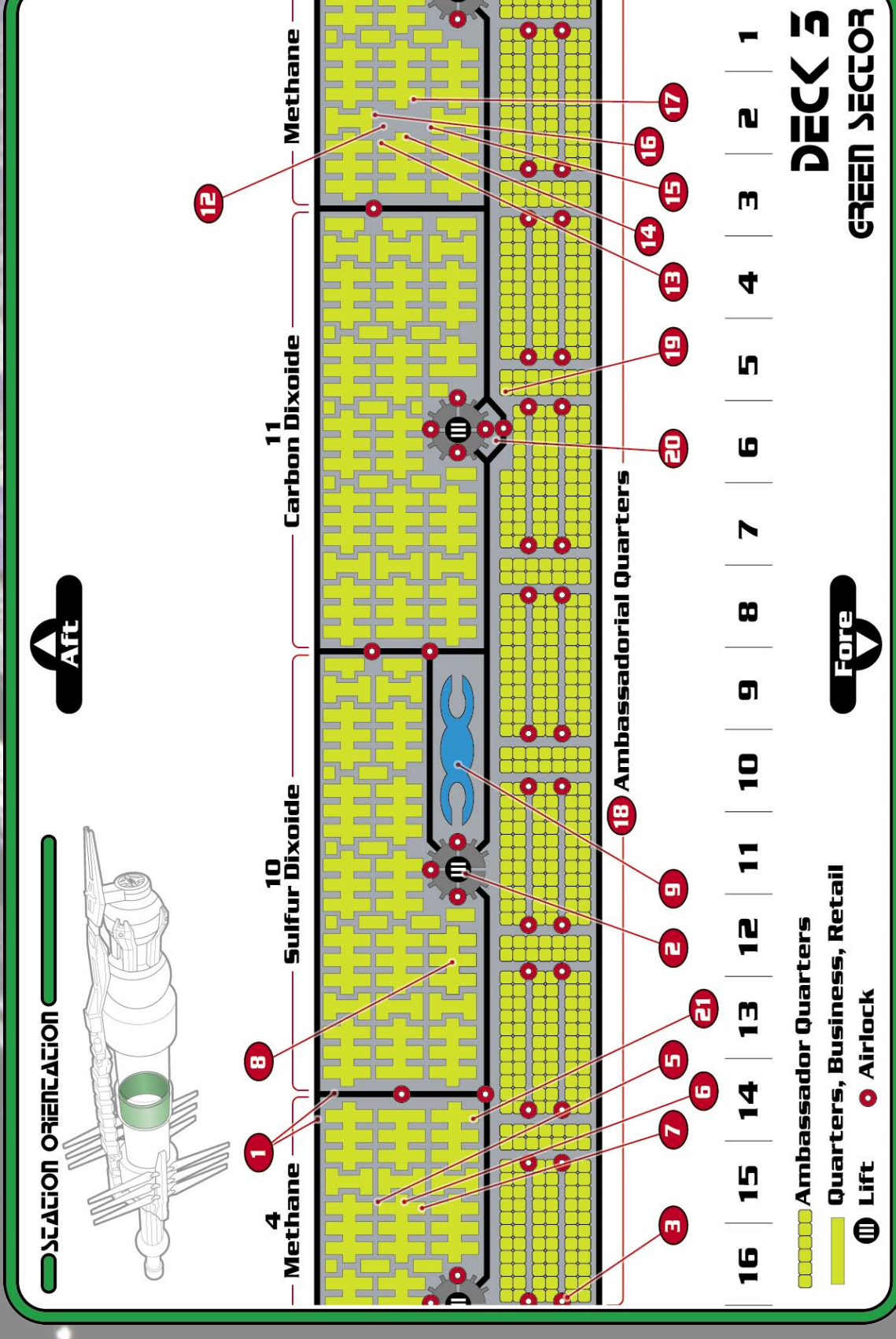
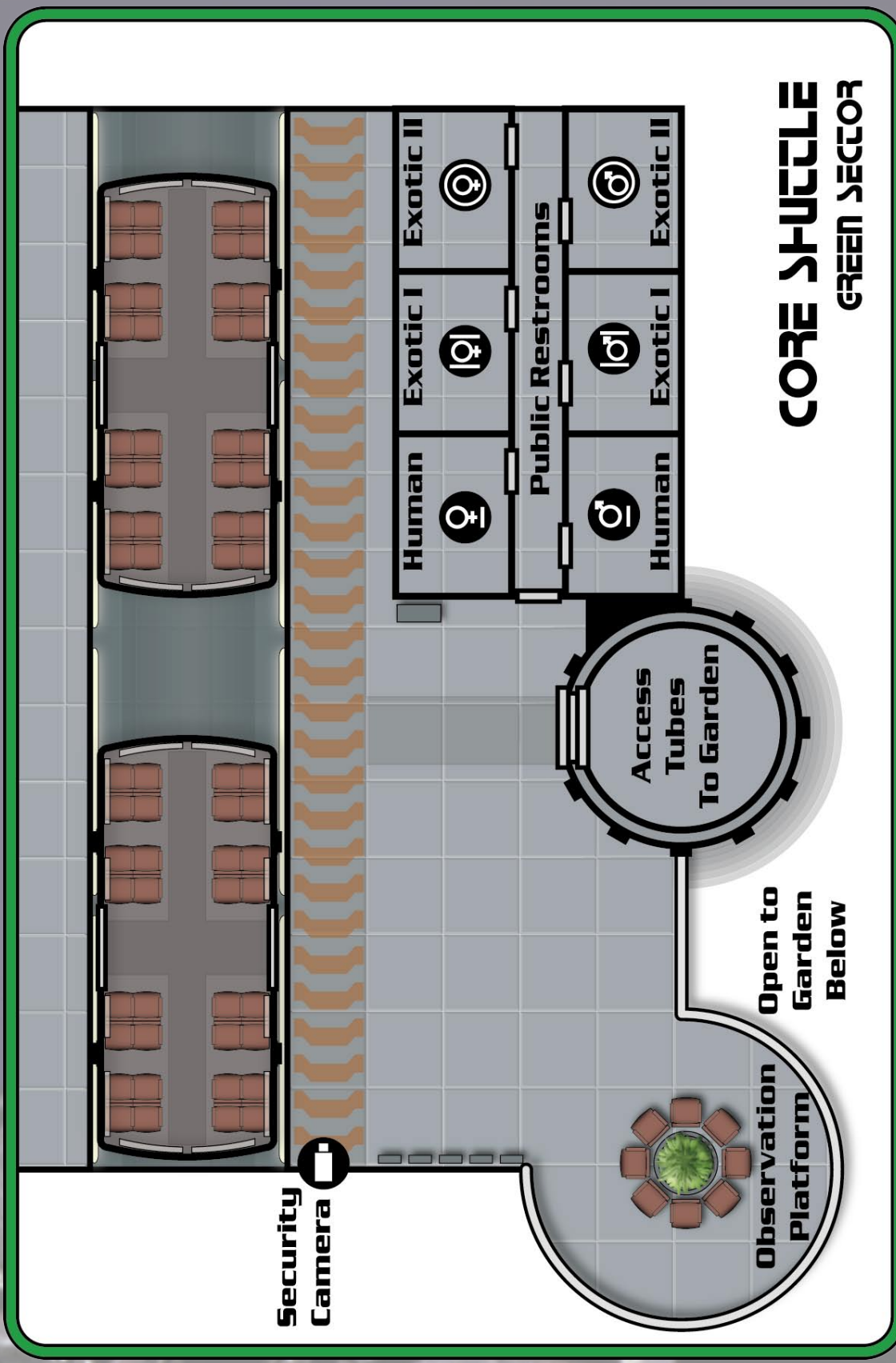
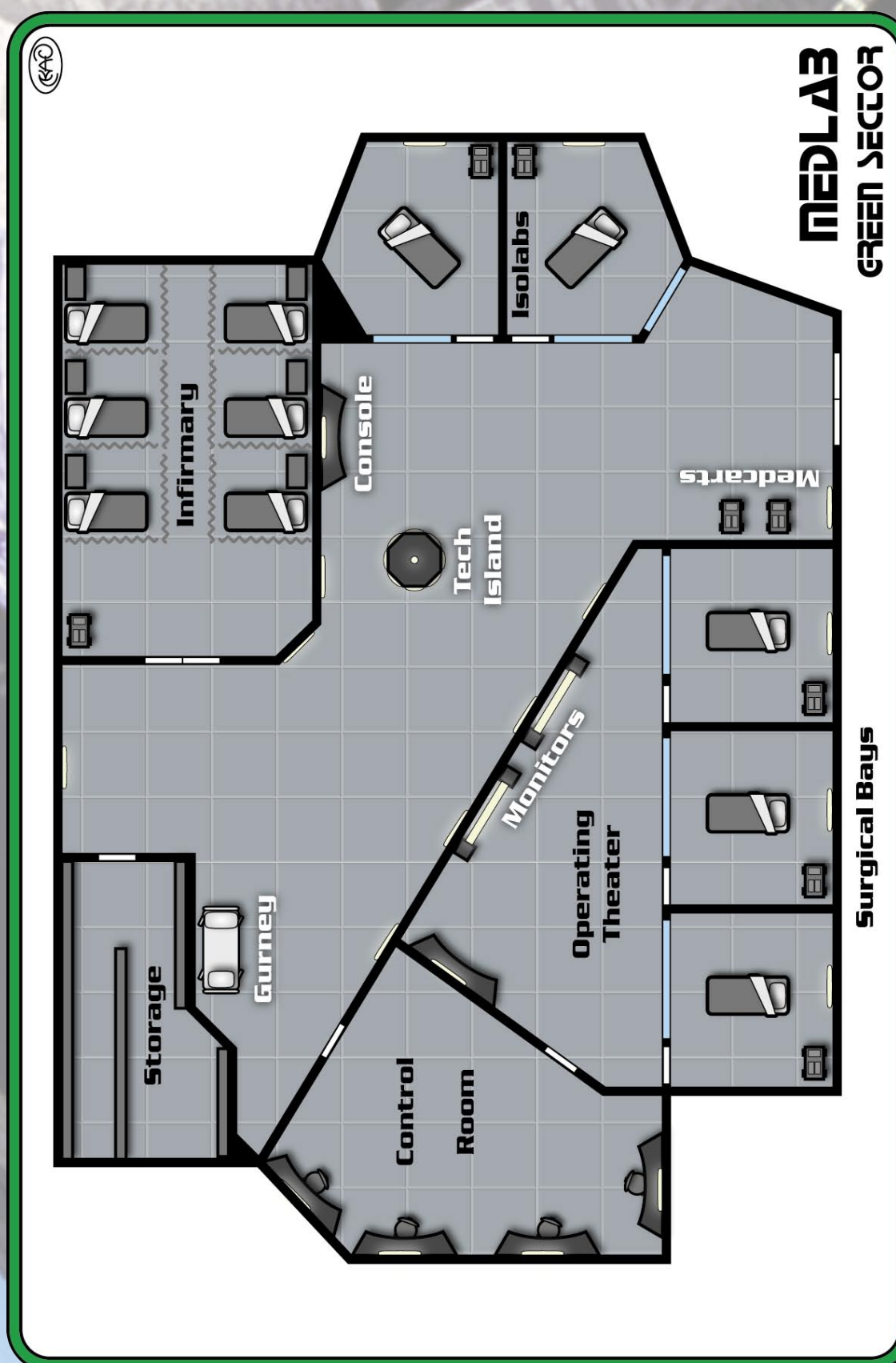
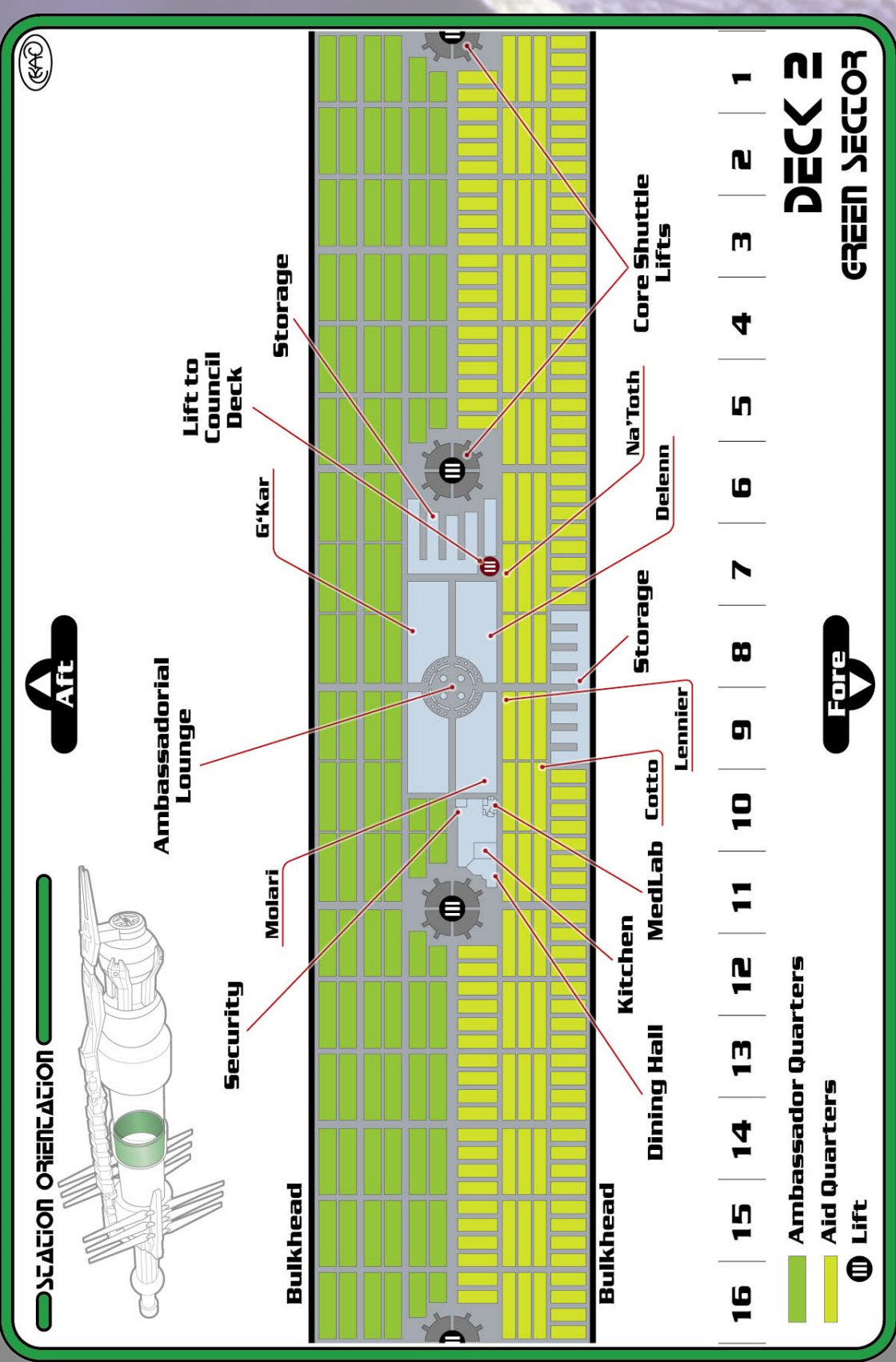
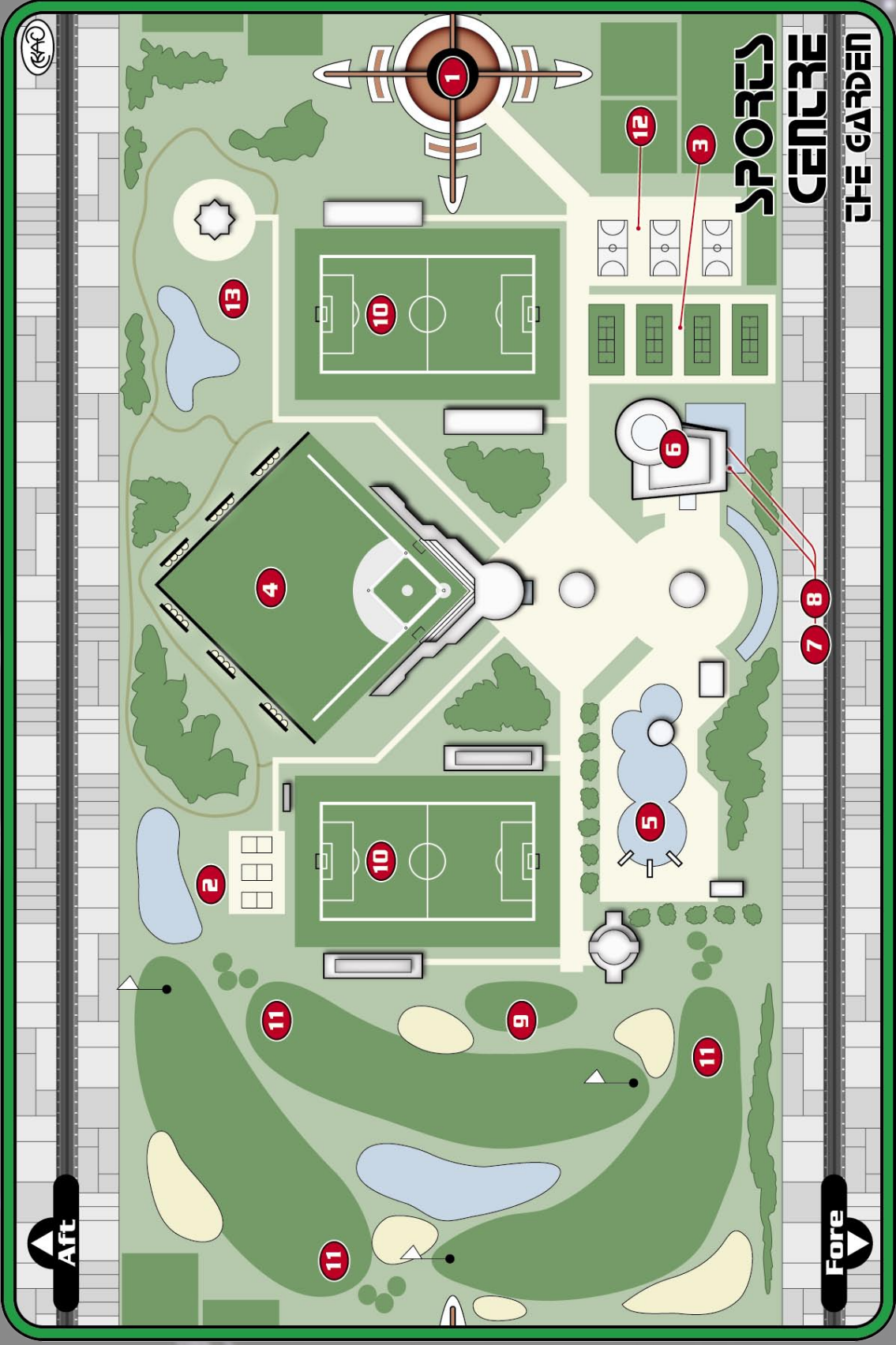
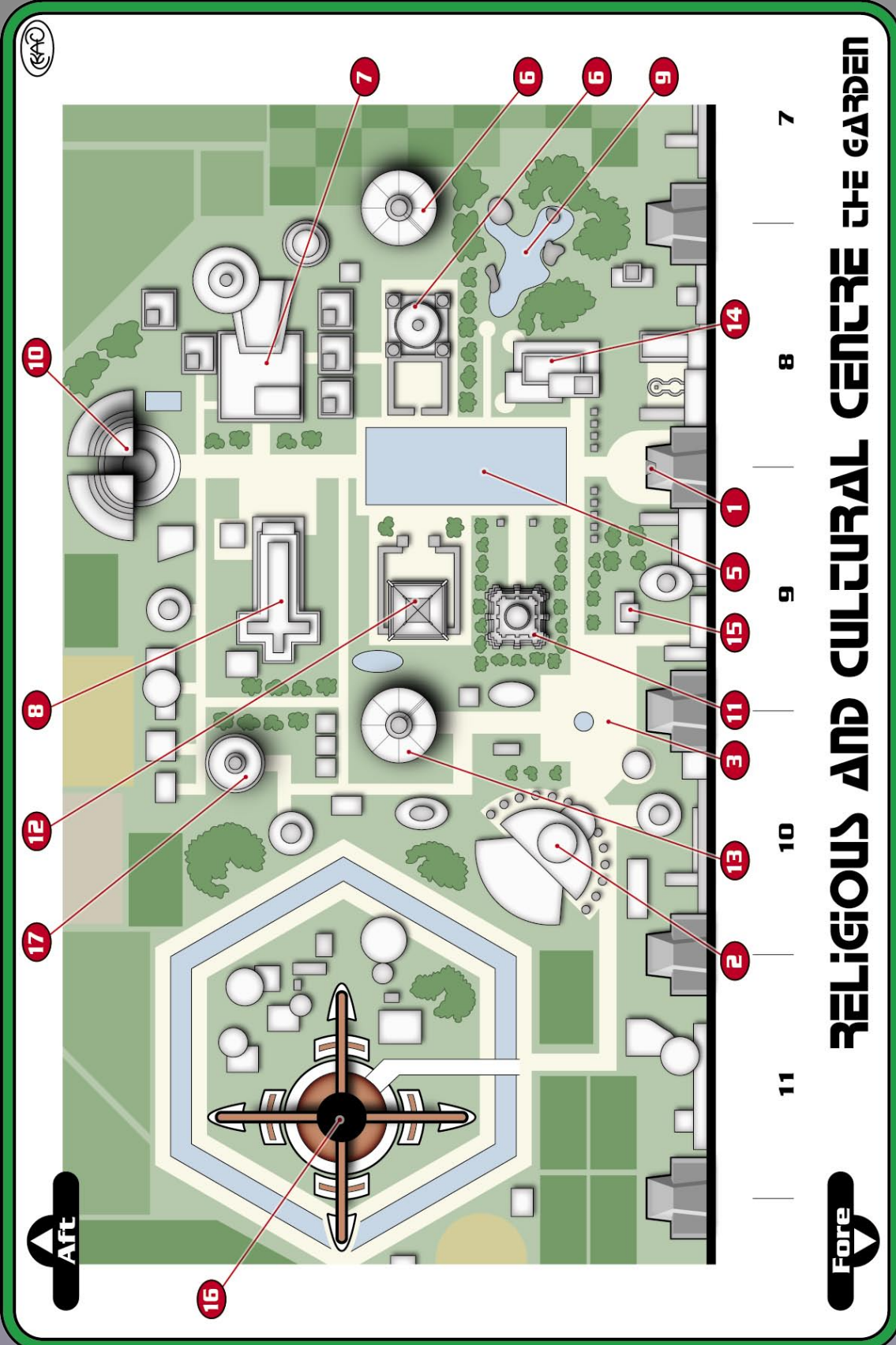
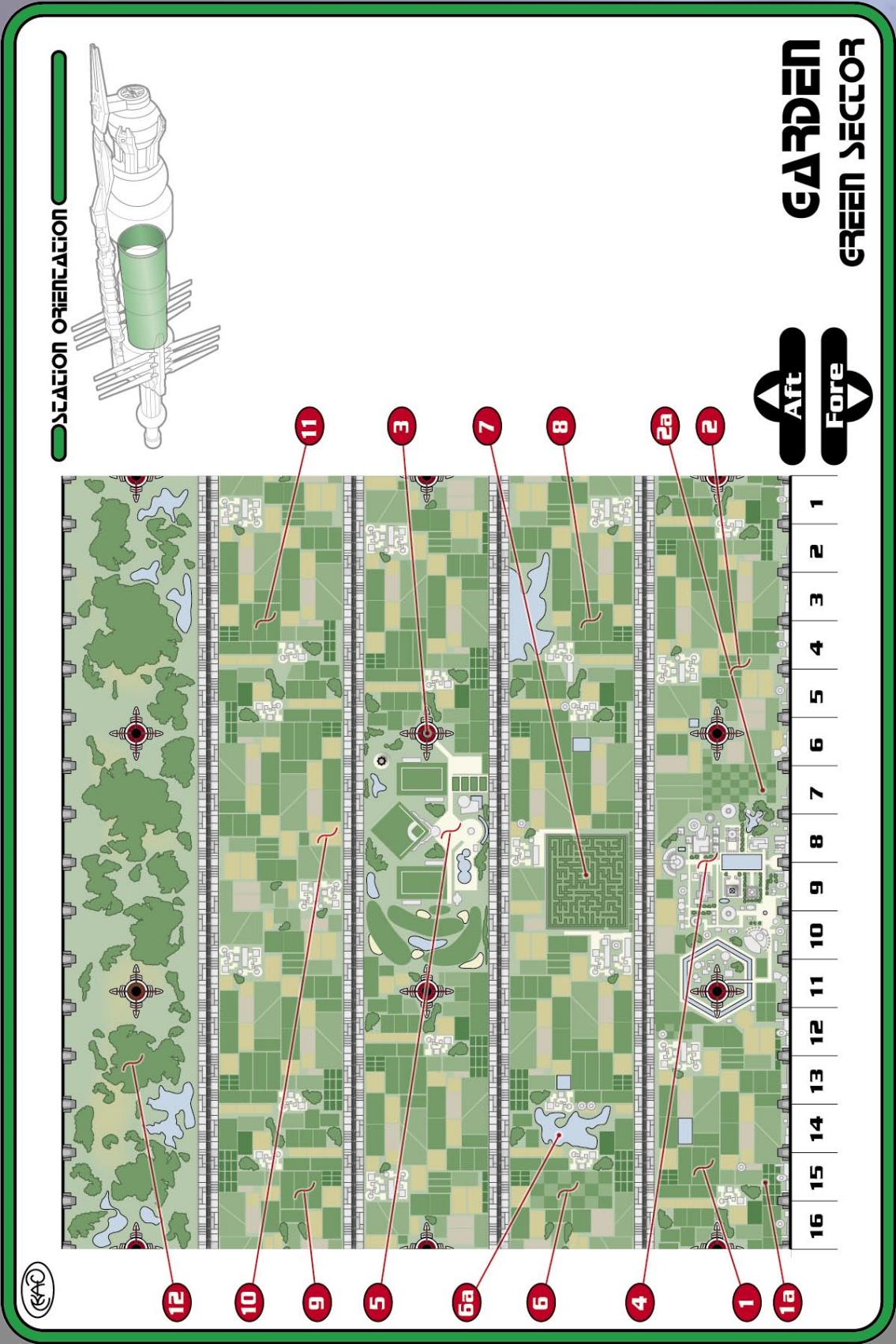


RED SECTOR Properties



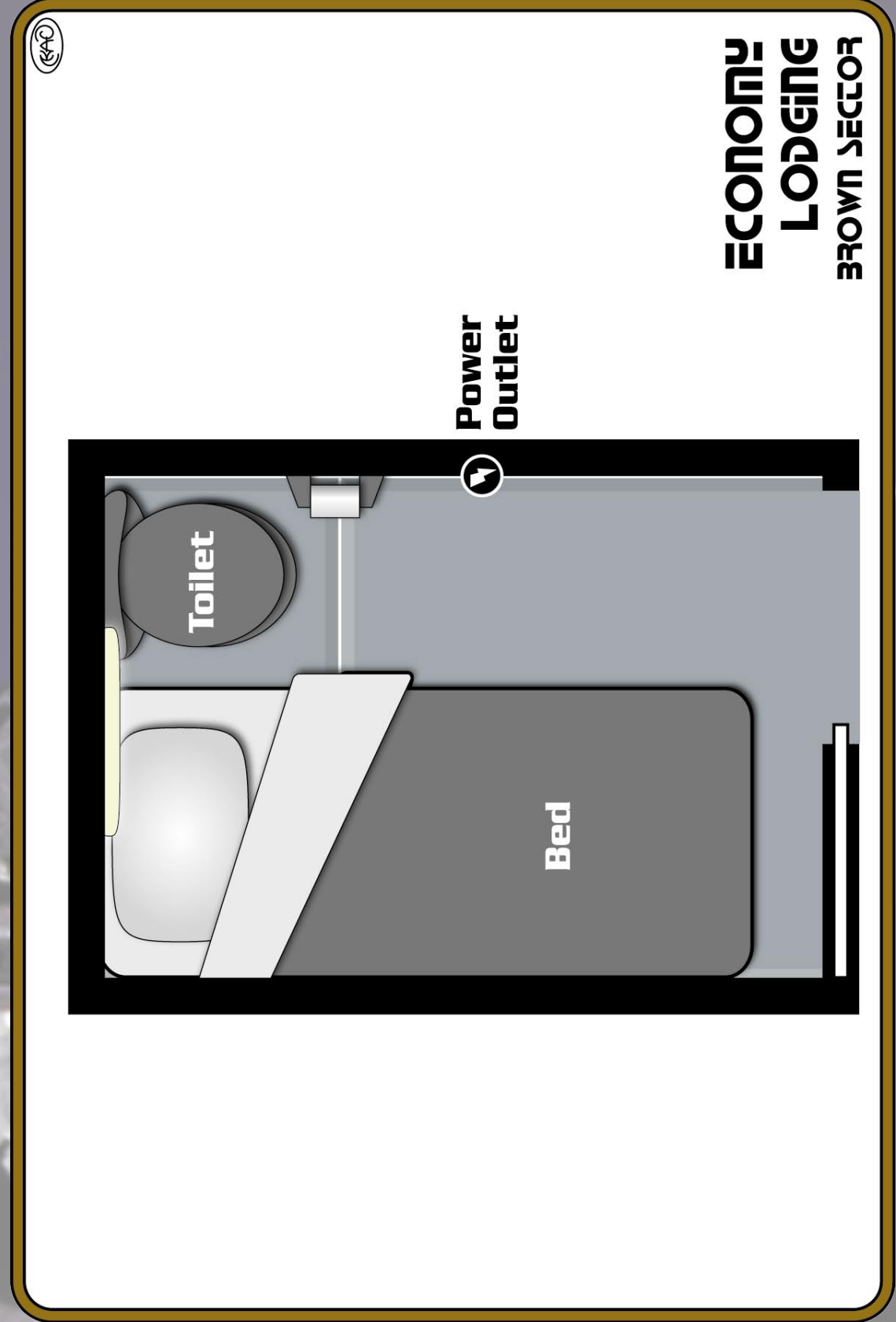
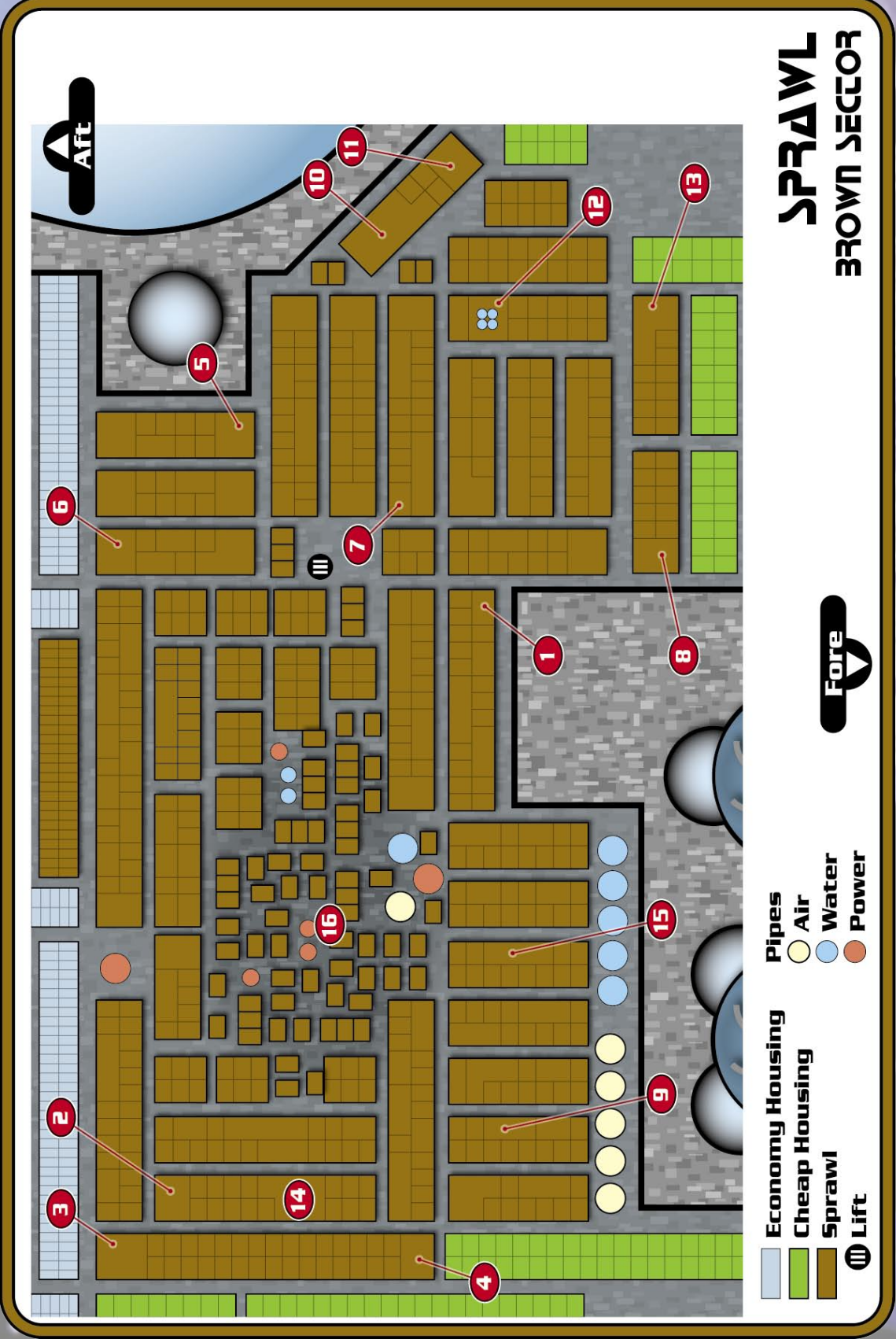
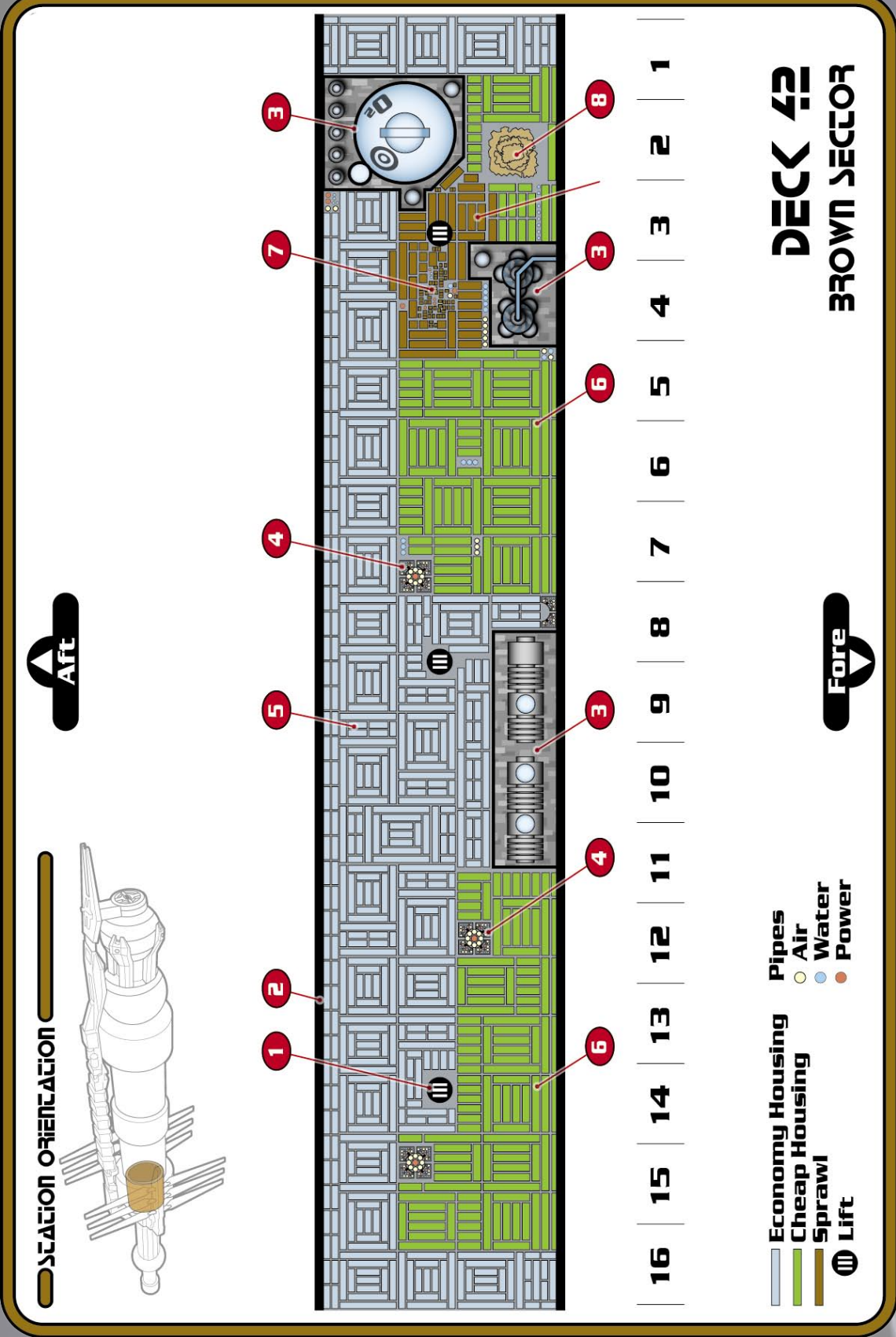
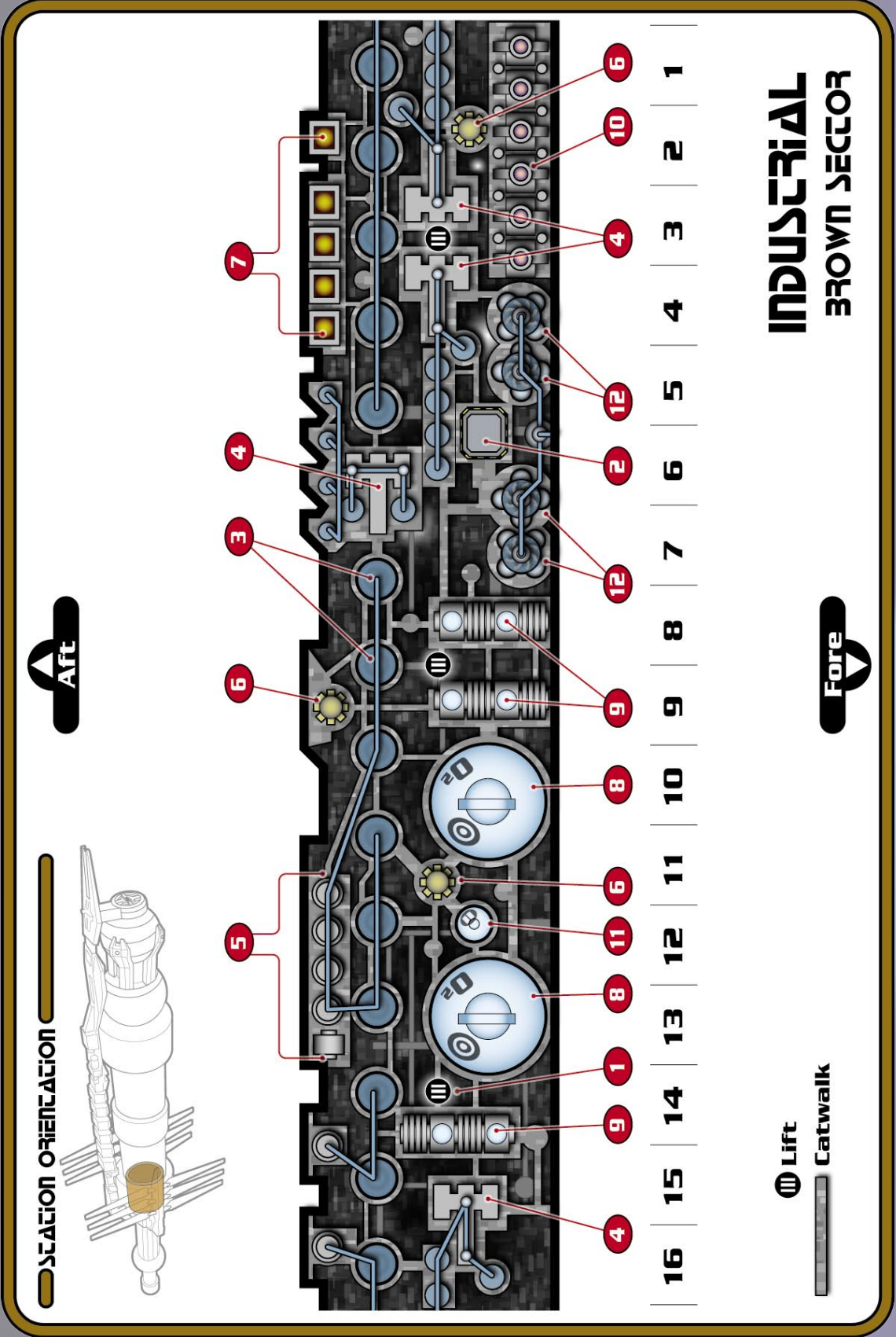


Green Sector

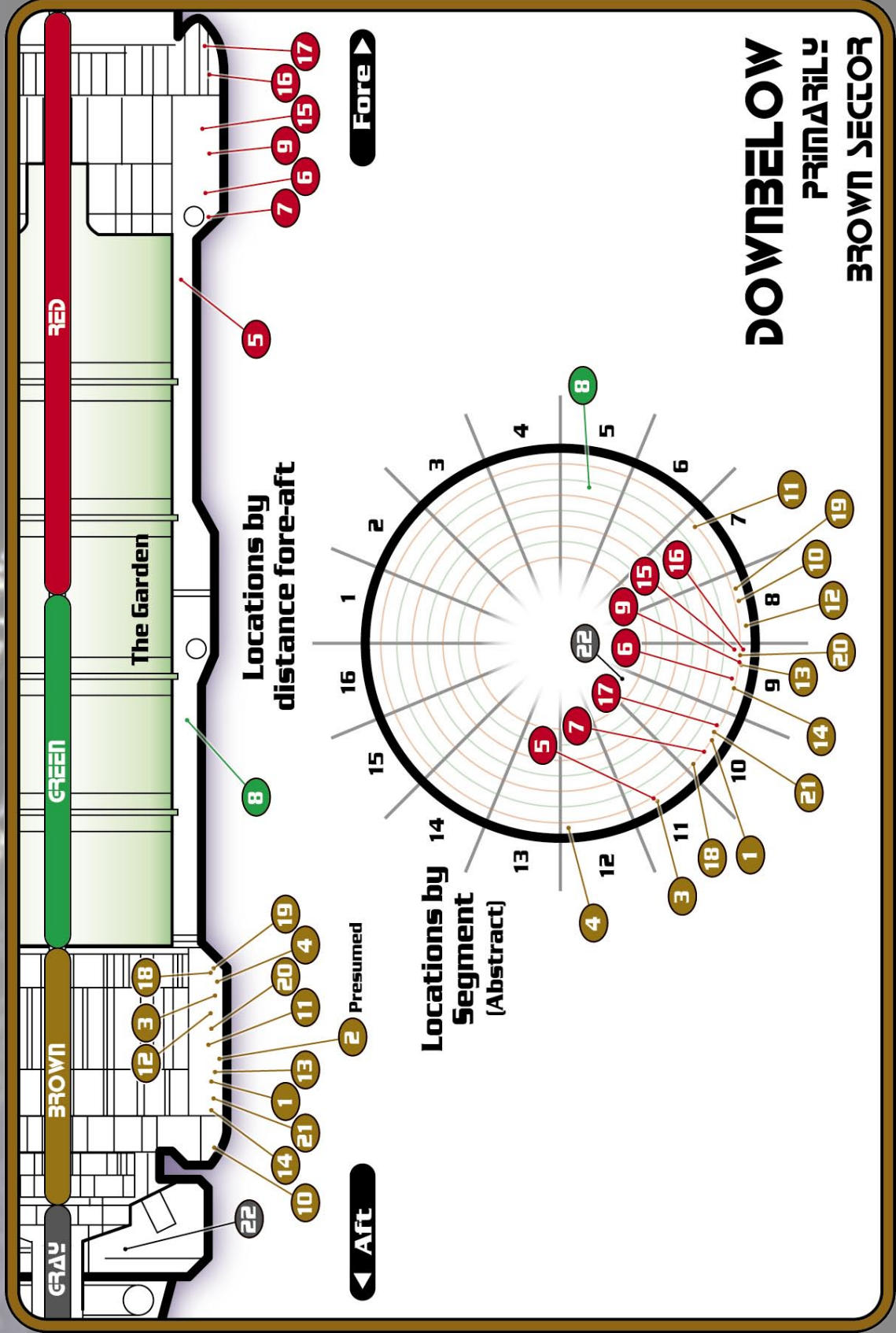




BROWN SECTOR

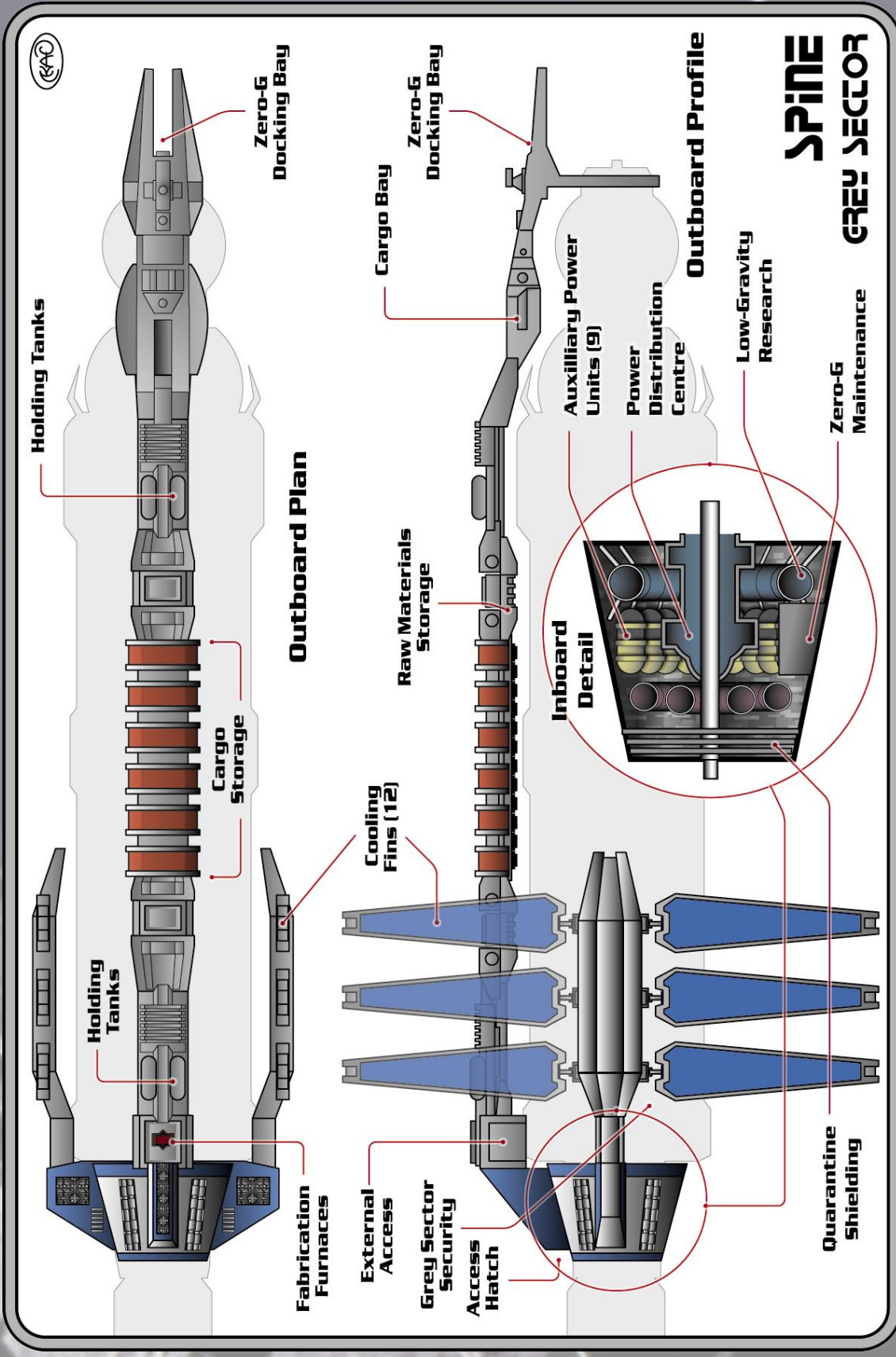
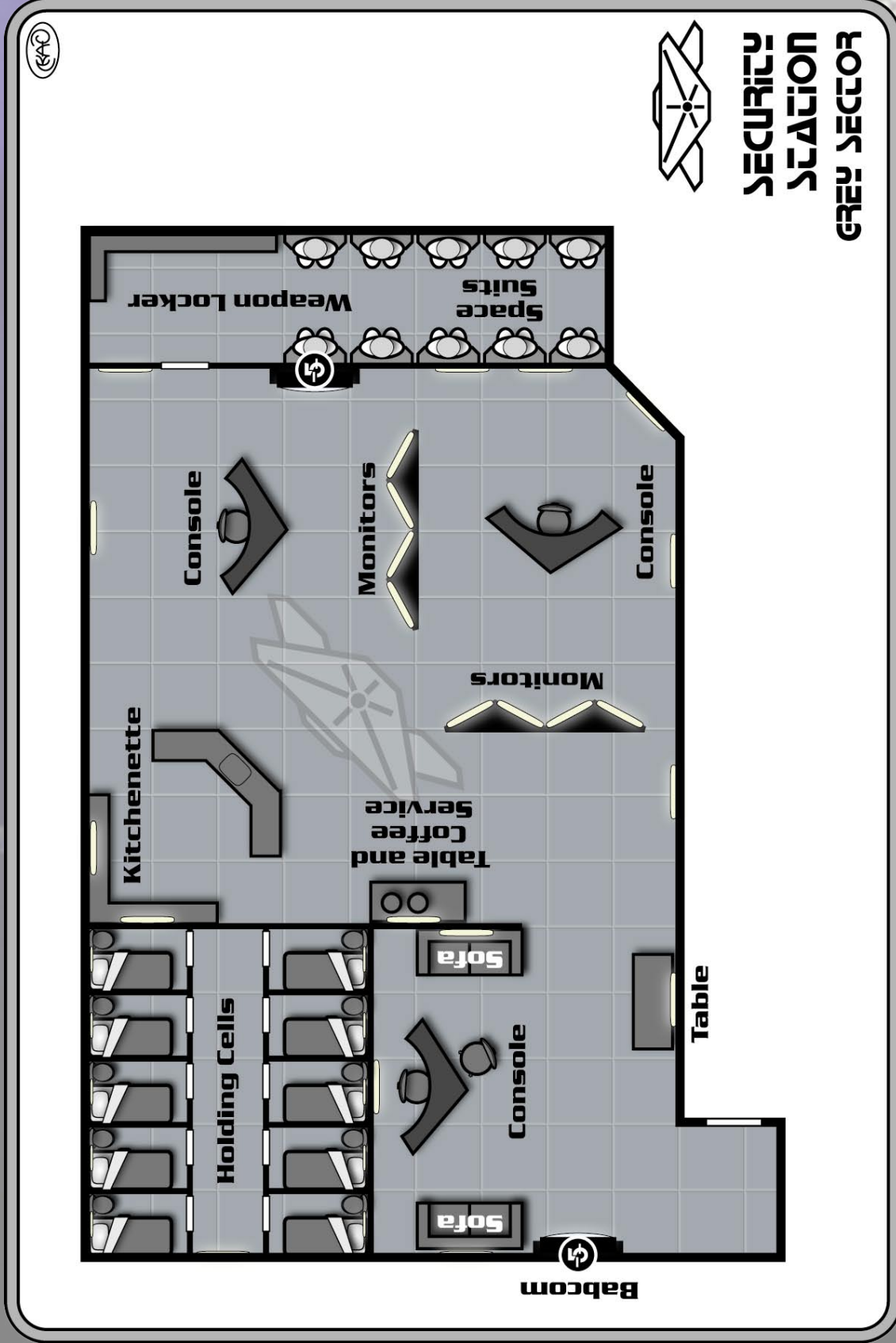
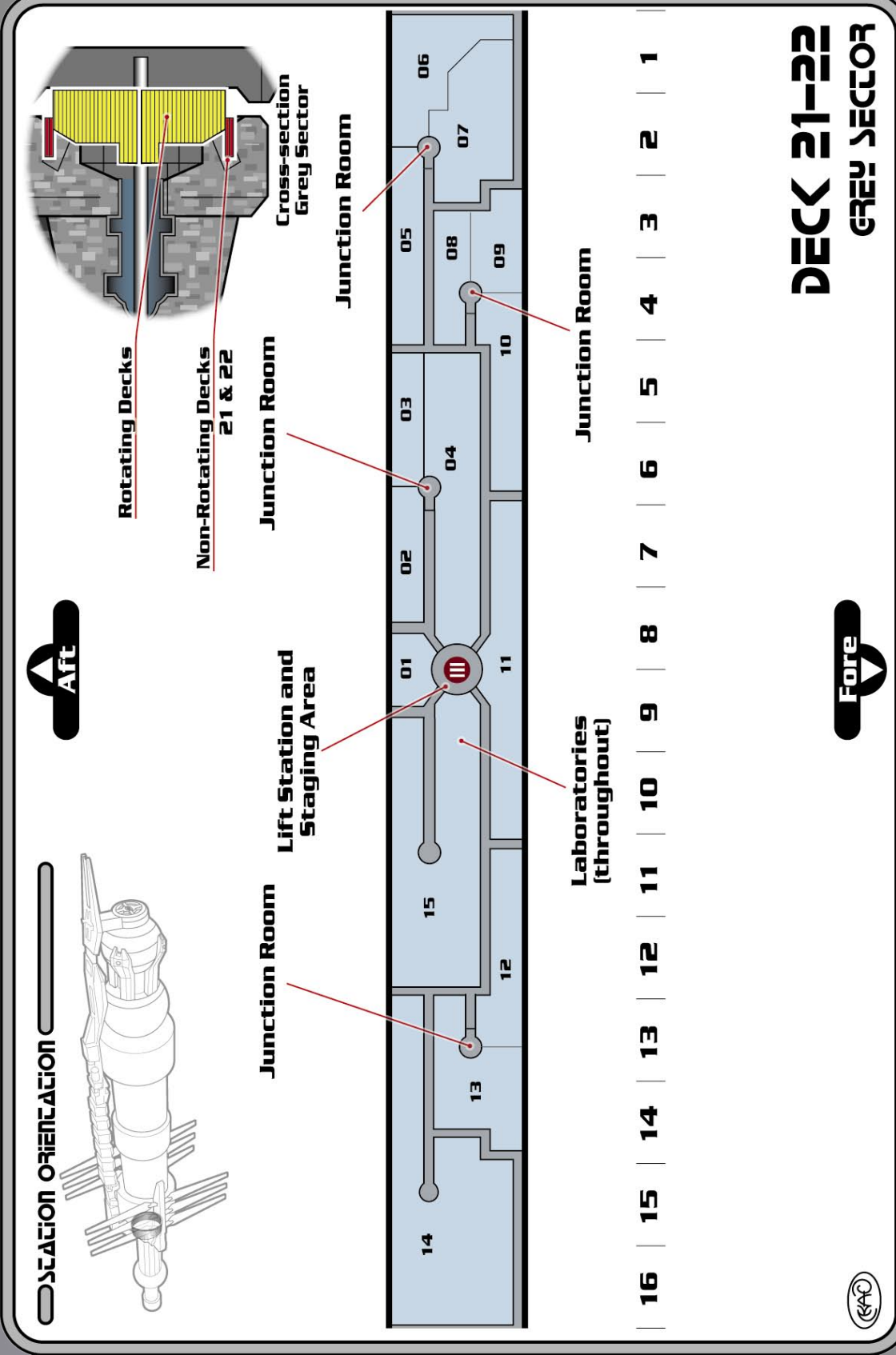
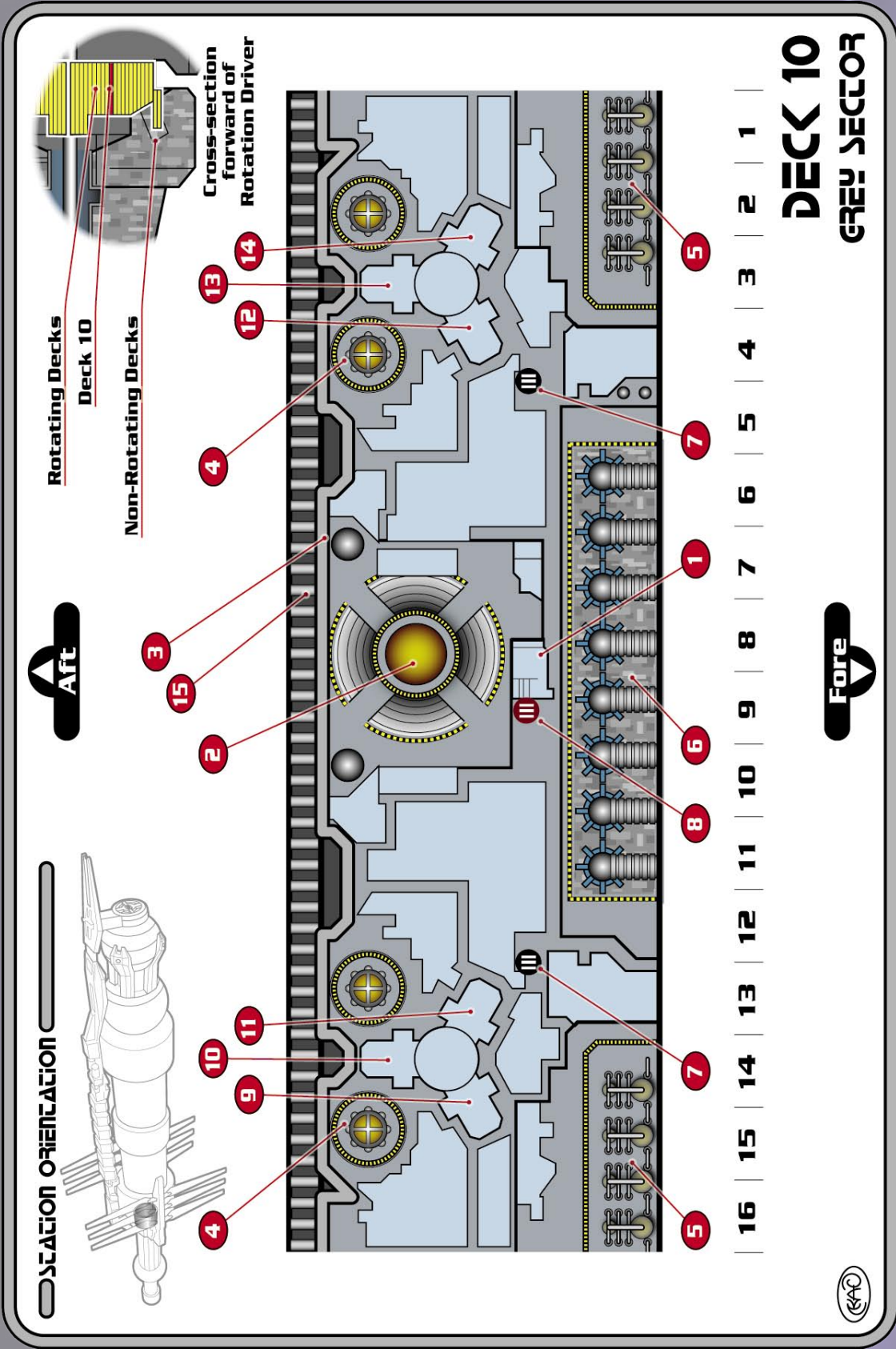


DOWNBELOW





המחלקה ללימודי חינוך



# Yellow Sector

