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The Athena Strain



Babylon 5 Created by J. Michael Straczynski

The Athena Strain

By
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Introduction

The Athena Strain puts a group of characters aboard a space liner where the crew and passengers have been exposed to an extremely dangerous virus.

This scenario has been designed in such a manner as to make it as flexible as possible for the Games Master. There are no suggested character levels, no suggested races or classes. In fact, there is no solid location setting for it – it should be possible to fit into an existing campaign or run as a one-off game without any problems. The game should however be taking place before the Interstellar Alliance has been formed.

Rather than the ‘scene by scene’ scenarios you may be used to running, this book presents a toolkit to run the game as the Player Characters progress through it and events deviate from the ‘scripted’ timeline. This book begins with a number of timeline-derived scenes, followed by events that will probably occur if nothing happens to affect them and then notes on dealing with events not in the timeline. Finally, details on the space liner *Athena*, some of her crew and passengers and some of the other agencies operating in the scenario are presented, allowing the Games Master to understand the forces at work and answer the questions not raised directly within the main text.

Since this book is designed as a toolkit for the Games Master, plenty of advice and suggestions are available within these pages, and a number of ‘standard’ scenes and encounters are presented for use. A better description could be ‘a mini campaign setting for a single scenario’ – there is a wealth of background material and a framework to work the scenario around with guidance on how to run it, while leaving plenty of scope to add in more subplots and twists.

Preparation

To run this scenario, a copy of the *Babylon 5 Roleplaying Game* and the *Player's Handbook* are needed. It is always helpful to have a copy of the relevant *Fact Book* for each Player Character race. If the Games Master has a copy of *The Babylon 5 Galactic Guide* there will be the opportunity to use some material from it later on in the scenario, but it is not a prerequisite. Likewise, *The Zocalo* is very useful for additional items or equipment, or describing the station in more detail before the Player Characters leave it for the main storyline. The Games Master will also want snacks on hand during each game session to ensure the Players are not dying of starvation (or just complaining that they are). The scenario ought to last about six to eight hours of play or longer, depending on how much additional work the Games Master want to put in.

The Player Characters should have at least one contact able to get information through government channels (any

government will do). This contact does not have to be particularly high-level. If this is not possible, be sure to run the optional encounter ‘The Aide’s Problem’ in Chapter Two, which will provide the group with this resource.

This scenario is not set at any specific time during the Babylon 5 timeline, but it might be tricky to run during the Narn/Centaurs war as it requires Narn and Centaurs to be aboard the same passenger liner without killing each other (at least, not openly!). Note, however, that Narn Player Characters are not suitable for this scenario without some special handling (this is pointed out where appropriate in the text).

The Games Master should familiarise himself with the resources available within this book before playing – read it from cover to cover at least once. The latter chapters especially are full of reference material for the Games Master to work with, including specifications and plans for the vessel most of the scenario takes place on, and a partial list of Non-Player Character crew and passengers, plus generic stats for the unnamed majority. Familiarity with the Non-Player Characters aboard the ship is essential, and to this end a Non-Player Characters summary sheet has been provided at the back of this book.

Watching an episode or two of Babylon 5 just before the game starts is a good way to get it into the right mood. Just be careful to pick ones that fit the same style of play that the Games Master wants to use – if the desire is to run this module as an extremely serious disaster then pick that type of episode.

Choosing a Style

The author originally intended this scenario to be played seriously, in the style of an airplane disaster movie, with heroic actions used to save the passengers from problem upon problem until they are rescued or work out a way to deal with the disaster. It is assumed that the majority of Players will wish to use this style, and therefore that is how this book is being presented.

Encounter Levels

All encounters within this book are presented in a scalable format, to match the abilities of the party. Three sets of stats for each major Non-Player Character are presented, allowing the Games Master to pick the one that fits his needs. The Games Master is of course at liberty to tweak any encounter or Non-Player Characters up or down as he sees fit.

Book Layout

The Games Master should read this book thoroughly to familiarise himself with its layout.

Chapter One: The Outbreak will help the Games Master to guide the Player Characters into the scenario. Advice

on getting various character types to board the *Athena* is available, should it be needed.

Chapter Two: Timeline presents the timeline of events and when they will occur should the Player Characters do nothing to interfere. Alternative events are presented to deal with particular changes they may influence, along with notes on how to deal with options not covered.

Chapter Three: Random Events includes some optional events the Games Master can use to move things along or to make things a little more hectic for the Player Characters.

Chapter Four: Dealing with Situations guides the Games Master in dealing with events that the Player Characters may trigger or create themselves, and presents possible results of a number of these.

Chapter Five: Wrapping up explores a number of ways that the Player Characters may attempt to deal with the crisis, and probable outcomes of these. Alternatives are explored for using diplomatic, scientific, or physical means to affect the outcome.

Chapter Six: Alternatives investigates alternative uses for the material in this book before or after running the main scenario.

Appendix I: The Athena gives details on the space liner, its crew, and its passengers.

Appendix II: Non-Player Characters is a roster for all of the Non-Player Characters that the Player Characters may encounter in the course of the scenario.

Appendix III: Organisations presents a number of parties who have an interest in the *Athena*. Their motivations are explored, their objectives analysed, and notes given on how they may react to various factors during the scenario. The Games Master should make heavy use of this chapter to introduce new events to the timeline once the Players have made a mess of any carefully laid plans by doing something completely unexpected (although the Games Master really ought to be used to that by now).

Appendix IV: Handouts contains a number of handouts for the players and the Games Master.

Ship Combat

Ship-to-ship combat is possible at a number of points in this scenario. This should be handled dramatically through narrative actions, and not using the standard ship combat rules as these would make the situation pretty much impossible for the Player Characters. There should be a general feeling of chance shots and lucky escapes during any ship combat in this scenario.

Background

Doctor Franz Karlson, biochemist, has been working on cures for a number of diseases and viruses on behalf of his employer, Talson Pharmaceuticals. The company rents an isolab on Babylon 5 for his work (note: to change the location of this scenario to begin elsewhere, feel free to substitute any other station, outpost, or even colony world for Babylon 5; a few other locations will also need to be changed and the Games Master should either ensure the adventure starts at approximately the same distance from Earth as the station, or should change the timescales and number of jump points appropriately).

Over the last few months, he has come close to a cure for Ceti Flu using a sample of the Volinian Plague – a virus with a very similar structure. This sample is one of only a few kept in isolation for research purposes, since it was believed to have been eradicated from the known galaxy five years ago.

His work on a vaccine for Ceti Flu has stalled as he encountered insurmountable problems with transferring the serum into test subjects. Talson are transferring him to their main research station in Earth orbit, along with his samples, to allow the work to continue. Passage has been booked for him aboard the space liner *Athena*.

Approximately one hour after the *Athena* leaves, the containers of Volinian Plague in the Talson isolab disintegrate – the chemical structure of the containers is unstable. Luckily, they are in a sealed room, and nobody is infected. Dr Karlson's own specimens are also in containers from the very same batch. There is not enough time to jettison the containers and so the crew and passengers of the *Athena* are exposed to the virus...

The known cure for the plague can be easily synthesised aboard the ship's medbay, but is found to be useless – it appears that something has caused the virus to mutate into a new strain.

Usually fatal to 1 in 20 members of other races, the Volinian Plague is lethal to all Narn. Between the Narn government attempting to destroy the vessel, the Centauri trying to capture it and nobody allowing it to dock, things will get difficult for the crew and passengers of the *Athena*.

Will the passengers and crew survive? Can someone find a cure? Why is Psi-Corps so interested in this vessel? What is the connection between Talson Pharmaceuticals and IPX? What happened to make the sample containers unstable? The answers to these and other questions are available within this book, but that certainly does not mean the Games Master cannot change them to suit an ongoing campaign – or simply because he has a better idea.

Chapter One – The Outbreak

This scenario relies on the Player Characters boarding the space liner *Athena*. A number of possibilities to achieve this are presented, along with the opportunity for the Player Characters to make the acquaintance of some of the passengers and crew aboard the ship and to familiarise themselves with the liner itself.

However, one hour out in hyperspace disaster strikes the vessel.

Getting Aboard the Athena

The Games Master may already be in a position to manoeuvre the Player Characters to board the *Athena*. However, the following suggestions may be of assistance in placing them aboard the ship.

Agents

Agents are easy to place aboard the ship. Their next assignment takes them to Earth, and travel arrangements for the *Athena* have been made on their behalf. The Games Master should take special care to read the IPX section in *Appendix III – Organisations* if any Player Character is working for this organisation. Of course, IPX have not necessarily told their agent what is actually going to happen...

Diplomats

A high-level trade conference is being called on Earth, and representatives from most governments have been invited to attend. Low-level Player Characters may be travelling to take important documents to an Ambassador, while high-level ones could feasibly be asked to assist or even fill in for their world's Ambassador to Earth.

EarthForce Characters

Anyone in the military can simply be ordered aboard the ship for a transfer, or temporary assignment on Earth. Alternatively, they may just be taking leave to go and visit relatives.

This option can also work for alien militaries if Earth is a convenient travel hub for their ultimate destination.

Lurkers and the Temporarily Unemployed

Doctor Franz Karlson has some items of luggage that require special handling. Rather than pull staff from his lab to assist, he has placed an advertisement on the

station for a couple of people to accompany him on his trip to Earth at short notice. This job pays 400 credits, in addition to a one-way ticket to Earth. Note that this option is the best way to ensure that at least one Player Character is with Karlson when the virus escapes.

The *Athena* is currently a pilot and a flight attendant short due to illness, and Captain Morrison has been authorised to hire temporary replacements. GalacTravel will pay 500 and 250 credits respectively for the two-way trip from the Babylon 5 station to Earth and back again – there is, of course, no charge for the flight itself for crew. To fill either of these posts, the character must pass a short interview with Captain Morrison aboard Babylon 5 – the Games Master is free to play this through, or simply make a skill check (DC 15) against Pilot Skill (for the Pilot) or Charisma (for the flight attendant).

Scientists

Talson Pharmaceuticals could be contracting in more help for their research station on Earth, on a permanent or temporary basis.

Other Humans

A relative on earth could be sick, there could be a wedding or a death in the family, or any other requirement for them to visit home. For those without the means to travel, the ticket could be provided by a relative.

Other Aliens

Earth is a good place to visit. There are not many other planets with such a variety of cultures co-existing within the same race.

Narn Characters

Without modifying the storyline a little, any Narn aboard the *Athena* will be dead within a few hours. This may cause a problem if Player Character Narn board the vessel, as players do not tend to like having their characters terminated by a static plot element, with no possible way to avoid it (they can be funny that way).

This can be handled in a number of ways. One suggestion is to have any Player Character Narn arrested for a crime they did not commit (or one they did, if one exists), so they are unable to make the trip. Alternatively, ensure they are berthed in section E and read the special notes in 'exposure' below.

Buying a Ticket

Tickets can be purchased in person from the GalacTravel booking office on Babylon 5, or via the BabCom system (to be picked up on check-in).

If using the 2257 galactic map, the Games Master will notice that the jump from Epsilon Eridani to Sector 49 is a minor route and should take three to seven days according to the table on pg. 150 of the *Babylon 5* Rulebook. This is then followed by another minor route to Proxima before the major jump to Sol. The Games Master may also notice that the costs do not work out, either. The Players may decide to nitpick this, in which case use some or all of the following answers:

- ⑤ By the time this scenario begins, Babylon 5 has become more important and the route to Earth upgraded.
- ⑤ When JMS was asked how fast the White Star travels, his reply was 'at the speed of plot'.
- ⑤ Different types of vessels will take differing lengths of time to navigate the same route.
- ⑤ The cost difference is because a well-established commercial route is cheaper than 'average' prices for galactic travel.

A one-way trip to Earth in Economy class costs 1500 cr, while a return ticket is 2000 cr. These costs double for passengers travelling in first class accommodation.

The journey takes four days in either direction, varying by a few hours either way depending on hyperspace fluctuations and awaiting docking/jumpgate clearance – the *Athena* is a civilian vessel, and does not enjoy the prioritisation military vessels receive.

Whichever method(s) used to get the characters aboard, at least one should be travelling Economy class, and be assigned to the same cabin to Doctor Karlson. Karlson is assigned to cabin E-19, along with the Narn V'Tath and Emily Talson, leaving room for three others. It is suggested that you fill these with Player Characters if possible. At a minimum, one Player Character must be assigned there, in which case assign a couple of Non-Player Characters to fill out the cabin – there is very rarely an empty berth on the *Athena*. The Games Master may choose Non-Player Characters from *Appendix II - Non Player Characters* from those without fixed cabin assignments, or add completely new ones. *Appendix I - the Athena* also contains deck plans for a more visual indication of the *Athena*'s layout.

Boarding

Check-in can be done up to two hours before departure, at 09:45, with the desks closing 45 minutes before departure at 11:00. Economy-class passengers must board between 11:00 and 11:15, but First Class may board any time between 10:45 and 11:30.

Doctor Karlson boards the *Athena* at 11:07. Other characters boarding the vessel at this time may encounter him, but he does not stand out from the crowd. He will not

introduce himself to other passengers, but will respond to anyone who initiates a conversation.

First Class passengers are entitled to 100 pounds of carry-on luggage (which is delivered to their stateroom for them) and 400 pounds of cargo stored in the hold. Economy-class passengers are limited to 25 pounds of carry-on luggage and 200 pounds in the cargo hold.

Boarding Events

The Games Master may wish to run one or more of the following events during this time.

The Courier

The Brakiri Data Courier Laartrok (see *Appendix II*) has a data crystal containing plans stolen from the Minbari for an artificial gravity generator. He has contacts in EarthForce who would pay generously for this, and is travelling in order to hand it over in person. However, he has just discovered that the Minbari are on his trail, and most likely will have someone aboard the *Athena* looking for him. The safest course of action he can think of at short notice is to plant the data crystal on another passenger, and recover it after reaching Earth. Given his skills, Laartrok should have no trouble slipping the crystal into the pocket of any character (make a Sleight of Hand check for him, opposed by the target's Spot check) but it is suggested that they are given a Spot check (DC 30) every day they wear that item of clothing in order to discover the crystal. If for some reason no Player Character is a viable target, he will choose another passenger.

The Minbari Vanier (see *Appendix II*) has Laartrok's description, but no evidence to have him taken into custody. He manages to get aboard the *Athena* at the last moment (explaining his need to another Minbari passenger is enough for them to let him take their place),

and his actions over the next few days are described in *Chapter Two – Events*.

Stop! Thief!

A human lurker, Deborah Stileman (see *Appendix II*) is being chased through the docking area by the Zocalo merchant Z'kil'ma (Vree Agent 6, see *The Zocalo* for more information, or feel free to substitute with a Non-Player Character shopkeeper of the Games Master's own creation). The 'Generic Vree Agent' stats at the end of this book can be used if preferred. Deborah has stolen a small, green, Buddha-like figure originating from the remote world of Parizia VI, out on the galactic rim (this figure has no use in the game, but enterprising Games Masters could always think up a scenario involving ancient evils or strange technology carried within for future use).

Z'kil'ma shouts unintelligible and mostly unpronounceable words during his pursuit, which to anyone knowing the Vree language mean 'Stop!', 'Thief!', 'Somebody stop that thief!' and other similar exclamations. Of course, if nobody understands that they simply see a Vree with a makeshift club (a statue of the Li, the Centauri Goddess of Passion) chasing a Human.

If she escapes, Deborah dives past one of the check-in desks and into the baggage handling system. She will end up aboard the *Athena*, in the cargo hold, and could feasibly be encountered later in the scenario. Although no specific events in *Chapter Two* mention this, the Games Master is free to make her presence known.



Assassination Attempt

House Lurshan recently promised space on a number of their vessels to House Refa, to allow a number of weapons shipments outside of Centauri space to go through without suspicion. Bruthus Lershan decided at the last moment to withdraw this support, leaving House Refa with signed weapons deals and no means of delivery.

In revenge, House Refa has sent an assassin to Babylon 5 with instructions to dispose of Kico Lurshan (see *Appendix II*) as he passes through en route to Earth.

Varo Crillus (see *Appendix II*) is an assassin of some repute yet little finesse. His usual method is to simply stab his target with an ultra-thin blade coated in Fildreeni and flee the scene. As this poison causes confusion in its target within seconds, they end up stumbling around with a near-impossible to spot wound for the next few minutes before succumbing to its main effect – complete shutdown of the neural pathways.

Crillus makes his attempt as Lurshan makes his way through the departure queues. Give every Player Character a Spot attempt (DC 20) to determine whether they see him approaching his target with a sliver of metal in his hand. If spotted, he attempts to flee the area and replace another Centauri passenger aboard the ship for another attempt (as per the timeline in *Chapter Two - Events*), and the Games Master is encouraged to give him some assistance in this (Station security restraining the Player Characters as they attack a Centauri for apparently no reason is a good way to do this), but the storyline will not suffer if the Player Characters manage to subdue and capture him. Allowing him to die in the combat would cause station security to arrest the Player Characters pending an investigation, and is not recommended unless the Games Master really does not want to run the rest of the scenario.

This encounter can be a good hook for the Player Characters to gain the friendship of House Lurshan or the enmity of House Refa in an ongoing campaign. Should they be Centauri themselves, this may cause a ripple effect to the senior members of their own house...

Settling In

Assuming the Player Characters board before 11:30, there is a little time for them to talk to other passengers. Those with Economy tickets get a seat in one of the shared Economy cabins, while First Class passengers have small one- or two- person staterooms for their private use (see *Appendix I – The Athena* for more details of accommodation, including recreational and food service areas aboard ship).

The *Athena*'s airlocks are sealed at 11:30, at which time read the following to the Players.

A male voice crackles to life over the ship's announcement system.

'Welcome to GalacTravel's service Seventeen Alpha to Earth. I am Captain Morrison, commander of the Athena, and I am pleased to receive you on board for this trip. Our journey is expected to last four days. We shall be docking at Earth's Sahara orbital station at 10:45 on {insert date four days from now here}'

'The cafeteria will be open for refreshments shortly after we launch. First class passengers may use their cabin terminals to place an order.'

'Passengers are reminded that all ticket contracts include a personal safety waiver, and that GalacTravel has been indemnified against any damages claims due to failure to follow safety instructions. Please pay attention to our flight attendants who will now take you through the safety procedures.'

The cabin crew now issue safety instructions via the vidscreen mounted on the wall of every cabin.

Read the following to the Players:

An attractive human woman appears on the vidscreen in your cabin, and begins to read the standard safety instructions for the space liner.

'Please note that hyperspace sickness bags can be found under the seats in all cabins, as well as in the first aid locker in First Class staterooms. In the event of a loss of cabin pressure, oxygen masks will drop from the ceiling. Lavatories are located at the front and rear of the main deck, and within First Class staterooms.'

'Escape pods are located at the front, rear and middle of the main deck, and at either end of the First Class corridors'

At 11:45, the liner leaves the station, and enters the jumpgate.

Itinerary

The journey in Hyperspace is set to take four days. The ship is scheduled to emerge from the Sector 49 jumpgate after thirty hours, followed by a two-day jump to Proxima. The final jump to Sol takes an estimated fifteen hours, followed by a two-hour journey from the Io transfer point to Earth.

Exposure

At approximately 12:35, a set of containers with samples of the Volinian Plague back in Doctor Karlson's lab disintegrate, due to an unstable compound used in their chemical makeup. An emergency message is sent to him on the *Athena*.

The message is received by Captain Morrison at 12:38, and he leaves the bridge to find Doctor Karlson himself.

Read the following to anyone in the same room as Karlson at this time:

A uniformed man runs into your cabin, out of breath and with a worried look on his face. As he begins speaking, you recognise the voice of Captain Morrison.

'Doctor Karlson? Franz Karlson?'

Karlson frowns at the mention of his name. 'Yes, Captain? Is there a problem?'

'Doctor Karlson, your lab just got in contact with us. I have to tell you that the sample containers you are carrying are made of unstable materials – we have to get them off the ship immediately.'

Unless the Player Characters do anything to intervene, continue reading the following:

Karlson goes pale, and reaches for a suitcase stowed under his bunk. Flipping the catches open, he pulls out a smaller green plastic case, which he opens to reveal three sample jars.

'I don't see any problem, Captain, but considering how dangerous these samples could be if they get out, I see no other choice but to jettison them immediately. Is there an airlock we can simply jettison them from?'

Morrison thinks for a second, before replying. 'Head aft from the main corridor. I'll let the galley know you're on the way.'

'Captain, you should also isolate as much of the ship as possible... just in case.'

Morrison heads for the cabin's wall terminal, and punches in a code. 'Mister Cohen, lock down bulkheads A through E, immediately!'

A successful Spot check (DC 10) will allow anyone to read the code Morrison typed in, which overrides the

Why did Morrison not order the immediate sealing of Karlson's cabin?

Bear in mind that Captain Morrison is a commercial pilot, not a military veteran. He is not used to thinking in emergency situations, and has not been trained for them. The first thought to enter his head was to get the dangerous material off his ship.

Once they found out what was happening, my Players tried to get the ship sealed anyway.

Nobody will listen to them. Morrison is more concerned with getting the substance off the ship. Cohen will not take orders from anyone but Morrison. If anyone tries to reach the bridge and activate the controls themselves (or threaten the crew until they do it), they will arrive about thirty seconds after the container breaks.

What happens to Player Characters locked in Section E?

Anyone stuck in Section E will be able to communicate with the rest of the party using the internal communication system. Note, however, that unless someone unseals the bulkhead (which will doom a number of passengers within), they will be physically isolated for the rest of the scenario. Some notes on things for them to do are given throughout the next chapter. Of more concern is the fact they will no longer have access to the galley. There is only enough food for one day, although water dispensers are available in the passenger cabins and restrooms. Food for up to a week can be scavenged from the escape pods in Section E.

user-friendly menu system on the terminals and opens a direct channel to the bridge.

Important: If there are Player Character Narn aboard, they should be in section E now, to avoid being doomed to a nasty death. It is not recommended that Narn Player Characters take part in this scenario, but this will give the Games Master an option if unable to arrange otherwise.

Continue to read the following:

One of the co-pilots appears on the screen. 'Captain? That'll cut you off from the bridge. We need you up here, can't you...'

'I said lock them down, right now! That's an order!'

'Locking down section E now Captain, but, it'll only take you a minute to get back here. Please get moving before I start on the others.'

Doctor Karlson hasn't moved. He seems preoccupied with a strange spider-web pattern appearing over the jars in his case. Two seconds later, the gloom inside is seeping through the edges.

Morrison stares, horrified. 'Doctor, get that off my ship. NOW!'

Karlson continues to stand there. 'Its far too late for that now...'

The time is now 12:41, and the Volinian Plague is in the Athena's air circulation system.

At this point, the Games Master should make a mental note to determine which named Non-Player Characters are infected. This is determined randomly, in order to provide for a unique game. The easiest way to determine this is to roll 1d10 for every Non-Player Character: on a roll of 1 they have the Volinian Plague. It is important to know who is infected later on in the scenario, as these people will fall ill and die unless a cure is found in time. As the liner's crew (and Doctor Karlson) are included in this random factor, this can affect the people remaining for the Player Characters to interact with.

The Games Master should also make a Constitution check (DC 20) for each Player Character – those who fail will also succumb to the disease. However, Player Characters get an easier time of things, as the Games Master will track the disease progress in detail as per the rules in *Chapter Two - Timeline*.

Morrison does not want a panic amongst the passengers, and wants to keep this all under wraps for now. Continue

reading the following, unless the characters intervene in some way.

Read the following to anyone in the cabin:

Morrison moves over to the cabin hatch, and closes it.

'So, Doctor, what exactly just got released into my ship's air supply?'

Karlson takes a seat, unbuttoning the collar button on his shirt. He appears to be having a little difficulty breathing.

'Captain, that was a sample of Volinian Plague.'

The Narn V'Tath gets to his feet angrily. 'Volinian Plague was eradicated years ago! It's lethal to my people. What are you doing with it aboard this ship?' He launches himself at Karlson, gripping him by the throat.

V'Tath's stats can be found in *Appendix II*. He fights anyone who comes near him until subdued. Between the Player Characters, Karlson and Morrison, this should not be a problem. Note that Emily Talson will keep away from the fight.

After the Narn is pulled off him, Karlson will begin coughing badly, and collapse into a chair to recover. Morrison will return to the console and call Security Chief Greenman down to escort V'Tath to the liner's single holding cell. He also calls Lieutenant Cohen down from the Bridge.

Continue reading the following:

After V'Tath is removed from the room, Karlson recovers enough to continue thinking about the problem.

'There's a cure for Volinian Plague - we can synthesise it as long as we work fast enough.'

Morrison thinks for a few seconds before replying.

'Okay. So we'll have everything we need in Med Bay.'

'That's correct. Any standard med bay should have the equipment.'

'Cohen, take the Doctor and get to work on that. Now, the rest of you' he says as he looks around at the other cabin occupants as Karlson and Cohen leave the room, 'I don't want to hear of this getting out, or we'll have every passenger on board heading for the escape pods and

either disappearing into hyperspace or spreading this to who knows where. If you need to talk to anyone, keep it to Karlson and myself, understood?'

Assuming nobody has any problems with this, he continues.

'I'm going to need some help aboard while this goes on, and I can't afford to tell anyone else, so consider yourselves it. So far only the people in this room and on the bridge are aware what's going on, and it's going to stay that way. Now, get yourselves over to med bay and give Doctor Karlson any assistance he needs. I'm heading back to the bridge to get in touch with Babylon Control - best we head back in case we need more medical assistance.'

Med Bay

Doctor Karlson needs about an hour to synthesise the cure using the equipment in the ship's Med Bay. During this time, he may ask Player Characters to fetch various items from ship's stores, his notes from his luggage, and generally use them as gophers.

If questioned, he will give the following explanation:

'The Volinian Plague takes two to five days to incubate in the average subject, but only two hours in Narn. We also know, however, that it only affects around one in ten people. I'm trying to think of a way we can screen the passengers without alerting them to the fact they may be infected. So far, though, we know for sure that V'Tath is infected - the virus is fatal to all Narn. Given the fact we already have him in a secure location, and that he must have been infected almost immediately, he's our best test subject once I have the serum completed.'



Nobody has given any thought to the other Narn passengers. Should the Player Characters ask to check the manifest or alert Captain Morrison to this, they will discover five others aboard.

Once the serum is complete, Karlson will request that at least one of the Player Characters fetches V'Tath from his holding cell so they can use it on him. He is not expecting any complications.

V'Tath has calmed down since his attack on Karlson and is now concerned purely with getting the cure, knowing that without it he will probably be dead within a few hours.

Read the following to anyone sent to retrieve V'Tath:

Chief Greenman stands by with a PPG at the ready, but V'Tath appears to have calmed down. He looks very nervous, though.

V'Tath will snarl nastily at anyone touching him, but otherwise will not cause any more trouble.

Upon the Player Character's return to the lab, read the following:

Karlson motions for V'Tath to lie on the Med Bay's single emergency bed, while he takes a blood sample. The Narn grumbles a little, but remains still. A few moments later, the Doctor administers the cure with a hypo.

'We need to wait about ten minutes before taking a second blood sample. At that point I can check that the virus level is dropping in the bloodstream.'

Ten minutes later, Karlson takes a second blood sample. Read the following to the players:

Doctor Karlson examines the second blood sample he has just taken from V'Tath. 'No... this cannot be happening!' he exclaims.

'The virus is stronger than ever in his bloodstream. The cure isn't working.'

He returns to studying the sample for a few moments. 'This isn't standard Volinian Plague. The structure is slightly different – the virus has somehow mutated.'

From here on in, the scenario will progress as per the timeline in *Chapter Two - Timeline*, assuming the Player Characters do nothing. However, their actions can change the course of the scenario in an instant. Between the notes given for the timed events in *Chapter Two*; the additional series of random events; and the ship, Non-Player Character and external organisation details in the Appendices, the Games Master should be able to develop and extend the scenario to cover actions we have not thought of. Finally, *Chapter Four – Dealing With Solutions* details a number of ways the scenario can end.



Chapter Two - Timeline

The events within this chapter may occur because of the action or inaction of the Player Characters, or simply because the Games Master believes they would fit at that point in time. The Games Master is of course at liberty to modify them to fit the circumstances, ignore some, or add in entirely new ones.

Introduction to the Timeline

The following timeline indicates which events will occur when, should the Player Characters do nothing to interfere. There will of course be a need to make modifications as the result of their actions.

The longer the scenario goes on the more work the Games Master will have to perform to decide what else is happening in the universe, as the game diverges from the planned sequence of events. The appendices describe the attitudes of those within and outside the vessel, their objectives and motivations. The Games Master can use this information to decide how these people react when a new option or problem arises.

Note that the Player Characters may potentially resolve the situation with the *Athena* before the timeline is complete. In this case, use judgement to determine any events that ought to occur nevertheless (such as while the *Athena* is heading to the nearest system to finally offload her passengers).

The *Athena* uses the standard Earth clock. While vessels and stations assigned to a particular world will usually keep to that world's system of time, the *Athena* spends long amounts of time in hyperspace, travelling between destinations. Therefore, she adopts the time of her capital, Earth, much like many other passenger vessels within the Earth Alliance.

How to Run the Timeline

Although each of the events described within the timeline could be considered a traditional 'scene', bear in mind that the Player Characters may not be present in the right place at the right time when they occur. If this happens, the event will simply occur without them. As Games Master, you can deal with this in a number of ways. These include having the event happen 'off-camera' and letting the Player Characters hear about it from Non-Player Characters, manipulating the Player Characters into the

right position, changing the specifics of the event so it happens where the Player Characters can be aware of it, or simply not running the event until they are in the right place. Different approaches work best for different groups – the ultimate decision lies with the Games Master.

The Games Master is encouraged to expand upon the details that occur every day. Try not to simply move from event to event, skipping the time in between. Let the Player Characters come up with other activities on board the ship, including interaction with the Non-Player Characters aboard. A number of personalities detailed in the Appendices have roleplaying notes attached that explain how they may act and react under various circumstances.

Depending on the amount of work the Games Master is willing to put in, each day of this scenario could feasibly be played out over one or more gaming sessions. Again, whether this works or not depends on your particular group, and whether you tailor the events of each day to meet their requirements in terms of the amount of action, adventure, storyline, Non-Player Character interaction, mental challenges and intrigue they prefer.

Scripted Events No Turning Back

Captain Morrison receives a transmission from Babylon Control – EarthGov do not wish to risk an incident with the other races that use Babylon 5, and are ordering the *Athena* to continue to its next jump point at Sector 49, where it will be met by an escort vessel.

The duty navigator, Ramirez, will be sent down from the bridge to the med bay to inform Doctor Karlson of this.

Read the following to anyone present in Med Bay with Karlson at this time:

A dark-haired Hispanic man in an Athena crew uniform comes into Med Bay.

'Doctor Karlson? I'm Ramirez, one of the ship's navigators. Captain Morrison sent me down with a message for you.' He looks around at you, and back to Karlson. Karlson nods, indicating that it is all right for him to talk in front of you.

'Instructions from EarthGov are that we deviate from our current course to rendezvous with a military escort for our protection – apparently there are concerns that we may be a target for the more paranoid races. Our biggest worry is the Narn – they are so susceptible to this virus

Daily Events

The following events occur daily during the *Athena's* voyage

00:00	Alpha Shift Crew assignments: Bridge – 2 Pilots, 1 Navigator Engine Room – 1 Engineer Galley – 1 Flight Attendant Passenger Section – 3 Flight Attendants Casino open, 2 croupiers on duty	
06:00	Beta Shift Crew assignments: Bridge – Captain, 1 Pilot, 1 Navigator Engine Room – Chief Engineer, Engineer's Mate, 1 Engineer Galley – 1 Assistant Chef, 1 Flight Attendant Passenger Section – Senior Flight Attendant, 3 Flight Attendants Casino is closed	
07:30		Galley opens for breakfast, prepared and pre-prepared meals available for three hours. Breakfast is served to first-class passengers as per their pre-arranged timeslot, defaulting to 08:30
12:00	Gamma Shift Crew assignments: Bridge – Captain, First Officer, 1 Pilot, 1 Navigator, Chief Engineer Engine Room – Engineer's Mate, 1 Engineer Galley – 1 Flight Attendant (serving), 2 Assistant Chefs (doing preparation for Dinner) Passenger Section – Senior Flight Attendant, 4 Flight Attendants Casino is closed	
13:00		Galley opens for lunch, pre-prepared meals only, available for three hours. Lunch is served to first-class passengers as per their pre-arranged timeslot, defaulting to 13:30
18:00	Delta Shift Crew assignments: Bridge – First Officer, 1 Pilot, 1 Navigator Engine Room – Engineer's Mate, 1 Engineer Galley – 2 Chefs, 1 Assistant Chef Passenger Section – 4 Flight Attendants Casino open, 2 croupiers on duty	Galley opens for dinner, prepared and pre-prepared meals available for two hours. Dinner is served to first-class passengers as per their pre-arranged timeslot, defaulting to 19:00

Timeline of Events

Bold entries in the following tables refer to an identically named section within this chapter, which are listed in chronological order after the timelines.

Day One

10:30	Crew board the <i>Athena</i> . Refuelling and last minute checks take place. Passengers begin check-in procedure.
10:45	Cargo and mail destined for Earth, or passing through the distribution hub, is loaded. First class passengers are allowed to begin boarding the vessel.
11:00	Passenger baggage is loaded into the cargo hold. Check-in desks are closed. Boarding permission is granted to all passengers.
11:15	Only first-class passengers are allowed to board after this time.
11:30	Airlocks are sealed. Departure clearance is requested. Cabin crew issue safety instructions.
11:45	The <i>Athena</i> departs from Babylon 5.
12:38	Captain Morrison receives a message about Doctor Karlson's unstable sample containers, and attempts to find him so they can be disposed of.
12:41	The Volinian Plague samples are released aboard the <i>Athena</i> .
12:55	No Turning Back: The <i>Athena</i> is refused permission to return to Babylon 5, and told to continue to Sector 49.
14:30	The First Symptoms: The other Narn passengers begin to complain of illness.
15:34	Death of a Narn: V'Tath dies from the Volinian Plague.
16:20	Death of More Narn: The remaining Narn aboard the vessel die.

Day Two

17:45	The Viscount: The <i>Athena</i> emerges at the Sector 49 jump point, where it is met by the <i>EAS Viscount</i> .
18:10	What is the Holdup?: The passengers begin to worry.

that they could see us as a threat to their entire race. The passengers shouldn't notice anything out of the ordinary of course – space looks the same everywhere.' He grins at you and continues. 'We're keeping the situation under wraps for now, though – we don't want to panic the passengers unnecessarily.'

Note that from this moment in, the more help the Player Characters are aboard the *Athena*, the more Captain Morrison will feed them information, involve them in

important decisions and trust their judgement. If they prove themselves, he will quite happily defer to them in critical situations. However, he will make it clear at the moment that he is still the captain of this vessel and is not turning that over to them. The rest of the scenario assumes that the Player Characters are being helpful and co-operative, so the Games Master will need to adjust events accordingly if they are not.

Day Three

02:50	The First Human Sickness: The first Human victims of the Volinian Plague begin to fall ill.
03:10	Panic: As realisation that a disease of some kind is aboard dawns on the passengers, panic ensues.
06:20	The Centauri Arrive: Anxious to get hold of a weapon that kills Narns so efficiently, the Centauri military arrive.
08:35	Messages from Earth: Factions with the EA do not want the Athena anywhere near Earth, and threaten to destroy her if she emerges from the Sol jump gate.

Day Four

	There are intentionally no timed events on day four.
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Day Five

11:50	Athena Revealed: A Narn vessel tracks down the Athena.
14:00	Food Crisis: Supplies begin to run out
23:40	Human Casualties: The first Humans die from the virus.

Day Six

08:40	Recycler Breakdown: The overworked water recycling system malfunctions.
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Day Seven

03:25	Hazardous Cargo: A volatile chemical in Cargo Bay One threatens to explode.
21:20	Mutiny on the Athena: Lord Topa incites some of the passengers to riot.

Day Eight

12:25	The Black Omega: The Psi Corps offer a way out - but can they be trusted?
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Day Nine

05:30	Cohen's Folly: The ship's senior pilot tries to make a deal with IPX.
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Day Ten

16:45	Endgame: Events come to a conclusion with a five-way conflict
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The First Symptoms

The other five Narn passengers aboard the Athena complain to the flight attendants that they are feeling ill. Symptoms range from dizziness to abdominal and chest pains. The infected Narn, V'Tath, also complains of similar symptoms.

Captain Morrison asks the characters to help relocate the Narn to a single cabin near the med lab. This involves both persuading the Narn to move and getting the current occupants out of that cabin. The Narn passengers are understandably upset, and it is likely at least one will try to attract the attention of other passengers, forcing an explanation from the Captain to calm everybody down. Unless anyone comes up with a better idea, he tells everyone that a virus unique to Narn was brought aboard the vessel, and there is no reason for concern.

Note that these Narn are not named Non-Player Characters in the rear of the book, and should just use the 'Generic Passenger' stats.

Death of a Narn

V'Tath succumbs to the final effects of the Volinian Plague at 15:34 on day one. Anyone present for his last words will hear him cursing the name of Doctor Karlson and his descendants for all time.

An autopsy will be useful at this point (see 'Finding a Cure' in Chapter Five). Doctor Karlson is not confident enough to perform this, so it is up to the Player Characters to do it themselves or find someone else aboard who can. The Games Master is free to populate the rest of the ship.

If steps are not taken to prevent the other Narn finding out about this, they are liable to turn violent and try to find a way off the vessel – despite the obvious futility of this act. Luckily, they are by now suffering and more likely to hurt themselves than anyone else.

Death of More Narn

Within an hour of V'Tath's death, the first casualty amongst the remaining Narn occurs. All other Narn aboard the vessel (a total of five, discounting any Player Characters) – apart from any lucky enough to have been trapped in Section E – will be dead within the next hour.

Captain Morrison, becoming even more worried about causing panic aboard the ship, will order the Narn cabin sealed, with not a word of the deaths to be given to the rest of the passengers. The characters will not be directly involved in this but may ask questions if they see the cabin being sealed.



Doctor Karlson is becoming increasingly worried, and will look for someone to turn to with his troubles. Anyone providing a listening ear will be told the following:

'The virus is similar to the original Volinian Plague, but not precisely. A number of factors are different, and it is those that appear to be the problem – anything designed to kill off the virus begins to have an effect on the original structure, but it is as if these... additions, for want of a better word, are providing a defence mechanism for the virus cells.'

Karlson sighs heavily. You notice that he doesn't appear to have changed his clothes since the outbreak, and is looking haggard from lack of sleep.

'I do not believe I have either the equipment or the knowledge to provide the cure we need. Without outside assistance, this virus will run its course throughout the ship. Within a few days it will begin to show amongst the passengers and crew. This meagre med bay will not be sufficient to contain all of those affected.'

Karlson passes the same information onto Captain Morrison, who spends the remainder of the day thinking alone in his cabin.

The Viscount

The Hyperion-Class EAS *Viscount* is waiting at the Sector 49 Jump Gate. Captain Fairbanks of the *Viscount* informs Captain Morrison that they are to hold this position until further notice. He promises that medical aid is on the way. Captain Morrison is ordered to shut down all external communications except to the *Viscount*, an order he has little choice but to comply with. Depending upon their trustworthiness so far, Morrison may inform the characters of this or may keep them in the dark.

VIP passengers aboard the ship will be agitated by the fact their StellarCom access is no longer working, which is simply explained to them by the flight attendants as 'Technical Problems' for now.

Volinian Plague

Volinian Plague affects the majority of known races in the same way, with Narns being a known exception.

The virus is airborne, and causes a breakdown in the blood cell structure in approximately one in ten victims. The incubation process lasts two to five days, after which initial symptoms include the victim becoming weak, dizzy and nauseous.

Over the next two days, the virus infects the victim's internal organs, causing random failures and tissue breakdown amongst the heart, liver, stomach, intestinal tract and kidneys. Symptoms include chest and stomach pains, internal bleeding and diarrhoea.

Although rare, it is possible for infected victims showing symptoms to recover, if they are able to survive the onslaught long enough for their immune system to fight off the virus. However, the damage done is usually near terminal by that time, requiring intensive care to maintain the victim until they can receive organ transplants. Even then, most victims are unable to live through the surgery.

The virus affects members of the Narn race worse than others – incubation takes place within two to three hours, and the virus has so far proven itself 100% effective against all who come into contact with it.

The reason for this lethality is believed to be that the genetic structure of the Narn race is particularly vulnerable to the virus. The Volinian Plague interacts in a strange manner with the genetic information related to telepathy, which acts as a protection against it. As a result, telepaths are immune to the disease, normal members of most species are susceptible to it as normal, and the complete lack of telepathy on the part of the Narn species renders them completely defenceless against it.

In game terms, the virus can be dealt with in one of two ways – a simpler timeline/result version for Non-Player Characters that results in certain death, and a more comprehensive version for Player Characters (and optionally important Non-Player Characters), which allows a very slim fighting chance of survival.

For Non-Player Characters the Games Master does not wish to track disease progress in, assume they lose one third of their total hit points once incubation is complete, and one third more per day thereafter (or hour, in the case of Narn victims), dying on the third day (third hour for Narn victims).

For Player Characters, and any Non-Player Characters the Games Master wishes to track the disease in, use the following statistics in conjunction with the normal disease rules.

Races Affected: All

Infection: Inhalation & Physical Contact

Fortitude DC: 20 (DC 40 for Narn)

Incubation: d2+1 days (d2+1 hours in Narn)

Damage: d2 Con, d2*5% of total hit points

Special: Narn victims are required to make checks (and receive damage) hourly, not daily

The fact that Player Characters receive an easier time of things is purely for dramatic purposes – as the main characters in the storyline, fate has gifted them with a better chance at survival.

What is the Hold-up?

By 18:00 on Day two, the passengers will have realised that the ship is not moving. External communications are impossible, and a number of important passengers in First Class have raised complaints.

The Centauri Lord Topa is especially agitated about the delay, and will storm around arrogantly complaining to anyone who will listen, as if the universe were conspiring against him, personally. He fails to see that everyone else is as inconvenienced as he is by the situation, and in his arrogance sees the passengers and crew simply as background players in the theatre that tells his private tale. He is especially outraged about the fact he can no longer contact Centauri Prime through the StellarCom system, and demands an explanation other than ‘Technical Problems’.

Topa’s ranting will provoke a mix of reactions amongst the passengers – some will want to silence the egotistical maniac, while others realise there really is something up and want to know what is happening about it.

All over the ship, passengers insist on knowing what is going on, but the crew are under instructions to give them no answers. Player Characters may be required to prevent scuffles between passengers, or between passengers and crewmembers.

Eventually, Captain Morrison asks the Player Characters to help him concoct a cover story. If they fail to come up with anything plausible, he decides upon telling the passengers that a number of unknown alien vessels have been spotted in hyperspace, and that they are currently under the protection of the *Viscount*. If this scenario is set during season three, reports of an unknown spider-like vessel are beginning to emerge and this could be useful in concocting the cover story.

Should the Player Characters prove themselves to be helpful here, Captain Morrison is more likely to trust and rely on them later on. Should they decide it is not their problem, he will be more inclined to leave them out of his inner circle the next time a problem occurs. Morrison continues to keep the StellarCom system locked out, but will allow access for the Player Characters if they have gained his trust.

The First Human Sickness

The first Humans to have contracted Volinian Plague will start to report to sickbay around this time. Around one in four of those infected will already be developing symptoms by now. The Games Master should refer to the list of infected named Non-Player Characters created

in *Chapter One* and select one in four of them at random. From this point on, the Games Master should also track the progress of the virus in these characters as per the Non-Player Character disease rules above, and eliminate them as appropriate as they succumb to it.

The Games Master should phase in the disease symptoms on any infected characters over the next two to three days, as they see fit.

It is quite possible that Doctor Karlson himself is infected by now. This will make things more difficult for the Player Characters, but the scenario has been structured in such a way that his presence is not essential.

Inevitably, now that the effects of the virus are so widespread, passengers will begin to talk. Some will even be able to take a good guess at the cause, but even those that are not medically trained will begin working out that some kind of infection is sweeping the ship.

Panic

By now rumours are widespread over the ship – some kind of disease is on board the ship, and is spreading rapidly. Reactions range from passengers trying to seal themselves in their cabins (despite the fact that the air on board is circulated around the entire ship) to those who want to get off the ship and to a medical facility.

The Player Characters may be required to prevent passengers making it to the life pods. Once he is aware of the problem, Captain Morrison can lock down the life pods making it impossible to eject them, but this will take about five minutes. Until then, any panicking passengers must be physically restrained.

In the event any life pods manage to launch, they will be taken out by the *EAS Viscount* immediately. Once the passengers witness this, the panic level grows even more – but there will be no more attempts to leave the ship in this manner.

The Centauri Arrive

Nothing stays a secret for long, especially when other parties could potentially profit from knowing about it. Elements of the Centauri military are now aware of the outbreak aboard the *Athena*, and have sent the Primus-Class *Galanus* to investigate.

Depending on when your game is set within the Babylon 5 timeline, this action may or may not be sanctioned by the Royal Court. Unfortunately, even if Londo is on the throne at this time and under an obligation to leave the

Narn race alone, rogue elements within the Centauri Military feel no such compulsions.

The Captain of the *Galanus*, one Kiron Dranno, is under orders to seize the *Athena* and all aboard her, and bring them to a small research station orbiting Batain which has been deemed ‘expendable’ for examination, in the hope of harvesting a biological weapon for use against the Narn Regime.

If the Player Characters have been helpful up to this point, Captain Morrison will call them to the bridge for advice.

The first thing the Centauri will do is offer the EA vessels the opportunity to surrender peacefully.

If the Games Master needs to do this without provoking problems between the Centauri and the Earth Alliance, Dranno will quote a little-known clause from the Earth/Centauri treaty of 2160, stating that the Centauri have jurisdiction over dangerous medical outbreaks. He gives Fairbanks a minute to check into this, and he is indeed telling the truth.

If the Games Master does not feel the need to prevent political repercussions, they may of course simply ignore any mention of treaties and use overwhelming Centauri firepower.

At this point, Captain Fairbanks orders Morrison to flee through the jumpgate, and to pick a random destination – the Centauri will expect them to head towards Earth, so they go elsewhere and lay low until things have blown over.

There is little the Player Characters can do here other than persuade Morrison to leave earlier or later than he will without advice. Left to his own devices, he leaves as soon as the first shots are fired. It takes very little to persuade

him to leave earlier, but he is willing to wait and see which way the combat goes if argued with. However, things will not go well for the *Viscount* – the *Galanus* is a superior vessel and after three minutes will have pounded the *Viscount* to the point that her engines and weapons systems are offline. The Centauri do not want to start a war over this if they can help it (despite knowing their government will simply claim they were acting unofficially), and are aiming for these areas specifically. If the *Athena* is still around at this point, the *Galanus* will begin targeting her engines to prevent an escape – the ship can make it into hyperspace, but will be damaged. The *Viscount*’s fighters manage to hold the *Galanus* off from pursuing for about another minute, but the *Athena* must run...

During the conflict, the *Athena* will be hit by a number of shots. Fires will break out, and hull damage could occur. The Games Master is free to send their players on lifesaving attempts around the ship, getting passengers out of burning cabins and rescuing people as decks collapse under them.

From this point, the hunt is on for the *Athena* – fifteen Centauri heavy cruisers have been mobilised and are heading for holding positions around every jumpgate in the area.

The timeline no longer assumes any specific position for the *Athena* – it is up to Captain Morrison, taking advice from the Player Characters, where to head. Bear in mind that any world powerful enough to protect them from their pursuers will not want ‘the plague ship’ anywhere near their space, and will most likely send military vessels to intercept it.

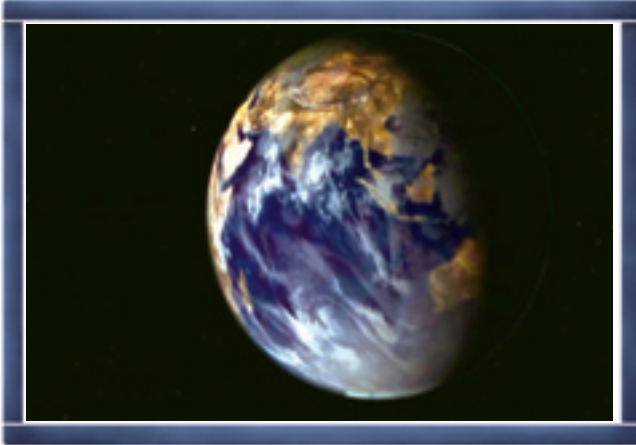
If the Games Master wishes to elaborate upon the *Athena*’s destination (and possibly expand heavily upon the scenario as written), the *Babylon 5 Galactic Guide* can be very useful.

Excerpt from Earth/Centauri Treaty of 2157

In the event of the outbreak of any disease lethal to the Centauri on any planet or vessel of the Earth Alliance, the Centauri Republic will have full authority to quarantine the planet or vessel using any means it deems necessary. The Centauri Republic will take full responsibility for medical care of all Earth Alliance citizens affected.

Individuals may be released from quarantine only on the authority of the senior Centauri medical official assigned to preside over the outbreak. The Earth Alliance hereby cedes any and all jurisdiction, civil and military, to the Centauri Republic upon the invocation of this clause.

This clause was to be repealed in the treaty addendum of 2172, but this was never signed. The clause was never invoked, and was eventually forgotten – until now.



Messages From Earth

Captain Morrison calls the Player Characters to the bridge, to view the following message he has received over StellarCom.

A female Earth Alliance officer wearing the uniform of a Lieutenant Commander appears on the screen.

'Under Earth Alliance Emergency Quarantine order 36-Alpha, the space liner Athena is restricted from entering any inhabited system within the Earth Alliance. Violation of this order will result in the immediate destruction of the vessel, in order to avoid any chance of further spreading the contamination.'

The message was recorded for long-distance transmission, and cannot be interacted with.

Morrison will obey these orders to the letter – he realises the responsibility he has to prevent the virus from spreading. He is also aware of his duty to his passengers, however, and is open to suggestions on how best to proceed from here.

Communications with GalacTravel have ceased – they are either being blocked or ignored.

Athena Revealed

Through one of a number of methods, the Narn government has located the *Athena*, and has dispatched a cruiser to destroy it.

Possibly there is still a Narn alive aboard the ship (sealed in section E), and they have managed to get a message out. More likely another passenger is an agent for the Narn Regime, or perhaps a scout ship has spotted them emerging from a jump gate. The exact details here are up to the Games Master to decide, depending on their knowledge of the area the *Athena* is currently in. Of course, any such

passengers helping the Narn will have made arrangements to eject in an escape pod first (rewiring the mechanism to avoid the override on the bridge, if necessary).

The T'Loth-class cruiser *G'Poth* attacks without warning, its first shots taking out the *Athena*'s engines.

Fighting the *G'Poth*

Going toe-to-toe with a Narn cruiser may seem foolhardy, but there is one factor in the *Athena*'s favour – the *G'Poth* is damaged from a recent battle. The only reason it was dispatched in such a situation is that the *Athena* was not expected to put up any resistance. A successful sensor scan reveals that only one power plant is currently active – once this is known then any successful hit (one of the few times the space combat rules are used in this scenario) on the *G'Poth* can take it out, leaving it unable to fire weapons, although it can still manoeuvre.

Talking to the *G'Poth*

Captain T'Kari of the *G'Poth* is unwilling to negotiate any option other than loading as many of the *Athena*'s passengers aboard it's three shuttles and taking them aboard his ship, before blowing the *Athena* and everyone left aboard into so much space dust. Captain Morrison is just as unwilling to accept this, but it can be used as a delaying tactic.

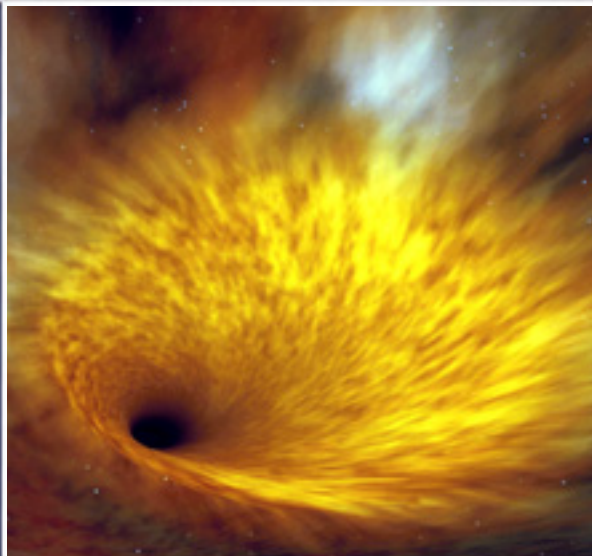
Other Options

Engineer Simmonds believes he can overload the *G'Poth*'s weapon tracking system by using the *Athena*'s short-range communications pod. This will require programming the pod to broadcast an overloaded signal on the *G'Poth*'s scanning frequency.

Simmonds needs a volunteer to don a spacesuit and go out onto the hull to patch a link into the pod while he reprograms it from the inside. This requires a space walk of 100 feet from the closest hatch (see *Zero and Low Gravity* in the *Combat* chapter of the *Babylon 5 Roleplaying Game and Fact Book*).

If this is successful, the *G'Poth*'s weapon tracking system will be unable to lock onto the *Athena*. Eventually the gunners will switch to manual targeting, but this will take five minutes.

The short-range communications pod will be destroyed by this attempt, whether successful or not. This should not cause any reduction in communications ability as long as the long-range pod is still available.



Jumping Out

It will take ten minutes to bring the engines back online. This can be reduced by additional help in Engineering, if the Player Characters can provide it – any character assisting (which requires a Technical (Engineering) roll (DC 10)) reduces this time by two minutes. Assuming the *G'Poth's* weapon tracking system is offline, this still leaves the *Athena* having to go toe-to-toe with a warship for three minutes. The Player Characters will hopefully suggest to Captain Morrison that he turn the ship's weapons on the *G'Poth* immediately, in an attempt to do as much damage as possible before they can return fire.

Rather than playing ship-to-ship combat rules (which would result in the *Athena's* destruction quite easily), assume that for every minute in combat the *Athena* takes 2d20 hull damage. Allow creative thought by the Player Characters to reduce this to 2d10.

Worst Case Scenario

The Games Master should not allow the *Athena* to be destroyed in this encounter, as long as the Player Characters are making an effort. If a rescue is needed (and it should not be necessary unless they make really poor decisions), the Centauri vessel *Galanus* can jump into the middle of the fight. As they require the vessel intact, they will put themselves between the *G'Poth* and the *Athena* and attempt to fight off the Narn. This should provide the *Athena* with the time it needs to flee the area, with hull damage and fires aboard as in the earlier combat encounter, and passengers requiring rescue.

Food Crisis

The *Athena* carries at least ten days of food, plus twenty days of emergency supplies. However, one of the flight attendants has just discovered a serious problem in the galley – large amounts of stored meals have been contaminated due to a fault in the refrigeration system. This has been traced to some non-essential systems going offline during the last attack on the ship, but the affected supplies affected are now good for nothing but jettisoning into space.

Stocks of pre-prepared meals and food for preparation are down to enough only for another day. There are sufficient emergency rations (identical to those in the escape pods) for another four days. Beyond this, there are only limited means of obtaining more food.

It is possible that the Player Characters have persuaded Captain Morrison before this point to ration food supplies, in which case there are now three days of food remaining in stock rather than just one. If not, Captain Morrison now issues an immediate order to the effect that rationing begins now. If he trusts the characters, he will call them to the bridge – when they get there, read the following:

Captain Morrison looks even more strained than ever. His face is drawing thin with the continued worry of looking after a vessel full of dying people.

'The virus just became a secondary priority for us. Our food supplies are down to just twenty-four hours – the majority of our food stores have been spoiled due to a failure in the refrigeration system – the galley crew just discovered the faulty unit, with what should have been our food supplies for the next few days. I'm instituting immediate rationing of all food supplies on board – I need you to salvage anything you can find that is edible, and ensure that it is relocated to a safe position. I'm not anticipating any real trouble, but I need a guard on the galley twenty-four seven, and can't afford to spare any of our own security personnel.'

He is open to suggestions, comments, and questions from the characters. It may become possible to negotiate for supplies to be delivered - for example, a friendly vessel can send a maintenance bot on remote control into the shuttle bay towing a cargo canister.

Alternatively, Captain Morrison will allow a small group to take a shuttle down to any uninhabited planet to harvest fruit and other easily picked fresh food, if a suitable planet is located (this is pretty much up to the Games Master to decide, and of course is dependant upon someone coming up with the idea in the first place). Morrison will not

allow a shuttle to depart to an inhabited planet – even an uninhabited region of one, and no inhabited planet with the technology to detect the *Athena* would allow it to venture anywhere near, anyway.

There is also the possibility of raiding the cargo hold – several containers are being used to ship food supplies. These are the property of various corporations and some of the passengers aboard ship, but under the circumstances Captain Morrison is authorised by GalacTravel regulations to utilise them when lives are at stake. The food within the cargo hold is enough to last five days.

Finally, additional emergency rations can be scavenged from the shuttles and escape pods for around six more days. The crew have not considered this option, being too pre-occupied with the virus and other problems aboard ship. Handout One mentions the presence of these rations, but the players may miss this amongst the other emergency procedures mentioned.

The food situation is only one part of the problem, however. The *Athena*'s water supplies are exhausted, and the ship is now running on recycled water. The recycling system is expected to provide for no more than three more days of water.

Another problem resulting from this situation is that some of the contaminated food has already been eaten, causing a number of cases of food poisoning aboard the ship. There will be an additional strain on the Med Bay from these passengers becoming easily confused with those suffering from the virus. This may be a good time for the Games Master to worry at least one Player Character by having them come down with food poisoning and have to wait for a diagnosis...

Human Casualties

The first human casualties of the virus will pass away around this time. The panic level amongst the remaining passengers will increase accordingly. Most of the passengers will now know of at least one casualty, either from their own cabin or nearby.

Recycler Breakdown

The water recycling system aboard the *Athena* is unable to cope with the strain upon it, and has burned out.

Chief Engineer Gustavson believes it can be repaired using parts from one of the shuttles, but this will render the shuttle unusable. If this approach is taken, it is easily fixed. Alternatively, parts from the cargo bay (container A-7132-2 specifically) could be used, but this requires a Technical (Engineering) check (DC 15).

The Player Characters may come up with the idea of using the water recycling systems in the escape pods – this is a workable solution.

Either method allows the water supply aboard to be used for another two days before running out. Beyond this, the Player Characters must come up with a method to replace the supply – shuttling down to a planet is a possibility (as before, Captain Morrison will only go to an uninhabited planet).

Hazardous Cargo

Container A-7132-42 in the cargo bay contains a quantity of Manganese Heptoxide. While this is harmless in and of itself, it becomes extremely volatile when it comes into contact with hydrogen.

The various strains on the *Athena* over the last few days have caused the container to break free, and it is now rolling around the cargo bay. There is a 5% chance every hour that it breaks open, which will blow a hole in the cargo bay and cause depressurisation. In addition, anyone inside the cargo hold will be thrown into space, along with some of the cargo canisters (roll a d10 for each one; on a 1 that canister is lost). The damage can be repaired by the engineering crew, who can weld plating over the breach, pulling up deck plating if necessary for material.

Any character entering the cargo bay until that time will notice the loose container on a successful Spot check (DC 10, or automatically if they are specifically checking on the cargo containers).

Mutiny on the Athena

Lord Topa has had enough of waiting around to become infected and die, or to be blown up, or to be killed by any number of other methods threatening the passengers and crew of the *Athena*.

Note that if Topa has already perished or is otherwise unavailable, any other Non-Player Character Centauri passenger can be used instead – perhaps one of those named in the passenger manifest without stats or bio, who could conveniently have the same stats and attitude.

Rather than risk a direct confrontation, he has been spreading rumours amongst the other passengers and attempting to organise their support. His aide, Corta Velinasi, has been instrumental in this and has been instructed to gather as many of his supporters as possible.

Twenty passengers led by Velinasi attempt to storm the bridge, in order to take over the vessel. They are badly organised, and have no real plan other than making it to an inhabited world and trying to get medical attention. However, by now they believe they will die aboard the vessel unless they can get off, and are unwilling to listen to reason.

The Player Characters get to the command section just in time to see Velinasi attempting to make his way inside with a laser cutter obtained by attacking one of the engineers during maintenance of a loose external hatch earlier. Treat the cutter as a medium sized melee weapon doing 1d10 damage if it hits.

After this is over, engineer Simmonds is found in the corridor outside the engine room.

The Black Omega

The next time the Athena is near a jump gate (or at any convenient time, if it isn't jumping) a Black Omega pulls alongside the Athena. After a message is sent to Captain Morrison, he calls the Player Characters to the bridge for advice.

'The ship currently off our port bow is being flown by a Psi Cop. Don't ask me how they found us, but they did. Apparently, he's offering medical treatment for everyone aboard at a secure facility.'

The Psi Cop, Bosworth (See Appendix III) has informed Morrison that any hostile action will be futile, as they have the ability to track the ship wherever it goes (this is not actually true, but Morrison and the characters do not know this).

The chances are that nobody will trust the Corps here, but on the off chance they do there is a surprise – they are actually being honest, and will deliver the treatment. Of course, they are holding back an important detail – they are far more interested in obtaining samples of the virus than in finding a cure for mundanes. They will, however, put resources into finding a cure.

If the Characters persuade Morrison to accept the offer, he will reluctantly let the Black Omega dock with the ship. Bosworth will assume command of the *Athena* (he is a telepath, and therefore immune to the virus), and the ship will be taken to a secure location where a Psi Corps Mothership will be waiting, along with a medical team. As the entire crew are telepaths, they have no more to fear from the virus than Bosworth.

How did Psi Corps locate the ship?

Quite simply, dramatic license. Bosworth himself knows nothing of how they got the coordinates; so scanning him is of no use. There is no reason given, because there is no way for the characters to ever find out. What this does do, however, is give a good impression of the intelligence resources the Corps have at their disposal, and make them even scarier than they already are.

The Games Master is of course free to determine a reason for themselves – possibly a Psi Corps agent aboard the *Athena*, or a new technology, or maybe even a specially-trained telepath with long distance location skills – a 'remote viewer'.

How did Psi Corps know about the virus?

An agent placed within IPX got a message back to the Corps.

The cure will take approximately four days to synthesise, during which time the disease rules are still in effect and people may die. Player Characters (and anyone else using the standard disease rules) receive a +10 bonus to disease rolls during this time due to the medical facilities available to keep them alive.

It is far more likely that they will refuse Bosworth's offer, in which case he requests he be allowed to board anyway, as he has expended most of his fuel reserves in getting this far. If anyone objects, he reminds them that the Corps know where they are, and could quite easily make sure this information is passed onto a less amicable party – for instance, the Narn Regime.

Once aboard, Bosworth should be played as constantly using his ability to work out what everyone else (Player Characters and Non-Player Characters alike) would want out of a deal to turn the ship over to the Corps, and will continue trying to barter for a solution – using his *Idea Seed* ability to its fullest. The Games Master is encouraged to play him to his fullest effect for the remainder of the scenario.

Cohen's Folly

Senior Pilot Cohen is on duty on the bridge when a message comes through on the command channel. A representative of IPX has obtained access via EarthGov channels in order to present a deal to the ship's commanding officer. It is pure luck that they have come through at a time when Cohen is the duty officer, as neither Morrison nor Domann would consider dealing with IPX.

The deal is simple – set a course for a convenient location and an IPX survey ship will be diverted to meet with the *Athena*. IPX scientists will take the crew and passengers into isolation and begin to work on a cure in conjunction with colleagues back on Earth.

Cohen sends the other bridge crew on duty on various tasks around the ship and then activates the ship's anti-boarding system – a 2-inch thick steel door slams down from out of a bulkhead across the entrance to the bridge, sealing him within.

As soon as Captain Morrison is alerted to this, he calls security and Chief Engineer Gustavson to the Bridge entrance, along with the Player Characters – he wants the door unsealed right now.

The rendezvous is approximately 10 hours from their current location – they must find a way to talk Cohen out of his plan (communications with the bridge are possible via any intercom unit), penetrate the door, or find another way onto the bridge or to control the ship during this time.

Possibilities

- ⑤ A DC 15 Persuade/Bluff check, modified at the Games Master's discretion depending on the story the Player Characters come up with.
- ⑤ Cutting through the interior door with tools from engineering (this will take about 8 hours)
- ⑤ Penetrating the hull from the outside – for example ramming the bridge with a shuttle. The decompression will kill Cohen, and the damage to the bridge will be moderate, taking another 3-4 hours to repair or redirect controls to consoles in engineering.
- ⑤ Disconnecting the bridge control conduits (an Electronics check (DC 15)). If this happens, Cohen will relinquish the bridge, aware that he has no other options.

Endgame

This event is fully detailed in Chapter Five, and consists of a five-way struggle to take control of the *Athena*. The event is entirely optional, and the Games Master may feel this event inappropriate to their style in which case they should continue following their own judgement and the resources presented within this book in order to play out the scenario to a suitable conclusion.

Beyond The Timeline

It is possible that the Player Characters will fail to rectify the situation in 'Endgame', in which case the Games Master is left to determine future events aboard the *Athena*. Various organisations throughout the galaxy want the *Athena* in some form for various reasons, and their pursuit will continue.

Adding New Events

It is easy to add new events and subplots to the game. The Games Master simply needs to get a picture in his mind how a new event interacts with the crew and passengers of the *Athena* and go for it. If the Games Master wants to add the Green vs. Purple Drazi conflict in the midst of this already chaotic crisis, then who are we to say no?

The whole tone of the scenario is set by the events the Games Master triggers. The 'default' method used for playing this scenario is one of numerous problems and emergencies, yet ones that have a believable chain of events leading up to them. Everything happens for a logical reason – a number of the later timed events occur because the *Athena* has been in space for longer than it was intended to be without access to re-supply or servicing facilities, while others are reactions from the various powers at work in the galaxy that have an interest in the ship and/or something aboard it. If the Games Master wishes to add events that simply occur because they will make the Player Characters' lives more difficult, they are of course free to do so but should be prepared for the change in tone this will create. They will be moving from the serious disaster movie model to one of a wacky debacle of disjointed emergencies, but this of course could be exactly how the group wishes to play.

Chapter Three - Random Events

The following events are provided for the Games Master to select from randomly or to run whenever they feel appropriate – they do not require to be run at any specific point in the timeline, although it may be advantageous for the Games Master to fit them in to meet their own specific needs. Some events create a situation that sits outside of and cannot affect the main timeline; others may cause a cascading effect by presenting or denying resources that can be helpful in the overall scenario.

It is suggested that the Games Master pick at least once random event per day, at the beginning of that day, so that they may work it into the most suitable point during that day. They may also be used to liven up quiet points in the timeline if a simple 'nothing happens for the next twelve hours' would be unsuitable. Note that the bare minimum of rules are given in a number of these situations, as the possible solutions the Players may come up with are endless – the Games Master should assign skill checks and other standard rules as they feel appropriate, although it is easier to simply judge the success on the ingenuity of the plan the Players come up with.

1	The Aide's Problem
2	The Ceremony of Car'Dokh
3	Arctic Engine Room
4	Enough is Enough
5	Fire
6	The Hoarders
7	Medical Supply Raid
8	A Clash of Personalities
9	Cohen's Oversight
10	Raiders
11	Romance aboard the Athena
12	The Switch

These can be selected by Games Master fiat or via a random roll. Some events are suitable to be run more than once.

The Aide's Problem

Drovalla, a Drazi Ambassadorial Aide, is delivering a number of documents to the Drazi Ambassador on Earth. Due to the delays aboard ship, she realises she is going to arrive on Earth later than planned, and will not be able to deliver these in time for an important meeting.

The documents are on data crystals and therefore easily transmitted; however she is travelling Economy and does not have access to the StellarCom facility – this will be even more of a problem when access to StellarCom has been locked down on day two.

After seeing how they appear to be at the centre of things (or if they are not - because they seem to be handling their own situation so well), she approaches the Player Characters for help. Anyone with access to a first class cabin or to the Bridge can provide her with the access she needs.

The passenger communications system is designed for voice and image transmission only, not data, therefore it is necessary to modify the terminal – this requires a Technical (Electronics) check (DC 20). This allows the data crystal to be read and placed into the necessary format for the data packets to be transmitted to Earth. The console on the Bridge has no such restrictions and can transmit the data automatically, but Captain Morrison will not allow this to be used for data transmission unless he trusts the Player Characters, or unless they can make a Bluff check (+5 modifier) against the duty officer.

Drovalla has little to offer in return for access to StellarCom, but will pay up to 200 credits from her personal account. However, she is of more value if this is provided as a favour – later on in the scenario she could be used to contact Drazi diplomatic channels to find out information, or to pass messages through to other governments on behalf of the Player Characters.

The Ceremony of Car'Dokh

This event can only be run after day six.

A group of Minbari religious caste aboard the *Athena* are travelling to Earth, where they were to participate in the Ceremony of Car'Dokh at the Minbari embassy there. Unable to reach their destination on time, they find themselves compelled by their beliefs to run the ceremony aboard the ship instead.

Captain Morrison agrees to this, and allows them the use of the private room in the Casino area for two days for this purpose. However, they require a number of supplies to prepare the area for the ceremony, which he asks the Player Characters to assist in obtaining.

The Player Characters are called to the bridge. Once there, you should read the following to the players:

As you reach the bridge, you notice a robed Minbari standing next to Captain Morrison, who turns in his chair to face you.

'This is Dilao. He and his colleagues have some religious ceremony they're looking to run. Apparently it's vitally important they do so today, or they will be forced to do a month's penance at a temple on Minbar. I've given them the private room in the Casino to use, but they need a number of items to conduct the ceremony. I'm hoping you can help them out.'

The Minbari bows his head towards you. 'We have most of the supplies necessary for the Ceremony of Car'Dokh, but are missing two vital items. Oil of Ve'dallon is essential, but the only supply we have is in our baggage in the cargo hold. We also need some Denlatt incense ... but we don't have any with us.'

The oil of Ve'dallon ought to be easily retrieved from the cargo hold. Unfortunately the lurker, Deborah Stileman, has dislodged a couple of securing straps during her stay in the hold and a number of cases have floated away from their original placement. For every 30 minutes searching, allow each Player Character to make a Search check (DC 20); if they succeed they have located the case.

What they do not possess is Denlatt incense. It is acceptable to substitute another incense for this, but this must be located aboard ship. Possible sources are the herbs in the galley (the Minbari can assemble what they need if allowed access to these), or a part of the contents of container A-7132-43 in the cargo hold. This cargo was the property of one of the dead Narn passengers (Passenger #62, G'Vorn). If StellarCom is an option, it is possible to track the Narn's relatives on Homeworld with a successful Computer Use check (DC 15), and they will happily sell the entire container (but *only* the entire container) for 4,000 credits. Captain Morrison can be talked into allowing access to the cargo for the small amount of incense required with a successful Bluff check.

It is also required that the room be painted dark blue. Anyone examining the Cargo Manifest will find a quantity

of paint in container A-7132-26. This is the property of the Centauri merchant Gorno Sonen (Worker 2) in cabin F-4, and he is willing to allow the Player Characters to take what they need in exchange for 1,000 credits. Alternatively, a successful Intimidate check works just as well.

The Minbari only carry 500 credits between them, and will not discuss borrowing money from anyone. If the Player Characters assist in making up any shortfall, however, they will be paid back double by the Minbari embassy upon reaching Earth – this fact should not be revealed until the scenario is over.

All of the Minbari have standard Minbari passenger stats.

Arctic Engine Room

The computer controlling life support in the engineering section has developed an error, and the life support has been cut. The air in that section is no longer being circulated, and the temperature has dropped to lethal levels in a matter of minutes.

Normally, failure of this computer causes the ship to switch over control of all environmental systems to the command deck computer core. However, the system in engineering is still working – it just is not working *properly*. Of course, there is a manual override for this. Complete environmental control can be switched to either system from both the bridge and the engine room, but the bridge systems are not responding and the override must be initiated from the Engine Room.

Whichever member of the engineering team is on duty (one of the junior officers if the Games Master is not currently keeping track) has frozen to death within inches of the controls necessary to initiate the override. Any of the remaining engineering crew can provide the solution here – disengaging the environmental computer in Engineering will cause the Command Deck system to kick in and take over the entire ship. However, this requires that someone go into Engineering to take the system offline.

Anyone entering the Engineering section will begin to suffer according to the rules on extreme cold in the Combat chapter of the *Babylon 5 Roleplaying Game and Fact Book* – the temperature is below 0 degrees Fahrenheit.

The temperature is so low that ice is forming on every surface, requiring a Balance skill check (DC 15) each turn to avoid slipping 1d4 meters in a random direction. Multiple people slipping into each other will cause 1d2 hp damage to each person involved in the collision, as

well as each having to make a further Balance check (DC 15) or slip again – the more people in the room, the more dangerous this can be.

Wearing an environmental suit will of course prevent freezing, but brings problems of its own – Dexterity is reduced by 5 when wearing it, for purposes of the Balance check above.

Disabling the computer requires a Computer Use check (DC 15) – a sheet of ice currently covers the equipment and reforms whenever cleared, making it very difficult to complete the deactivation sequence.

Enough Is Enough

This event should not be played until at least three days have passed after the initial virus outbreak.

One of the passengers (Games Master's choice) has had enough of the situation aboard the *Athena*, and has decided to take matters into their own hands. Heading for an escape pod, they discover that they have been locked down by the command crew. A cursory examination of the ship's passenger manual reveals that this lockdown can be overridden by an emergency aboard ship.

The passenger will use any means at their disposal to create such an emergency.

Suggestions include

- ⑤ Starting a fire (see the *Fire* event below).
- ⑤ Cutting power to a section of corridor. This is quite easily – and worryingly – accomplished by prying open an access panel and making a successful Technical (Electronics) roll (DC 5).
- ⑤ Pick pocketing a weapon from a member of the security team, and shooting the escape pod access console (this causes an immediate override in the pod, opening it automatically).

Any hostile vessel nearby will target and destroy the escape pod. Otherwise, Captain Morrison will insist that it be retrieved using one of the shuttles (a Pilot check (DC 15) should be sufficient to manoeuvre into position).

Fire

A small fire breaks out in a random location aboard the *Athena*.

The *Athena*'s standard fire extinguishers are designed to fight up to Medium-sized fires (using the Fire rules from the Combat chapter of the *Babylon 5 Roleplaying Game and Fact Book*). Contrary to the standard fire rules, allow



Player Characters to fight a fire larger than the handheld extinguishers are equipped to handle, with a 50% chance of holding the fire at its current size until better equipment can be found.

Larger extinguishers in Engineering are capable of dealing with Large fires. The only way to extinguish anything larger is to evacuate the section, seal it off (from the bridge or engineering room) and vent the atmosphere.

Once the fire has been extinguished, there may be further problems – cargo or supplies may have been damaged, or vital ships systems could require repair, at the Games Masters discretion.

This event may be run more than once, if desired.

The Hoarders

This event should only be run once the passengers are aware of a delay in the *Athena*'s schedule.

The occupants of a First-class cabin have been hoarding food since they first suspected there was a chance it may run out. This fact has just been discovered by their neighbours. Quite what happens next depends upon how desperate the situation has become.

If this occurs at any time up to day five, this fact has been reported to Captain Morrison, who will simply reprimand them and get someone (the Player Characters, if he trusts them) to return the food to stores. He will also arrange for the galley to start recording food rationing – if he trusts the Player Characters he will ask them to organise this themselves. Note that implementing rationing before day five will increase the amount of supplies available once the food crisis is declared.

After day five, this is a more serious offence. The other passengers aboard the ship will be outraged, and the Player Characters will have to escort the offenders to security where they can be incarcerated in the brig. The exact number of passengers who attack the offenders (and anyone escorting them) is up to the Games Master, but they should factor in the overall trust level and respect the Player Characters have earned aboard ship and the current food situation. All Non-Player Characters passengers involved have the generic stats listed in Appendix II.

This event can also be used to determine what happens if the Player Characters themselves (or any other Non-Player Characters) are discovered to be hoarding food.

Medical Supply Raid

This event should only be run once the passengers are aware of the virus outbreak.

A small group of passengers (no more than six) have had enough of waiting around and have decided to raid the ship's medical supplies for every possible way of curing themselves. Their fear is very irrational, and they cannot be made to see that none of the cures, vaccines or other medicines aboard will do them any use.

All have standard passenger stats (see Appendix II) and can be of any race or mix of races available aboard ship. They will make their way directly to med bay, and there will be no warning until they reach that location.

There is no guard assigned to this location (although after this event Captain Morrison will ensure there is) unless the Player Characters have suggested this already. There will not be an immediate warning unless someone is working there – Doctor Karlson, a Player Character, or one of the passengers with medical knowledge that may have been recruited to help.

Should the raid succeed, the next problem is dealing with passengers who have overdosed on medication not designed for their condition - and possibly even race.

A Clash of Personalities

The Player Characters encounter two passengers arguing. Their nerves have pretty much been shot by recent events, and they have picked something relatively trivial to argue about. For example, one of them just got the last slice of apple pie from the galley, or they have run out of toilet paper in their cabin and hold each other responsible.

Cohen's Oversight

This event can take place at any time during Alpha Shift (or any other time when Mr. Cohen is in command on the bridge). Cohen commonly neglects monitoring of the reactor from the bridge, leaving this task to the duty Engineer. However, on this day an unforeseen problem occurs.

In the engine room, a leak develops in the coolant pipes. The duty engineer attempts to activate the manual cut-off, but is hit by a blast of coolant (reducing him to -1 hit points). This develops into a bigger problem, activating the alarm on the bridge. By the time the alarm sounds, the engineer's condition is critical, and it is dangerous to enter the room – the coolant deals 1d2 hp damage per turn to anyone not wearing an environmental suit.

The leak can be fixed with a Technical (engineering) check (DC 15), taking three turns per try. Up to two people may attempt to fix the leak at a time. The main engines are offline until the leak is repaired. Additionally, if left for more than 30 minutes, the supply of coolant will run out – there is a reserve, but this will only last for two days before the engines have to be taken offline again.

There is also the problem of getting the engineer stabilised and off to med bay to be treated.

Raiders

The *Athena* comes under attack by a Raider vessel, unaware of the problems aboard the ship.

The Delta-V fighter is lying in wait by a jump gate as the *Athena* emerges, attempting to disable the ship's weapons and engines while calling for reinforcements.

Captain Morrison will call anyone with starship combat experience to the Bridge as an advisor (or to man a weapons console if they are more qualified than his own crew). The *Athena* has four turns to destroy the fighter (any successful hit from its weapons will do) before its call gets through to the Raider's mothership waiting in hyperspace. If the fighter manages to make the call, the Mother will arrive within two more turns – the *Athena* will take 4d20 hull damage before it can make the jump to Hyperspace.

Optionally, if the *Athena's* situation is known to the public across the galaxy, the Raiders may attempt to capture the vessel relatively intact and ransom it to the highest bidder.

The pilot of the fighter has a Dexterity of 12 and a Pilot skill of +5.

Romance Aboard the Athena

Two passengers have found themselves thrown together during the events aboard the Athena. Unsure of whether they will make it off the ship alive, they have decided to get married immediately, and have approached Captain Morrison and asked him to conduct the wedding ceremony. Morrison agrees to this, seeing an opportunity for a happy event aboard the ship that could possibly improve morale, and asks the Player Characters to assist to set this up.

The event can be as simple or complicated as the Games Master wishes it to be – a marriage between two humans will be fairly easy to organise but other races may have far more complicated and/or obscure customs that will need to be observed, and it may be necessary to locate special supplies aboard ship for them.

If the Games Master wishes to really complicate matters, they could choose two Non-Player Characters from different races, along with the added difficulties of meshing the customs of the two people. Potentially, this could raise conflicts between other members the two races concerned.

This event is suitable to run more than once, and in fact the original ceremony could spark off a sequence of similar events, including married couples renewing their wedding vows in what could prove to be their last opportunity to do so.

The Switch

This event should be run at a time Captain Morrison (or someone else friendly to the Player Characters) is commanding the bridge.

Lana and Samantha Dixon (see Appendix II) are not who they appear to be. They are aboard the *Athena* in order to steal an alien artefact from the cargo hold – see their bio entries for more specific details here.

‘Samantha’ has the unenviable task of making her way through the ship’s ventilation system to the engine room. Meanwhile, ‘Lana’ plants a computer virus into the ship’s computer via their cabin terminal. The virus makes minor modifications to the ship’s operating system in order to open the access panel between the engine room cargo hold at the right time.

‘Samantha’ then enters the cargo hold, and once there switches the label on the artefact’s container (A-7132-44) with the one she and her accomplice planted earlier to XCorp (A-7132-27), in order that their delivery destinations are switched. She then makes her way back the way she came, and nobody is the wiser.

At least, that is the plan on paper. ‘Lana’, however, has a surprise in store for her ‘daughter’ – she has made changes to the computer virus to ensure that the cargo hold access panel is sealed five minutes later and the atmosphere in the hold vented into space. This allows her to pocket the entire fee and be rid of her unwanted partner in crime.

An added twist in this is that Chief Greenman has recently performed some off-the-books upgrades on the *Athena*’s security systems. The moment the virus enters the ship’s computer, the bridge crew are alerted, and Captain Morrison (or whoever is on duty) will send a team to investigate – this should consist of at least one member of the ship’s security detail and anyone else Morrison can get at short notice (inevitably the Player Characters). The alert has given no details of the virus other than the point of entry (Lana Dixon’s cabin) and area of the ship affected (the cargo hold).

Depending on which area is investigated first (although it is possible the team could split up and go to the cabin and cargo hold simultaneously), they may be able to interrogate ‘Lana’ and discover what she is up to. However, under no circumstances will she reveal the final plan – to remove the atmosphere from the cargo hold. She will make every attempt to send people to the cargo hold to investigate, even going so far as lying about the number of accomplices she has in order to lure as many Player Characters and security team members into the hold as possible before it decompresses.

She hopes that this will deal with enough hostile personnel to make the task of escaping that much easier.

Of course, anyone heading to the cargo hold will encounter ‘Samantha’ (and probably the lurker Deborah Stileman, if she is aboard – see Appendix II).

Chapter Four

- Dealing with Situations

The open-ended nature of this scenario means that the Player Characters may try a lot of things that do not fit into the 'scripted' events. Mostly these will be Non-Player Character interactions, and the Games Master should be able to deal with these using the roleplaying notes provided in Appendix II. However, a number of possibilities deserve special attention.

Using the Shuttles

Captain Morrison will not allow anyone to board the shuttles, without exception. There is no possible plan the Player Characters can present to him that is worth the risk of the virus escaping from the ship.

It is possible that the Player Characters could force their way into the shuttle bay and override the control mechanism, or that they could end up aboard a shuttle if the ship's evacuation protocol is initiated. Even then, the shuttles are not capable of prolonged travel – a journey in hyperspace will almost certainly take longer than the supplies on board are capable of sustaining the passengers for, and if not there is still the problem of fuel – the shuttles are incapable of operating their engines for longer than 24 hours.

Taking Over the Athena

It is likely that some Player Characters will attempt to take over the vessel if Captain Morrison does not take their well-intended advice. Some gaming groups will simply be frustrated at the lack of control they have over the situation and put themselves into a position where they can do the most good, or the Games Master may have the type of players that only want to use violence to solve their problems.

The problem with this approach is not the crew, as they are few enough to overcome easily; the security personnel aboard ship are likewise relatively few and poorly trained (with the exception of Chief Greenman). The problem will be the passengers, who can overwhelm the Player Characters with sheer force of numbers.

There is of course a way to deal with this – the majority of passengers want more than anything else to live through the disaster, and it is simply a matter of persuading them

that they will have a better chance of doing so if someone else is in command.

Experienced Games Masters may wish to apply this thinking to groups of Non-Player Characters, too – at least one will surely want to organise a mutiny aboard ship because they believe they can do better than the existing command – maybe after (or even because) the Player Characters have taken command themselves. One such event has already been included in the scenario, so it can be used as a template for similar occurrences.

Some aspects of this have already been explored in the timeline, but the Games Master is of course free to elaborate and expand on this as much as they wish.

Requesting Information and Resources from Captain Morrison

Captain Morrison will give the Player Characters any information he feels they have a legitimate need to ask for. If they are looking for someone to help in the Med Bay, for example, he will provide them with the passenger manifest. In the same manner, he is unlikely to provide a copy of the cargo manifest unless he can be convinced the Player Characters need it for a legitimate reason. Once the Player Characters have proven themselves to be valuable enough by playing a pivotal part in saving the ship a few times, Morrison is pretty happy to give them the run of the ship and its systems without question.

Under no circumstances will Morrison allow the Player Characters to simply raid the cargo hold for supplies, until such a time that he is convinced they are trustworthy and realises the dire necessity forced upon them by the situation. Lives must be at risk (in his opinion) before he will even consider allowing anyone into the cargo hold to effectively steal private property.

It is of course possible to break into the Cargo Hold. This requires a Technical (Mechanics) check (DC 20). It is also possible the Player Characters will be given access to the Cargo Hold to retrieve other supplies for Captain Morrison, and they could use the opportunity to bring back more than they have been authorised for.

One potential problem in the cargo hold is that the lurker, Deborah Stileman (See Appendix II), has found her way in there during boarding. In an attempt to make a comfortable living area for the trip, she has managed to dislodge some of the straps securing cargo to the deck, and a number of cases have become dislodged from their original placement on the manifest. There is a 1 in 10 chance that any given item on the manifest is now floating

around the cargo hold, requiring a Search check (DC 10) to locate it, with the attempt taking ten minutes. The attempt may be repeated as many times as required until the check is made successfully.

Heading For a Safe World

If the Player Characters are in a position to affect the vessel's course, either by taking control of the ship themselves or by being in a position of trust with Captain Morrison, they may try and make for a world where they know they will be welcome.

With the exceptions of the diplomatic avenues detailed in Chapter Five, this is not the case, whatever they may think. Every major government is aware of the situation on the *Athena* by the time they could possibly reach their destination, and will refuse them access. They will be forced back into Hyperspace under threat of immediate destruction. No matter whom the Player Characters know and how powerful they are, they will encounter this response. The Games Master should bear in mind that even with enough power wielded by any contacts the Player Characters may have, there can always be a starship captain who sees the threat and refuses to obey the orders of his superiors, choosing instead to protect his world.

Laying Low... Or Not

The most likely course of action for the Player Characters is that they attempt to find a quiet corner of the galaxy to hide in. The timeline assumes for the most part that this is the case, and the 'scheduled' encounters will occur.

Should they instead forget or purposely avoid secrecy, encounters will be far more numerous – the Games Master can use the information in Appendix III to extrapolate the forces various organisations are sending to look for the *Athena*, and construct encounters appropriate to the situation.

Going on the Offensive

Some gaming groups are notorious for trying to solve every problem by shooting at it. That approach simply will not work in this scenario as written – the characters are aboard a very lightly armed vessel, being pursued by warships. There are no miraculous ideas for improvised weapons or tactical plans that will let them go toe-to-toe with a vessel built for combat.

Inevitably, however, it is possible that a character will try to use the *Athena* as a weapon, or try to get a better one. If the Games Master is faced with a situation where characters are trying to board other ships to fight their

way out of the situation, then they face the risk that comes with any published scenario – a complete deviation from the material they have in front of them.

The Games Master is of course free to improvise a storyline based upon what happens when the Player Characters take over the first military vessel to come after them, calling in favours owed from previous parts of the ongoing campaign or attempt to organise the *Athena*'s passengers into a fighting force. All of this, however, is extremely unrealistic, and the Games Master should do everything possible to convince their players of this. The death of a few Non-Player Characters and some crippling injuries to the Player Characters may be necessary to get their attention...

Running out of Timeline

It is possible that the Games Master will reach day ten and be unable to run the *Endgame* event for one reason or another, with no sign of a cure in sight.

The Endgame event should be slotted in as soon as appropriate, but in the meantime the following information has been provided to ensure the Player Characters stay on their toes – this event allows the indefinite continuation until either the virus has been dealt with, or everyone aboard the *Athena* is dead.

Another human passenger is complaining of symptoms of Volinian plague – long after the initial incubation period. A medical examination reveals that the virus has undergone another mutation.

One in ten of the surviving passengers, crew and Player Characters should be chosen at random once more to see who is infected. As before, Non-Player Characters will follow a fixed calendar of events before death to reduce the Games Master's bookkeeping, while Player Characters will suffer according to the standard disease rules.

This event will reoccur every ten days until such a time as a cure has been found.

Moving Too Quickly

Enterprising players may find a solution to the *Athena*'s problems early on, in which case the Games Master is perfectly at liberty to stretch out the requirements for their solution (travel to another world, or waiting for a friendly vessel to arrive with assistance) in order to keep the scenario running. After all, it would be a shame to waste all of the timelined events.

Chapter Five - Wrapping Up

Endings

Other than simply having everyone die or be blown up, there are a number of ways to resolve the situation. The Player Characters could easily come up with something not covered below, especially using resources available to them in an ongoing campaign that could not have been considered at the time of writing.

Endgame

As mentioned on the timeline, this event occurs on day ten. It allows the scenario to be wrapped up using violence if a cure has not been found. Some gaming groups may prefer an action-orientated ending, or they may simply be stuck finding a cure and need a way out – this ending provides for both of those eventualities.

The Games Master is of course free to modify this to their own needs – they may wish to run it earlier, later, or not at all depending upon their play style and how other events occur within their game.

The *Athena* has finally been located, and a number of interested powers are sending forces to intercept it.

Note that the statistics for each ship captain can be found in Appendix III – Organisations. The Games Master may run combat however they see fit, using the standard combat rules or a free-form narrative method. However, they should not allow the fate of the *Athena* itself to be decided by a dice roll.

Centaurs Boarding Action

The first ship to arrive is the Centauri Primus-Class Battlecruiser *Tenoi*, which exits hyperspace almost on top of the *Athena*. The collision alarms on the bridge sound as soon as the *Tenoi* exits from its jump point. The *Tenoi* has been modified to replace its Sentri fighters with boarding pods.

Captain Villus of the *Tenoi* has two boarding pods prepared, which are fired at the *Athena*. A character on the bridge has time to get a shot off at each before they hit the ship, but Captain Morrison will not give the order to fire himself – if there are no characters on the bridge, the ships weapons will not be fired.

The boarding pods attach themselves in Accommodation Section areas B and D, and begin cutting through the hull. This can only be noticed by anyone in those areas. There is a 10% chance each turn (a roll of a 1 on 1d10) that a crewmember or passenger will notice activity and raise the alarm. Each pod contains 2 Centauri soldiers per Player Character, at a level two beneath their average party level.

Once the alarm is raised, Captain Morrison orders his security team to repel boarders. The Player Characters will also be enlisted, and told to report to the armoury to obtain weapons (unless they are already armed, somehow).

The *Tenoi* will not fire upon the *Athena* unless it tries to flee, and then will only attempt to take out its engines. The Centauri want the passengers alive (or at least a number of them), and will not destroy the ship for any reason – however they will not hesitate to fire upon anyone resisting their boarding action.

The Centauri will attempt to make their way to the bridge and move the *Athena* into formation with the *Tenoi*. If they are able to secure the bridge, they will secure the access corridor and engineering – once they have these they will not attempt to spread themselves any thinner across the entire ship, instead setting a course for the nearest Centauri medical centre.

IPX Arrive

The IPX Vessel *Darwin* (an Explorer Deep Survey Ship), under the command of Captain George Haville jumps in five minutes after the Centauri arrive. They do nothing for now, other than attempt to negotiate with the Centauri for rights to some of the survivors.

If you have the *Earth Alliance Fact Book*, you can use the stats for an Explorer; otherwise treat the *Darwin* as a Corporate Freighter with the Pulse Cannon and Particle Beams from a Hyperion.

EA Vessel Euryalus

The *Euryalus* (a Hyperion-class vessel) shows up after another three minutes.

Captain Tillon of the *Euryalus* will not allow the *Athena* to be taken by another race, opening fire on the Centauri if they do not withdraw their forces.

Charge of The Narn

The Narn vessel G'Poth (fully repaired from its last encounter with the *Athena*) jumps in with all guns blazing after another two minutes, attempting to destroy the

Athena. The other three ships can easily be persuaded to assist here.

If by some unlikely reason the G'Poth was destroyed earlier, replace it with an alternative vessel.

Minbari Assistance?

The Minbari show up five minutes after the Narn, aboard the Sharlin Warcruiser Selen'tha.

Captain Drenn is under orders to take a neutral role, but to render non-military assistance wherever possible.

Running the Battle

The most effective way to deal with this battle is to negotiate with those taking part, and ensure the support of enough friendly vessels to hold off those who want to destroy the *Athena*. Captain Morrison will request that at least one of the Player Characters come to the bridge to deal with the other captains.

The Games Master has a free hand to run this encounter with, using the following attitudes as guidelines when making deals.

Captain Villus: The Centauri want the *Athena* in one piece, for study. They are willing to negotiate down to being provided with a few infected passengers, and if the Player Characters have the support of another warship willing to back them up will be bargained down to a few corpses of passengers who died from the virus. They will attack any vessel that tries to destroy the *Athena*.

Captain T'Kari: The Narn want to destroy the *Athena* and all aboard. They are not willing to trust the word of anyone, including the Minbari who can effect a cure and eradicate the virus.

Captain Tillon: The Earth Alliance vessel *Euryalus* is under an executive order from Senator DeLalle – they are to ensure the Volinian Plague does not escape into Human space, by any means necessary. Captain Tillon is however a reasonable man, and will allow the passengers and crew to be quarantined at a Minbari medical facility until they can be cured – as long as his ship can accompany them and ensure the destruction of the *Athena*. He has a moral conflict over destroying his own people, but sees a way out if he allows an alien vessel to do so.

Captain Drenn: The Minbari Sharlin Warcruiser Selen'tha has been sent to render assistance to the *Athena*, along with an offer to assist in finding a cure. They can deliver a Minbari medical team to the *Athena* (as detailed in *Diplomatic Solutions*, below) but will not take part in

a battle unless they are fired upon first. They will make no attempts to defend the *Athena* unless the aggressor has fired upon them also.

Captain Haville: The Captain of the *Darwin* is in over his head here – he was hoping to take the *Athena* by force, one on one – the other interested vessels here have thrown his plans. He will ally with any other commander who can assure him some infected material to take back for study – however he cannot show his hand unless the *Euryalus* is taken out first – IPX cannot be seen to be showing their true colours in front of so many EA crewmen with a low security clearance.

Every time a new vessel arrives, the captains of the existing vessels will reconsider their position, giving the Player Characters time to negotiate with the commanders of all the vessels present. Non-Player Characters in a position of authority within their respective governments (for example Lord Topa) may also be useful in dealing with the commanders of these vessels. The precise difficulty of these negotiations is up to the Games Master, depending upon the ability of their players.

Finding a Cure

The expertise exists on board the *Athena* to find a cure for the mutated virus (with Doctor Karlson and his assistant Emily Talson), and it is also possible the Player Characters may have the medical skills to do this.

The nature of the virus means that the standard DC check vs. Medical skill is not sufficient to treat it, as no cure exists and one must be thoroughly researched first.

Finding a cure first requires a thorough analysis of the virus. The following research projects must be completed as prerequisites. Each one comes with a DC check and a timescale. Multiple people may work on the same project simultaneously, but nobody may work on more than one project at a time.

Timescales assume working a 12-hour day. It is not possible to work 'shifts' on the individual research projects – all members of the team assigned to it must be present at all times during the work or progress is halted until they return. Should one or more members of the team be lost for whatever reason (including death of a team member, a Non-Player Character deciding they no longer wish to help, or simply breaking the team up because they need to sleep), it will take one extra day to get the replacement team up to speed.

Some projects can be carried out outside the *Athena*, should the Player Characters have any contacts willing and able to do this. These have been indicated where

appropriate. Note that Doctor Karlson or any external medical expert can provide the analysis checklist, but this will not include any estimated timescales. A Player Character may also come up with the checklist on their own with a Medical skill check (DC 10). All of these projects require a fully equipped MedLab, the ship's med bay, or a laboratory.

Analysis of the mutated virus (from the containers)	Medical or Knowledge (Biology) check (DC 10), 3 days Must be carried out aboard the <i>Athena</i> , as nobody will take receipt of this material.
Analysis of any one casualty of the virus.	Medical check (DC 10), 2 days Must be carried out aboard the <i>Athena</i> , as nobody will take an infected body.

Once these projects have been completed, a disease cure can be found by performing any four of the following tasks:

Analysis of the remains of the virus containers, to determine the way in which it mutated the virus	Knowledge (Chemistry) check (DC 15), 1 day
Comparison of the mutated virus with the original	Medical or Knowledge (Biology) check (DC 15), 3 days. May be carried out by a third party if provided with the results of the mutated virus analysis on the <i>Athena</i> .
Analysis of any live infected victim	Medical check (DC 10), 2 days Must be carried out aboard the <i>Athena</i> , as nobody will take the infected person.
Analysis of <i>Athena</i> air sample	Knowledge (Chemistry) check (DC 10), 2 days.
Analysis of a disease progression in a victim.	Medical check (DC 10), must run for at least 2 days while the victim is alive, and 1 day after their death. May not be combined with 'Analysis of any live infected victim'.
Analysis of a Narn patient, living or dead	Medical or Knowledge (Biology) Check (DC 10), 1 day

Once all aboard the *Athena* have been cured, the only remaining reason for any interested parties to continue their pursuit is any infected corpses still aboard. The Earth Alliance will be willing to take the ship in at a military outpost for quarantine and medical examination to ensure that the virus is truly gone, as will the Minbari if asked.

Getting Help

If they are unable to discover the cure for themselves, it is possible that the Player Characters will attempt to get the *Athena* to someone who can. The Player Characters must find a destination that will accept them – all major worlds and stations will refuse to admit them, and will probably fire on them if they attempt to dock without permission.

It is possible the Player Characters have contacts on more remote research outposts who may be persuaded to help. However, leaving the ship in orbit or docked at a fixed position increases the chances that one of their pursuers will locate them. It would make more sense to simply leave a sample of the virus at the outpost, or an infected passenger. Persuading the contact to do this will be incredibly difficult, and will almost certainly require something major in exchange. The work will of course have to be done in isolation.

Diplomatic Solutions

Player Characters with ties to the Centauri government may be able to negotiate at high level. If so, the following option is open to them: The Centauri are willing to allow the vessel to dock at the Centauri research facility at Batain, where the *Athena* will be protected by a fleet of Centauri vessels and resupplied as much is necessary. Passengers will be taken through isolation in batches of forty, in a process taking five days per batch. The Centauri medical teams will administer a cure that is successful in 80% of cases, with death being inevitable in the remaining 20%. The Centauri will end up with a virus known to kill any Narn it comes in contact with, and will continue to work until any ill effects on Centauri are removed. The Player Characters should not feel that this option is a successful way out, unless their lack of morals is already established. This solution should incur many delays in communication due to the distances involved, as well as waiting for the government in question to debate the situation internally. The process will take at least eight days before the Centauri present the option, during which time events take place as detailed in the timeline.

A similar option is open to those with ties to the Minbari Government. A small team of volunteers is willing to board the vessel and assist with finding a cure to the virus. Obtaining this option takes four days of negotiation with

Suggested Experience Rewards

Living through the scenario in any way, shape, or form: 1000
 Each timeline encounter successfully dealt with (in the Games Master's opinion): 100
 Each random event the Player Characters play a major part in: 50
 Each opponent defeated in personal combat: 50
 Each ship defeated in spacecraft combat: 200
 Saving the ship: 100
 Saving the majority of passengers: 400
 Working with the Athena's crew rather than usurping their authority: 250

Multiply the above by two for characters higher than 5th level, or by three for characters above 10th level.

the Minbari, after which a Minbari vessel will rendezvous with the Athena within another two days. The Minbari will provide a cure that is 100% effective four days after their arrival.

Using either of these diplomatic avenues (or any equivalent the Player Characters may come up with) can be as involved as the Games Master wishes to make it, from making simple charisma rolls to roleplaying the negotiations.

Who Was Behind This?

This scenario assumes the events on the *Athena* occurred the way they did due to the intervention of IPX. However, the Games Master may prefer to place the blame on another party, if this fits better with their long-term campaign. Options include:

- 5 A Shadow agent arranged for the manipulation of the containers in order to cause terror. This only works up to the end of Season Four, but beyond that it is possible for it to have been a revenge attack by the Drakh or other Shadow servants.

- 5 Centauri Intelligence were given the formula by contacts of Mr. Morden, and are conducting tests. Those charged with picking a vessel specifically chose one with enemies of their house on board (a useful hook if any of the Player Characters have made an enemy of one of the Centauri noble houses).

Where To Next?

The Player Characters will most likely want to find out who was behind this, if they have not done so already. The Games Master can easily create a follow-up scenario where they go up against this opponent. It may be necessary to break into a facility to steal the evidence they need to make their case, or the Player Characters may just be the type who want to break in and shoot someone in revenge – this decision is best left to the Games Master to make, as they know their group best. At the same time, whoever was behind this now has a grudge against the Player Characters – depending on who it was; this may be the cause of more problems to come.

If the *Athena* returns to Earth, IPX are in a good position to obtain samples from the tissue of the dead passengers – anyone expecting their deceased relatives returned to them may experience a short delay while the bodies are diverted from official channels for a day or two to allow samples to be taken. If there is some way for them to keep whole bodies (for example, victims with no traceable next of kin), they will jump at this opportunity.

Chapter Six – Alternatives presents a number of alternative uses for the material in this book, some of which are suitable for use in follow-up missions.



Chapter Six - Alternatives

This chapter provides alternative ways of using this book, rather than running the scenario as written. Perhaps the scenario is not suitable for the group at this point in time, or perhaps it has been run already. Either way, the Games Master has paid hard-earned cash for this book and the material within, so it would be nice to not simply have to put it aside after running through it once.

Introductions

If this is the first scenario with this group of Player Characters, the *Athena* would be a useful place for them to meet up for the first time. The scenario as written works this way rather well but the Games Master could instead choose to run a short prelude mission with the Player Characters arriving on Babylon 5 from Earth (or other destinations) aboard the *Athena*, or another ship of her class.

Escort the Athena

The Player Characters could be called in early on as the escort vessel assigned to the *Athena*, replacing the *EAS Viscount*. Assuming they defeat the Centauri vessel *Galanus* and stay with the *Athena*, the best course of action is to jump out of the system and find somewhere to lay low. The ships will be pursued across space, with the Player Characters attempting to defend the *Athena* against anyone who attempts to take it.

Capture the Athena

Alien Player Characters could be assigned to one of the vessels sent after the *Athena*. Possibly the Centauri vessel *Galanus*, sent to capture it – or the Narn ship *G'Poth*, sent to destroy it. Player Characters in the Psi Corps could conceivably chase the *Athena*, using their abilities to interrogate those who may have some knowledge of where it is.

A special opportunity exists for Player Characters with ties to IPX – they are aboard the ship, and in a position to help their employer. IPX will attempt to contact their agent(s) and use them to track the ship's location. In return, they promise a cure to the agent and any of their friends and family aboard the ship.

Write Your Own Scenario

This book is more than a scenario – it is also a sourcebook for the Princess-Class luxury liner in general, and the *Athena* specifically. There is enough material here to write a new scenario using the *Athena* or another ship of her class. The Games Master could even run a campaign with the Player Characters as the liner's crew, as long as the group is willing to stretch realism a little – after all, this must be one unlucky space liner to get into these situations time and time again...

Some more comprehensive possibilities are included below.

Murder on the Athena

This scenario resembles a well-known murder mystery board game. The Player Characters are aboard the *Athena* (or are brought aboard as official investigators) when a passenger is found dead. They must interview the passengers and use a process of elimination to discover where the murder took place, when it happened, what the murder weapon was, and who the murderer is.

Of course, as they are attempting to do this, the murderer is doing their best to throw them off the scent, or to dispose of them if they get too close to discovering his identity. It does not help that there are others aboard with something to hide, also.

Athena Lost

The *Athena* is attacked by raiders as it leaves a jump gate, and turns to flee back through the gate. The raiders pelt the gate with fire to try and prevent the escape, but succeed only in damaging it. The resulting mis-jump causes a unique reaction sending the *Athena* off-course in hyperspace. The crew manage to activate the jump engines to get back into normal space, but find themselves beyond the known galaxy.

The Player Characters are on a lightly armed vessel in a strange area of space. How do they survive? How do they get home?

Using A Call To Arms

Most of the starship combat within this scenario is performed narratively but if anyone in the group owns a copy of Mongoose Publishing's Babylon 5 starship combat game *A Call To Arms*, it is possible to play these out with miniatures or counters.

Appendix I - The Athena

Introduction

The *Athena* is one of the first Princess-class Luxury Space Liners, a vessel designed to carry passengers in comfort, as opposed to the more common passenger shuttles working the major routes that cram passengers into rows of seats.

The Princess-Class Liner differs from the standard EA design in that manoeuvrability has been increased considerably over the standard model. Originally, the designer's brief was to present something that did not look like 'a giant golf ball in space' - GalacTravel wanted something sleeker looking in order to attract custom from their competitors. This was gradually increased to allow for a ship that could react faster when given docking clearance, as well as a more recent need for increased evasive capabilities when operating in areas prone to raider attacks.

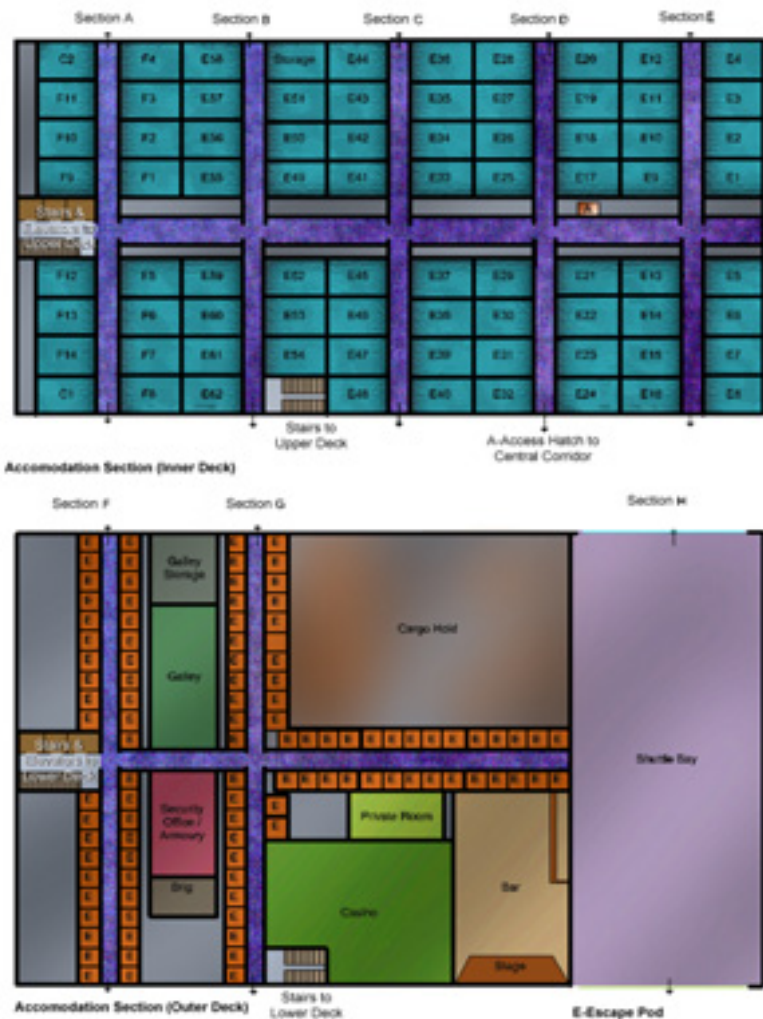
As with its larger cousin, the Princess-Class includes artificial gravity by means of a rotating central section devoted to accommodation and the cargo hold. The front of the ship contains the command deck and bridge, while the rear section contains the engine rooms.

One important addition with the Princess-Class is a set of jump engines. These are capable of generating a jump point, but are extremely expensive to run – they are never used except as a last resort. The ship only carries enough fuel and energy reserves to activate these twice - usually one jump into hyperspace, and one out.

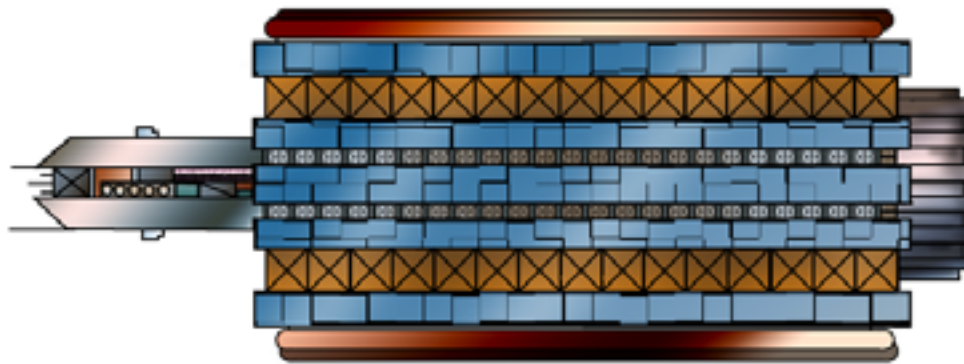
Access Corridor

The spine of the vessel is a thin access corridor running between the command deck at the prow and the engineering deck at the stern. This corridor is surrounded by the machinery required for rotating the accommodation section.

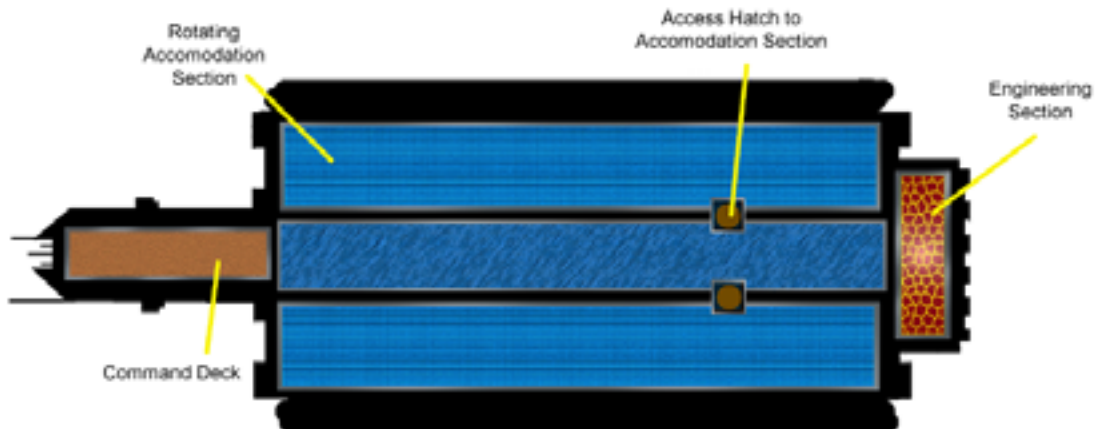
The access corridor itself does not rotate, and therefore has no artificial gravity. An access door at the rear of the corridor (near engineering) rotates along with the accommodation section. This can be tricky to negotiate for those not used to it, requiring a Climb check (DC 5) to make the transition between gravity and non-gravity areas, resulting in 1 point of damage from minor grazing if failed.



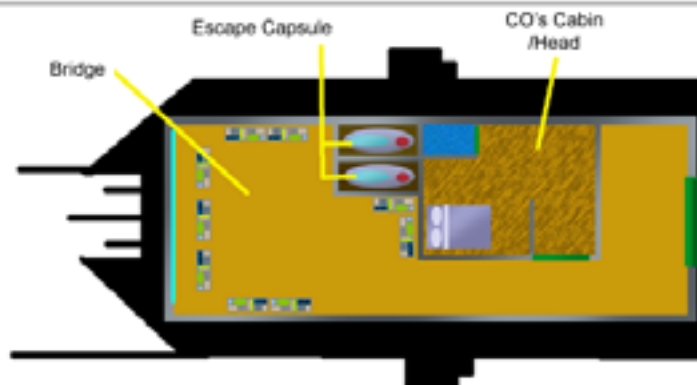
Athena



Top/Side View



Central Corridor



Command Deck

Princess-Class Specifications

Colossal III Spacecraft; 450 hp; DV 5 (-12 size, +8 agility); DR 10; Spd -; Acc 2; Dec 1; Han +1; Sensor +1; Stealth 14; SQ Artificial Gravity, Jump Point; Cargo 100,000lb; 2 Officers, 4 Pilots, 4 Sensor Operators, 15 Crewmen, 400 Passengers

Weapons:

Four Particle Beams; 1 Front, 1 Rear, 1 Left and 1 Right; Attack +1 (targeting computer); Damage 5+2d10; Critical 20; Range 2

Craft(1):

3 Earth Alliance Shuttles

Accommodation Section

The Accommodation section comprises the bulk of the vessel, formed around the access corridor between the command deck and engineering deck. Because it is constantly rotating, it has artificial gravity. This section also contains the ship's cargo hold and shuttle bay.

The Accommodation section is divided into five sections to allow for internal pressure doors to isolate an area in the event of a hull breach. These are labelled A through E.

Cabins

Two levels of accommodation are available aboard the Princess-Class. First-class passengers travel in private staterooms for either one or two individuals. Economy-class passengers receive a bunk within a shared 6-person cabin.

First-class Staterooms (identified by an F- prefix) are equipped with a communications/entertainment terminal. This can be set to receive ISN broadcasts or used to communicate with any other terminal on board the vessel. The StellarCom network can also be accessed, unless communications are disabled from the Bridge. The stateroom also contains two single beds or one double bed (configured pre-flight according to passenger request at time of booking) and a desk with two chairs. A small sonic shower leads off from the stateroom, but is modular and can be switched out for a water unit while in dock if required – typically this is only done for VIPs when the vessel is chartered privately.

An economy cabin (identified with an E- prefix) contains a small entertainment terminal and six bunks (three units each with an upper and lower). The bunks are equipped with privacy curtains. A small sonic shower unit leads

off from the cabin, but this cannot be switched out as its counterpart in the first-class staterooms can.

Cargo Hold

The main cargo hold is located in a large outer portion of the accommodation section, with access to an external cargo loading port as well as the shuttle bay. Passenger baggage is usually loaded from the shuttles, while cargo being transported is loaded via the loading port.

Notes about the *Athena*'s cargo at the time of this scenario are available at the end of this chapter.

Entertainment Deck

The casino is a mostly automated affair consisting of slot machines and other electronic games, and is open to all passengers. A smaller area leading off from this is open only to First Class passengers, with roulette and blackjack tables, and an even smaller adjacent room that can be reserved for private games.

Using the Casino

It is possible that Player Characters will want to visit the Casino, in which case the following guideline rules are provided for the Games Master.

Any game has a 45% chance of paying out double the stake placed. Player Characters with Sleight of Hand skill can attempt to use this – a successful check (DC 10) will increase the chance of winning to 75%, but on a roll of 1 the attempt to cheat is spotted, security will be called, and the Player Character will spend the rest of the trip in the brig.

As well as the casino, the entertainment deck sports a bar and a number of entertainment terminals.

Galley

The galley contains food preparation facilities equivalent to a standard restaurant kitchen. However, standard fare consists of pre-prepared pre-packed meals loaded on board before departure, which are heated using an industrial MealPrep system.

As long as one of the galley chefs are on duty any passenger may request a freshly prepared meal rather than MealPrep but this must be paid for separately (approximately 20 credits) and priority is given to First-Class passengers.

Passengers in First-Class staterooms have the ability to use their communications terminal to call for food and drink from the galley to be delivered to their room by a flight attendant, typically taking about five minutes.

Economy-class passengers must visit the galley themselves to order and collect their meal. At peak times this may mean waiting in a queue for up to ten minutes.

MealPrep meals and fresh ingredients are loaded on a ratio equivalent to the races present in the ticket booking system precisely 24 hours before departure, but food suitable for the major races (Human, Narn, Minbari, Centauri) is always present.

MealPrep System

MealPrep is the state of the art standard for commercial civilian food preparation within the Earth Alliance. Meals are pre-packed into plastic trays divided into main course and dessert. A number of different recipes are available, with a microchip embedded in the plastic tray to inform the MealPrep system of time/temperature requirements to prepare each section of the tray. This allows for a single tray to consist of chilled, iced, re-heated or newly cooked food within the same unit. The tray contains a thermal lining designed to prevent each section from affecting the others; however this never works as well as the MealPrep Corporation would have their customers believe.

Security

The ship's small security office area contains the armoury and the brig. The brig is not suitable for transporting prisoners between destinations, and is not available to security forces wishing to have a passenger transported to another location – the only time it is used is when security makes an arrest aboard the ship itself.

The armoury contains the following items as standard, in lockers with voice-activated locks coded to the captain, first officer, and security staff only.

- 5 6 x Morph Gas Grenade
- 5 4 x W&G Model 10 PPG
- 5 6 x Collapsible Nightstick (count as club, but can be collapsed into its eight-inch handle)

In addition, ship's security personnel carry collapsible nightsticks as standard, as unobtrusively as possible.

The brig door and walls have a DR of 20 and 40 hit points.

Shuttle Bay

The shuttle bay contains three Earth Alliance shuttles as described under *Auxiliary Vessels* below. In addition, three security gates provide access to the rest of the ship – these are outfitted with sensors capable of registering all weapons technologies known to the Earth Alliance at this time as a final security measure in case anyone has managed to sneak weapons past customs.

Command Deck

The Bridge of the Princess-Class is slightly larger than necessary for operation. This is by design, to allow for privileged passengers to be given a tour of the bridge as part of their trip.

A dual helm at the front of the Bridge allows for the duty officer and pilot to control the vessel simultaneously, with the primary controls at the pilot's station. The duty officer can override any vessel function from their own panel should they wish or need to do so.

To either side of the Bridge is a scanning/navigation station. Typically only one of these is manned at a time. This station allows control of the vessel's sensors, which are primarily used to detect hazards. The sensors also allow scanning of another vessel, usually for the purposes of determining that a vessel claiming to be friendly is who they say they are. In addition a full set of navigational charts for known space with jump gate data are loaded into the computers as standard.



The command deck also contains a small cabin for use by crew when it would not be practical to return to the accommodation section (typically for the vessel's captain so he can remain close to the bridge in crisis situations), a head and an escape pod.

Note that because the command deck does not rotate, it does not enjoy the benefits of artificial gravity.

Engineering Section

The engineering section is located at the rear of the vessel, behind the rotating accommodation section. There is no artificial gravity within this section.

Contained within this section are the ship's engines, the engine room, and the secondary cargo hold.

Engines

As well as the standard propulsion system, the Princess-Class is equipped with a set of jump engines for emergency use. Fuel and power reserves for two jumps are carried as standard. This can be increased if required, at the expense of cargo capacity.

Engine Room

The Athena's engine room is fairly small, designed to take up the least amount of space while still giving full access to the main engines. It is manned all of the time, but only really requires system checks and adjustments once every few hours.

The engine room includes a small cabin for emergency use and a head, the same as the Bridge.

There is one escape pod built into the engine room, firing ventrally.

The jump engines can only be maintained from external access panels.

Secondary Cargo Hold

The secondary cargo hold is located beneath the engine room. This smaller hold is used for carrying smaller valuable items, and is protected by a defensive system. The door to the hold can only be opened by a combination of voiceprint and 6-digit keypad combination, and is restricted to the senior crew of the vessel.

The security door has a DR of 20 and 20 hit points, and is equipped with two PPGs mounted in the ceiling which open fire on anyone attempting to bypass the system.

Crew

The standard crew compliment of the *Athena* is twenty-nine people:

- 1 Captain
- 1 First Officer
- 2 Navigators
- 4 Pilots
- 1 Chief Engineer
- 1 Engineer's Mate
- 3 Engineers
- 1 Security Chief
- 2 Security Guards
- 1 Senior Flight Attendant
- 8 Flight Attendants
- 2 Chefs
- 2 Junior Chefs

The Bridge Crew work around-the-clock shifts, with one pilot and either the captain, first officer, or a navigation officer present.

The engineering crew likewise provide permanent cover for the engine room, with one on duty but the rest on call at all times.

One member of the security team is on call at all times, with the other two expected to respond as quickly as possible in an emergency.

The flight attendants work three 8-hour shifts, with four on duty during peak hours and two to cover the 'night shift', or at least the time when the ship's clock dictates a sleep period.

The galley chefs work a broken rotation, with one on duty for breakfast and lunch, and two for dinner. As the majority of passenger food is prepared and served by the flight attendants, their primary duties are cooking for those passengers who have ordered and paid for freshly prepared food.

Auxiliary Vessels

The Princess-Class contains two forms of auxiliary vessel – three shuttles and a set of life pods.

Shuttles

Three Earth Alliance shuttles provide the standard means of ingress and egress for passengers and crew, as the ship is too large to dock within most stations.

The shuttles also double as lifeboats in the event of passengers or crew unable to make it to the life pods. The controls and doors on two are automatically released when the duty officer issues orders to abandon ship, but one is coded only to be released by a crewmember, to allow for an escape mechanism by any crew who have volunteered to remain aboard – for example to change the vessel's course and prevent it causing any more casualties by striking another vessel or station or by coming into the gravitational pull of a nearby planet.

Life Pods

The life pods fitted to the Princess-Class are all of the same design. Each is designed for four people, but can fit six if pushed.

There are sufficient survival rations to last four people six days (a total of twenty-four days for a single person). These take the form of nutrition bars designed to cause no ill effects to any known major race or any of the League races, as well as to provide the basic survival nutrients. Non-humans may have trouble living off these for more than a couple of weeks, though. The other component of the rations is purified water, along with a selection of tablets that can be dissolved to neutralise any problems for races known to be unable to drink water.

Each life pod also has a self-contained water recycling system, which if used can stretch the supply to last another twelve days for four people (or forty-eight days for one).

An emergency beacon along with a short-range communications system provides a means of signalling for help. Stowed under the seating in the life pod are a pair of four-man survival tents and a case containing a flare gun, PPG and first aid kit.

The standard emergency procedure depends on whether the life pods are within range of a planet or not. In deep space, the life pods are programmed to manoeuvre towards each other and lock together to form a larger combined unit in order to share resources more easily.

If within range of a planet, the pods are programmed to make an automated descent. The pod closest to the planet is elected 'leader' by the onboard systems, and all of the others attempt to follow its course. The lead pod then determines the safest method of atmospheric entry, combined with a calculation of possible landing sites.

Cargo Manifest

The comprehensive cargo manifest is available as a player handout in Appendix IV.

Destinations are a mixture of vague (a planet or system) or specific (an actual address). The more general destinations contain routing slips for processing at the next cargo hub, which will provide the destination details in full. Cargo destined for locations not within the Sol system will be routed onto the next available ship from Earth to that destination, or a location closer to it.

Certain items on the manifest warrant special explanation or mention.

A-7132-2: Miscellaneous Engineering Parts

This container carries approximately fifteen subcontainers each with varying engineering assemblies. In game terms, access to this container provides a +5 bonus to any Repair checks.

A-7132-3: Q65 Molecular Analysis Matrix

Despite the interesting name, this container has been mistakenly packed with an industrial disintegration unit. The interesting thing here is that nobody, anywhere, has ever heard of a Q65 Molecular Analysis Matrix.

The disintegration unit will vaporise anything placed inside once the controls are operated. These are fairly easy to figure out, consisting of a single button and a display panel.

A-7132-6: Postal Container

This container mostly carries numerous small packages destined for Earth from Babylon 5 and nearby systems. Although handwritten letters have mostly been superseded by high-speed data communications, a small number of these are present also.

A-7132-7: Antiques

A collection of items dating back to the 20th and 21st centuries. The Games Master can look around the room



they are in and pretty much read out the contents to the Players, adding in a few of their favourite CDs and DVDs. The contents of the container are worth approximately 25,000 credits to collectors, and may therefore be of trade value.

A-7132-11: Computer Software

Within this container are 500 data crystals, each containing a copy of a computer game called 'Old Bear Goes West'. The game can be loaded into any standard computer (terminal or portable device) with a data crystal reader. If distributed to the passengers, it could provide entertainment and reduce stress levels aboard ship slightly, at the Games Master's option.

The game consists of a three-dimensional grid of platforms over which the player's avatar must jump, while collecting pots of honey.

A-7132-12: 100 Auricon EF-7 PPGs

Upon closer inspection, this container is actually A-7133-12, containing 20 Narn Toolkits (from the *Narn Regime Fact Book* – if you do not have this book then treat these as standard Engineering Toolkits from the *Babylon 5 Roleplaying Game and Fact Book*). The containers were accidentally mixed up in the dock. The fact that 100 EarthForce-licensed weapons are currently en route to Narn may be of more concern after this scenario has concluded, and the Games Master may wish to use this as an adventure hook to their next scenario.

A-7132-15 through A-7132-20: Furniture

Destined for the Centauri embassy on Earth, this high-quality furniture is worth approximately 10,000 credits on the open market.

A-7132-21 through A-7132-24: Fine Art

Another shipment for the Centauri embassy on Earth, the contents of these containers (four life-sized statues of Centauri gods) are worth 20,000 credits to collectors or 5,000 to anyone else.

Appendix II

- Non-Player Characters

The Non-Player Characters presented within this chapter may or may not appear at set times during the scenario. Some have specific roles to play within the default timeline, while others have been added for flavour. The Games Master should use them as and when they feel necessary, and not feel constrained to bringing them out for 'set piece' encounters. For this reason, we have attempted to provide as many personality details and roleplaying notes as possible, to assist the Games Master in deciding their behaviour in any given situation.

Pivotal Non-Player Characters the Player Characters are likely to interact with have been given three sets of statistics – low, mid and high-level. This has been done to allow the Games Master to choose whichever is relevant for their game, taking into account the level the Player Characters are at. Less important Non-Player Characters have been given only one set of statistics, but the Games Master is of course at liberty to tweak any of these up or down to fit their game. Although this means there are more game statistics in this chapter than you really need, you now have a number of ready-rolled statistics at various levels for use in your own games.

The Crew

Captain Morrison

'Put us into a holding pattern and request docking clearance. Cut main engines. Lets do this by the book.'

3rd Level Human Officer

Hit Points: 11

Initiative: +0

Speed: 30 ft.

DV: 11 (+1 Reflex)

Attacks: +4 melee or +3 ranged

Special Qualities: Branch Specialisation: Fleet, Rallying Call

Saves: Fort +1, Ref +1, Will +3

Abilities: Str 13, Dex 12, Con 12, Int 12, Wis 10, Cha 13

Skills: Bluff +1, Climb +1, Computer Use +4, Concentration +2, Knowledge [should sub-skills be capitalised? Style guide says no, but author is consistent in capitalising them](Astrophysics) +2, Knowledge (Star

Systems) +3, Pilot +4, Spot +1, Profession (Spacecraft Command Crew) +1, Technical (Electronics) +1, Technical (Space Travel) +2

Feats: Data Access, Spacecraft Proficiency, Veteran Spacehand, Alertness

Standard Equipment: Uniform

6th Level Human Officer

Hit Points: 17

Initiative: +1 (+1 Dex)

Speed: 30 ft.

DV: 11 (+1 Reflex)

Attacks: +7/+2 melee or +7/+2 ranged

Special Qualities: Branch Specialisation: Fleet, Rallying Call

Saves: Fort +2, Ref +3, Will +6

Abilities: Str 13, Dex 13, Con 12, Int 12, Wis 10, Cha 13

Skills: Bluff +1, Climb +2, Computer Use +5, Concentration +3, Drive +1, Knowledge (Astrophysics) +3, Knowledge (Star Systems) +4, Pilot +8, Spot +1, Profession (Spacecraft Command Crew) +2, Technical (Electronics) +2, Technical (Space Travel) +2

Feats: Data Access, Spacecraft Proficiency, Veteran Spacehand, Alertness, Skill Focus (Pilot)

Standard Equipment: Uniform

8th Level Human Officer/1st Level Worker (White Collar)

Hit Points: 22

Initiative: +1 (+1 Dex)

Speed: 30 ft.

DV: 11 (+1 Reflex)

Attacks: +9/+4 melee or +9/+4 ranged

Special Qualities: Branch Specialisation: Fleet, Rallying Call, Way of Command

Saves: Fort +4, Ref +3, Will +7

Abilities: Str 13, Dex 13, Con 12, Int 12, Wis 11, Cha 13

Skills: Bluff +2, Climb +2, Computer Use +5, Concentration +4, Drive +1, Knowledge (Astrophysics) +4, Knowledge (Law) +2, Knowledge (Star Systems) +4, Pilot +9, Spot +3, Survival +1, Profession (Spacecraft Command Crew) +3, Technical (Electronics) +3, Technical (Engineering) +3, Technical (Space Travel) +4

Feats: Data Access, Spacecraft Proficiency, Veteran Spacehand, Alertness, Skill Focus (Pilot), Improved Initiative

Standard Equipment: Uniform

Captain Raymond Morrison is an example of what happens when people stick too closely to the book. He has a perfect training record, having been fast-tracked through flight and command school by GalacTravel.

He is, however, inexperienced with anything other than routine flight operations.

Morrison is a capable captain under usual circumstances, but the events occurring aboard the *Athena* are far from usual. He will make use of any expertise he can find and trust aboard his ship, and will be quick to trust the Player Characters if they prove themselves.

First Officer Kathryn Domann

'You heard the Captain, just do it.'

2nd Level Human Officer

Hit Points: 9

Initiative: +1 (+1 Dex)

Speed: 30 ft.

DV: 11 (+1 Reflex)

Attacks: +2 melee or +3 ranged

Special Qualities: Branch Specialisation: Fleet

Saves: Fort +0, Ref +1, Will +3

Abilities: Str 11, Dex 13, Con 11, Int 13, Wis 11, Cha 12

Skills: Climb +1, Computer Use +2, Concentration +2, Knowledge (Astrophysics) +2, Knowledge (Star Systems) +2, Pilot +5, Speak Language (Drazi), Spot +1, Technical (Space Travel) +2, Technical (Engineering) +1

Feats: Data Access, Spacecraft Proficiency, Evasive Action

Standard Equipment: Uniform

4th Level Human Officer/1st Level Worker (Blue Collar)

Hit Points: 15

Initiative: +2 (+2 Dex)

Speed: 30 ft.

DV: 13 (+3 Reflex)

Attacks: +4 melee or +6 ranged

Special Qualities: Branch Specialisation: Fleet, Rallying Call

Saves: Fort +3, Ref +3, Will +4

Abilities: Str 11, Dex 14, Con 11, Int 13, Wis 11, Cha 12

Skills: Bluff +1, Climb +1, Computer Use +3, Concentration +3, Drive +2, Knowledge (Astrophysics) +4, Knowledge (Star Systems) +3, Medical +2, Pilot +7, Profession (Spacecraft Command Crew) +2, Speak Language (Drazi), Spot +1, Technical (Space Travel) +3, Technical (Engineering) +3

Feats: Data Access, Spacecraft Proficiency, Evasive Action, Veteran Spacehand

Standard Equipment: Uniform

4th Level Human Officer/3rd Level Worker (Blue Collar)

Hit Points: 19

Initiative: +2 (+2 Dex)

Speed: 30 ft.

DV: 13 (+3 Reflex)

Attacks: +5 melee or +7 ranged

Special Qualities: Branch Specialisation: Fleet, Rallying Call

Saves: Fort +4, Ref +4, Will +5

Abilities: Str 11, Dex 14, Con 11, Int 13, Wis 11, Cha 12

Skills: Appraise +1, Bluff +2, Climb +2, Computer Use +6, Concentration +3, Drive +3, Knowledge (Astrophysics) +4, Knowledge (Star Systems) +5, Medical +2, Pilot +7, Profession (Spacecraft Command Crew) +4, Speak Language (Drazi), Spot +3, Technical (Space Travel) +4, Technical (Engineering) +3

Feats: Data Access, Spacecraft Proficiency, Evasive Action, Veteran Spacehand, Alertness

Standard Equipment: Uniform

The German Domann is generally helpful, but her first loyalty is to the Captain – she is troubled by any instance of the Player Characters appearing to have more authority than Morrison himself.

She is quite capable of commanding the vessel herself, and is somewhat wary of the senior pilot, Cohen.

Senior Pilot James Cohen

'In the absence of the Captain and exec, I'm in command here.'

1st Level Human Officer/1st Level Worker (Blue Collar)

Hit Points: 10

Initiative: +1 (+1 Dex)

Speed: 30 ft.

DV: 11 (+1 Reflex)

Attacks: +2 melee or +2 ranged

Special Qualities: Branch Specialisation: Pilot

Saves: Fort +2, Ref +1, Will +2

Abilities: Str 13, Dex 13, Con 12, Int 11, Wis 12, Cha 10

Skills: Computer Use +5, Concentration +2, Intimidate +1, Knowledge (Astrophysics) +4, Knowledge (Star Systems) +2, Pilot +5, Spot +2, Technical (Space Travel) +2

Feats: Spacecraft Proficiency, Weapon Proficiency (Spacecraft Weapons), Dogfighter

Standard Equipment: Uniform

3rd Level Human Officer/2nd Level Worker (Blue Collar)

Hit Points: 16

Initiative: +1 (+1 Dex)

Speed: 30 ft.

DV: 12 (+2 Reflex)

Attacks: +5 melee or +5 ranged

Special Qualities: Branch Specialisation: Pilot, Rallying Call

Saves: Fort +4, Ref +2, Will +3

Abilities: Str 13, Dex 13, Con 12, Int 12, Wis 12, Cha 10

Skills: Climb +1, Computer Use +6, Concentration +3, Drive +1, Intimidate +2, Knowledge (Astrophysics) +4, Knowledge (Star Systems) +4, Medical +1, Pilot +7, Profession (Spacecraft Command Crew)+1, Spot +3, Technical (Space Travel) +3, Technical (Engineering) +2, Technical (Electronics) +1

Feats: Spacecraft Proficiency, Weapon Proficiency (Spacecraft Weapons), Dogfighter, Persuasive

Standard Equipment: Uniform

5th Level Human Officer/2nd Level Worker (Blue Collar)

Hit Points: 20

Initiative: +1 (+1 Dex)

Speed: 30 ft.

DV: 12 (+2 Reflex)

Attacks: +7 melee or +7 ranged

Special Qualities: Branch Specialisation: Pilot, Rallying Call

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

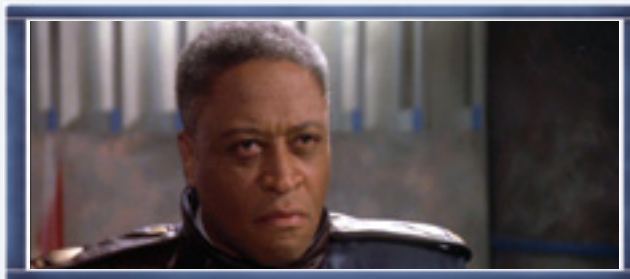
Abilities: Str 13, Dex 13, Con 12, Int 12, Wis 12, Cha 10

Skills: Bluff +2, Climb +3, Computer Use +7, Concentration +4, Drive +2, Intimidate +3, Knowledge (Astrophysics) +5, Knowledge (Star Systems) +5, Medical +2, Pilot +8, Profession (Spacecraft Command Crew)+2, Spot +4, Technical (Space Travel) +3, Technical (Engineering) +3, Technical (Electronics) +3

Feats: Spacecraft Proficiency, Weapon Proficiency (Spacecraft Weapons), Dogfighter, Persuasive, Veteran Spacehand

Standard Equipment: Uniform

The 42-year old James Cohen is approaching a crisis point in his career. By now he had hoped to have his own vessel or even be in charge of a fleet of them, but instead time appears to have left him behind – he has been a pilot for the last nine years. As senior pilot aboard the *Athena*, he is the de facto second officer when neither the Captain nor First Officer is on the bridge.



He tends to be resentful of the more successful people around him, be they colleagues or people he has never met before. His major failing is that he no longer believes he can achieve his goals through effort, and simply no longer cares about his work. This tends to lead to a lack of attention when performing his duties, and it is only through luck that this has not yet been detected – it is only a matter of time, however.

Cohen is distrustful of the Player Characters and is likely to be an obstacle to them during Alpha Shift when he is in command of the ship. The more Captain Morrison trusts them, the more resentful he will become of the outsiders being trusted with the destiny of his ship. He should be played as an obstruction to the Player Characters' goals, but he will not put himself at risk during this – he will simply do everything 'by the book', taking the wording of regulations to the letter to be as difficult as possible.

Pilots & Navigators

The other pilots (Reeves and Alunson) and Navigators (Ramirez and Jillen) share these generic statistics.

1st Level Human Officer

Hit Points: 7

Initiative: +1 (+1 Dex)

Speed: 30 ft.

DV: 11 (+1 Reflex)

Attacks: +1 melee or +2 ranged

Special Qualities: Branch Specialisation: Pilot

Saves: Fort +0, Ref +1, Will +2

Abilities: Str 12, Dex 13, Con 11, Int 12, Wis 10, Cha 10

Skills (Pilot): Climb +1, Computer Use +3, Concentration +3, Pilot +3, Spot +2, Knowledge (Astrophysics) +3, Technical (Electronics) +1

Skills (Navigator): Climb +1, Computer Use +4, Concentration +2, Pilot +1, Spot +1, Knowledge (Astrophysics) +1, Knowledge (Star Systems) +3, Technical (Electronics) +2

Feats: Spacecraft Proficiency, Weapon Proficiency (Spacecraft Weapons)

Standard Equipment: Uniform

Chief Engineer Herman Gustavson

'If I could just get the jump instantiation module to engage... ah, there it goes.'

1st Level Human Officer/1st Level Worker (Blue Collar)

Hit Points: 10

Initiative: +1 (+Dex)

Speed: 30 ft.

DV: 11 (+1 Ref)

Attacks: +2 melee or +2 ranged

Special Qualities: Branch Specialisation: Pilot

Saves: Fort +3, Ref +1, Will +3

Abilities: Str 14, Dex 13, Con 13, Int 12, Wis 13, Cha 11

Skills: Computer Use +2, Pilot +3, Knowledge (Astrophysics) +2, Spot +2, Technical (Electronics) +2, Technical (Engineering) +2

Feats: Spacecraft Proficiency, Weapon Proficiency (Spacecraft Weapons), Evasive Action

Standard Equipment: Uniform, Advanced Toolkit

1st Level Human Officer/3rd Level Worker (Blue Collar)

Hit Points: 14

Initiative: +1 (+Dex)

Speed: 30 ft.

DV: 12 (+2 Ref)

Attacks: +3 melee or +3 ranged

Special Qualities: Branch Specialisation: Pilot

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

Abilities: Str 14, Dex 14, Con 13, Int 12, Wis 13, Cha 11

Skills: Computer Use +4, Pilot +3, Knowledge (Astrophysics) +4, Profession (Spacecraft Engineer) +2, Spot +2, Technical (Electronics) +5, Technical (Engineering) +5

Feats: Spacecraft Proficiency, Weapon Proficiency (Spacecraft Weapons), Evasive Action, Skill Focus (Technical (Engineering))

Standard Equipment: Uniform, Advanced Toolkit

1st Level Human Officer/3rd Level Worker (Blue Collar)/2nd Level Lurker

Hit Points: 18

Initiative: +1 (+Dex)

Speed: 30 ft.

DV: 13 (+3 Ref)

Attacks: +4 melee or +4 ranged

Special Qualities: Branch Specialisation: Pilot, Lurker's Knowledge, Survivor's Luck

Saves: Fort +7, Ref +3, Will +5

Abilities: Str 14, Dex 14, Con 13, Int 12, Wis 13, Cha 11

Skills: Computer Use +4, Gather Information +2, Pilot +3, Knowledge (Astrophysics) +4, Profession (Spacecraft Engineer) +4, Spot +3, Technical (Electronics) +8, Technical (Engineering) +8

Feats: Spacecraft Proficiency, Weapon Proficiency (Spacecraft Weapons), Evasive Action, Skill Focus (Technical (Engineering)), Skill Focus (Technical (Electronics)), Sixth Sense

Standard Equipment: Uniform, Advanced Toolkit

Herman Gustavson was born 35 years ago.

The native of Austria served briefly in EarthForce before the Earth-Minbari war drove him to the brink of insanity. A decorated fighter pilot who served on the Battle of the Line, it took two years of therapy to deal with the depression brought on by the sheer futility of that action.

Although he never truly completely recovered, he is fit for duty on a commercial vessel and a very competent engineer. He is however liable to suffer a breakdown in the event of a combat situation.

Engineer's Mate Maaka Hotu

'Just tell me what you want fixed first.'

1st Level Human Worker (Blue Collar)

Hit Points: 8

Initiative: +1 (+1 Dex)

Speed: 30 ft.

DV: 11 (+1 Ref)

Attacks: +1 melee or +1 ranged

Special Qualities: None

Saves: Fort +3, Ref +1, Will +0

Abilities: Str 13, Dex 14, Con 14, Int 11, Wis 12, Cha 14

Skills: Computer Use +2, Drive +1, Knowledge (Astrophysics) +1, Profession (Spacecraft Engineer) +1, Spot +2, Technical (Electronics) +3, Technical (Engineering) +3

Feats: Athletic

Standard Equipment: Uniform, Advanced Toolkit

The New Zealand Maori is the youngest of a large family. With four brothers and three sisters, plus numerous cousins, he tended to be 'left behind' because of the eight-year gap between himself and his youngest siblings.

He is more comfortable with machinery than people, but is helpful to the Player Characters in any activity that

appears to benefit the *Athena*, but avoids socialising. Very much a follower, he will happily defer to anyone who appears experienced in the situation. Calm when following orders, he tends to be nervous when left to his own devices.

Engineers

The other engineers (Simmonds, Hudson, and North) share these generic statistics.

1st Level Human Worker (Blue Collar)

Hit Points: 7

Initiative: +2 (+2 Dex)

Speed: 30 ft.

DV: 12 (+2 Ref)

Attacks: +1 melee or +2 ranged

Special Qualities: None

Saves: Fort +3, Ref +2, Will +0

Abilities: Str 13, Dex 14, Con 14, Int 11, Wis 12, Cha 14

Skills: Climb +2, Computer Use +2, Drive +1, Intimidate +1, Knowledge (Astrophysics) +2, Listen +2, Profession (Spacecraft Engineer) +1, Sense Motive +1, Spot +1, Technical (Electronics) +3, Technical (Engineering) +3, Technical (Mechanical) +3

Feats: Skill Focus (Technical – Engineering)

Standard Equipment: Uniform, Toolkit

Security Chief James Greenman

‘So you say your luggage was stolen... did you happen to see if the culprit had a bone on their head?’

2nd Level Human Soldier

Hit Points: 13

Initiative: +1 (+1 Dex)

Speed: 30 ft.

DV: 11 (+1 Ref)

Attacks: +3 melee or +3 ranged

Special Qualities:

Saves: Fort +3, Ref +1, Will +0

Abilities: Str 14, Dex 13, Con 12, Int 10, Wis 11, Cha 11

Skills: Climb +2, Drive +2, Intimidate +1, Listen +1, Move Silently +2, Survival +2, Swim +1, Technical (Electronics) +1

Feats: Endurance, Weapon Focus (pistol weapons)

Standard Equipment: Uniform

4th Level Human Soldier/2nd Level Lurker

Hit Points: 23

Initiative: +1 (+1 Dex)

Speed: 30 ft.

DV: 12 (+2 Ref)

Attacks: +6 melee or +6 ranged

Special Qualities: Covering Fire, Lurkers Knowledge, Survivor's Luck

Saves: Fort +7 Ref +2, Will +1

Abilities: Str 14, Dex 14, Con 12, Int 10, Wis 11, Cha 11

Skills: Climb +2, Concentration +1, Drive +2, Gather Information +2, Intimidate +2, Listen +3, Medical +2, Move Silently +3, Profession (Security) +2, Survival +4, Spot +1, Swim +1, Technical (Electronics) +2

Feats: Endurance, Weapon Focus (pistol weapons), Jack of All Trades, Lightning Reflexes, Point Blank Shot

Standard Equipment: Uniform

6th Level Human Soldier/3rd Level Lurker

Hit Points: 25

Initiative: +1 (+1 Dex)

Speed: 30 ft.

DV: 14 (+4 Ref)

Attacks: +9/+2 melee or +9 ranged

Special Qualities: Covering Fire, Lurkers Knowledge, Survivor's Luck

Saves: Fort +8 Ref +4, Will +3

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

Skills: Appraise +1, Bluff +2, Climb +2, Concentration +1, Drive +2, Gather Information +3, Intimidate +5, Listen +3, Medical +2, Move Silently +4, Profession (Security) +2, Survival +4, Spot +2, Swim +1, Technical (Electronics) +2

Feats: Endurance, Weapon Focus (pistol weapons, rifle weapons), Jack of All Trades, Lightning Reflexes, Point Blank Shot, Long Shot

Standard Equipment: Uniform

Chief James Greenman is a native of Wales, and this is obvious from his accent. He has been employed by GalacTravel for the past four years, previously working for a private security firm.

Greenman has a Sleight but tall build, and his short dark brown hair is usually spiked with gel. At 38, this tends to make the thinning-out areas at the back of his head seem all the thinner, but he either does not notice or does not care.

Both of his parents died aboard a civilian vessel attempting to flee Earth during the Battle of the Line, and he has a deep-rooted hatred for Minbari and a dislike of any other aliens. However, he remains professional enough not to let this influence his work – at least not noticeably. If involved in a struggle including aliens, he will be sure to use somewhat more than reasonable force – as much as he

feels he can get away with. Other than that one character flaw, he performs his duties more than adequately, and has been short-listed for promotion to GalacTravel's head office.

Greenman will be indifferent towards human Player Characters unless they have earned Captain Morrison's trust – at which point he too begins to trust them. Alien Player Characters will find it hard to get into his good books and are best off having as little contact with him as possible. Minbari Player Characters will be watched like a hawk whenever possible, and will find themselves the prime suspects of any investigation by ship's security. He will take any opportunity to 'put the boot in' if he gets the task of arresting a Minbari.

It is quite likely he will come into conflict with the Minbari Vanier in his quest to locate the stolen Minbari antigravity system plans.

Security Guards

The following generic statistic block is for the security guards Goodson and Marriott

1st Level Human Worker (Blue Collar)

Hit Points: 8

Initiative: +1 (+1 Dex)

Speed: 30 ft.

DV: 11 (+1 Ref)

Attacks: +2 melee or +1 ranged

Special Qualities: None

Saves: Fort +3, Ref +1, Will +0

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

Skills: Bluff +1, Computer Use +1, Drive +1, Intimidate +2, Jump +2, Listen +2, Medical +1, Move Silently +1, Sense Motive +1, Spot +3, Survival +1

Feats: Weapon Focus (pistol weapons)

Standard Equipment: Uniform, Toolkit



Flight Attendants

'Please fasten your seatbelts.'

A generic set of statistics has been given for all flight attendants aboard the *Athena*. This includes Senior Flight Attendant Jane Parsons, although the Games Master may wish to give her an additional +1 to Charisma.

1st Level Human Worker (Blue Collar)

Hit Points: 5

Initiative: +0

Speed: 30 ft.

DV: 10 (+0 Ref)

Attacks: +0 melee or +0 ranged

Special Qualities: None

Saves: Fort +2, Ref +0, Will +0

Abilities: Str 10, Dex 11, Con 9, Int 11, Wis 12, Cha 13

Skills: Appraise +3, Bluff +2, Computer Use +4, Concentration +3, Listen +3, Medical +2, Profession (Flight Attendant) +2, Sense Motive +1, Spot +3

Feats: Negotiator

Standard Equipment: Uniform

The Passengers

Dr. Franz Karlson

'Yes, well, that's true according to recognised theory. However, if you examine Holzfield's work on the deconstruction of molecular samples, in which case you... Oh, where did they go?'

3rd Level Human Scientist

Hit Points: 7

Initiative: +1 (+1 Dex)

Speed: 30 ft.

DV: 11 (+1 Ref)

Attacks: +1 melee or +1 ranged

Special Qualities: Primary Area of Study: Medical, Use Alien Artefact

Saves: Fort +1, Ref +1, Will +4

Abilities: Str 10, Dex 12, Con 10, Int 15, Wis 13, Cha 11

Skills: Computer Use +4, Concentration +4, Drive +2, Gather Information +3, Knowledge (Biology) +5, Knowledge (Chemistry) +4, Knowledge (Physics) +1, Listen +3, Medical +6, Profession (Lecturer) +3, Profession (Medical Researcher) +1, Search +1, Sense Motive +1, Speak Language (Centauri), Speak Language (Vree), Spot +4, Technical (Electronics) +3

Feats: Skill Focus (Medical), Skill Focus (Computer Use)

6th Level Human Scientist

Hit Points: 10

Initiative: +1 (+1 Dex)

Speed: 30 ft.

DV: 12 (+2 Ref)

Attacks: +3 melee or +3 ranged

Special Qualities: Primary Area of Study: Medical, Peripheral Studies (Biology), Use Alien Artefact

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

Abilities: Str 10, Dex 12, Con 10, Int 15, Wis 14, Cha 11

Skills: Computer Use +6, Concentration +7, Drive +4, Gather Information +5, Knowledge (Biology) +7, Knowledge (Chemistry) +7, Knowledge (Physics) +4, Listen +3, Medical +8, Profession (Lecturer) +3, Profession (Medical Researcher) +3, Search +2, Sense Motive +2, Speak Language (Centauri), Speak Language (Vree), Spot +4, Technical (Electronics) +4

Feats: Skill Focus (Medical), Skill Focus (Computer Use), Data Access

9th Level Human Scientist

Hit Points: 13

Initiative: +1 (+1 Dex)

Speed: 30 ft.

DV: 13 (+3 Ref)

Attacks: +4 melee or +4 ranged

Special Qualities: Primary Area of Study: Medical, Peripheral Studies (Biology), Use Alien Artefact

Saves: Fort +3, Ref +3, Will +8

Abilities: Str 10, Dex 12, Con 10, Int 15, Wis 14, Cha 12

Skills: Computer Use +8, Concentration +8, Drive +5, Gather Information +6, Knowledge (Biology) +10, Knowledge (Chemistry) +10, Knowledge (Physics) +8, Listen +5, Medical +10, Profession (Lecturer) +3, Profession (Medical Researcher) +5, Search +3, Sense Motive +3, Speak Language (Centauri), Speak Language (Vree), Spot +5, Technical (Electronics) +6

Feats: Skill Focus (Medical), Skill Focus (Computer Use), Data Access

Doctor Franz Karlson was born in Berlin, Germany 48 years ago. A university lecturer by trade, he was approached by Talson Pharmaceuticals two years ago to head up a research team. He accepted an offer for a five-year secondment in return for a very comfortable wage and a generous donation to the university.

Karlson's academic roots are obvious when working in the lab – he treats anyone around him as his students,

explaining things in great detail – even if they already know.

Dr. Christopher Scott

'Do I know anything about the C2521? My dear sir, I invented it.'

3rd Level Human Scientist

Hit Points: 8

Initiative: +1 (+1 Dex)

Speed: 30 ft.

DV: 11 (+1 Ref)

Attacks: +1 melee or +1 ranged

Special Qualities: Primary Area of Study: Astrophysics, Use Alien Artefact

Saves: Fort +1, Ref +1, Will +4

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

Skills: Appraise +2, Computer Use +6, Concentration +4, Gather Information +3, Knowledge (Astrophysics) +6, Knowledge (Physics) +4, Medical +2, Pilot +2, Profession (Spaceframe Design Engineer) +4, Spot +4, Technical (Electronics) +4, Technical (Engineering) +6, Technical (Mechanical) +4

Feats: Skill Focus (Knowledge - Astrophysics), Skill Focus (Technical - Engineering)

The Englishman Dr. Scott is an expert in the field of astrophysics, working in a spaceframe design office. He is travelling back to Earth after meeting with colleagues on Babylon 5 for an information exchange with counterparts from the Centauri Government.

Scott will not volunteer his assistance to the Player Characters, but will readily agree if asked. He could make an ideal substitute crewman for Engineering if that becomes necessary.

Deborah Stileman

'I feel so tired, so... abused, so dishearted. I have to change in order to survive.'

2nd Level Human Lurker

Hit Points: 8

Initiative: 1 (+1 Dex)

Speed: 30 ft.

DV: 10

Attacks: +0 melee or +1 ranged

Special Qualities: Lurker's Knowledge, Survivor's Luck

Saves: Fort +3, Ref +1, Will +0

Abilities: Str 9, Dex 12, Con 10, Int 11, Wis 10, Cha 13

Skills: Appraise +1, Balance +3, Bluff +2, Escape Artist

+3, Gather Information +2, Hide +2, Listen +2, Move Silently +2, Search +3, Sense Motive +2, Sleight of Hand +4, Spot +2, Survival +2

Feats: Skill Focus (Hide), Run

Standard Equipment: Long coat containing miscellaneous items of junk.

Tall with coppery-blond hair, Deborah is perpetually nervous and scared, and never seems to have the answers for anything.

Fate has led her on a course that changed her perceptions and life as she knew it.

After following her fiancée to Babylon 5 at the age of 18, with promises of a life, love, home and family, she was abandoned on the station with nothing to her name. Too ashamed to return home, she has lived in downbelow for the last few years, with no place in the world without the man she once followed.

Last month she attempted to contact her parents, but the address and comm. number were no longer recognised. She is stowing away aboard the Athena in an attempt to reach Earth and find out what has happened to her parents. The Player Characters may be persuaded to help her upon reaching Earth, leaving the possibility for a future adventure hook – perhaps her parents are dead, or they may have just moved.

Emily Talson

'Oh, that poor Captain Morrison. If only those interfering busybodies would let him run his own ship during this crisis, I just know things would be so much better.'

1st Level Human Worker/1st Level Scientist

Hit Points: 6

Initiative: +0

Speed: 30 ft.

DV: 9 (-1 Ref)

Attacks: +0 melee or +0 ranged

Special Qualities: Primary Area of Study: Medical

Saves: Fort +2, Ref +0, Will +2

Abilities: Str 10, Dex 11, Con 9, Int 11, Wis 12, Cha 13

Skills: Bluff +2, Computer Use +3, Concentration +3, Intimidate +4, Knowledge (Biology) +5, Knowledge (Chemistry) +4, Listen +3, Medical +5, Spot +1, Technical (Electronics) +2

Feats: Skill Focus (medical)

Emily Talson is Karlson's assistant and the daughter of Miles Talson, former owner of Talson Pharmaceuticals before its takeover by IPX. Miles Talson is still the chairman of the board, and has used that position to get

his daughter the job she wanted. Placing her in a nominal role as assistant researcher to Dr. Franz Karlson, Talson gave him the instruction to teach her everything she will need to know to take over his role when his secondment finishes.

Emily is borderline genius, and parades that fact (as well as who her parents are) to anyone within earshot. She carries herself with an air of superiority and tries to force herself into any leadership role that may open. She demands the best from everyone, but to her own interpretation – even if it is beyond the abilities of the person in question. Strong-willed, she can intimidate others with ease, but is not open to it herself. She is not above blackmail if it becomes necessary in order to get her own way.

Far from the type to spend time on her personal appearance, she is too busy attempting to change the world around her to the model of efficiency. She wears her brown hair straight, to her shoulders. Her skin is tanned from regular holidays to the Caribbean, which have also effected golden highlights to her hair.

During the course of the adventure she will fall for Captain Morrison in a big way, and will defend his decisions to her last breath. Unfortunately, he barely notices that she exists, and this frustrates her to no end – she will make every attempt she can to get close to him. A constant thorn in the side of the Player Characters, she attempts to involve herself in any situation aboard ship whenever possible and to take charge of any group she is assigned to work with. She views any popular females aboard the ship as a threat.

Samantha Dixon/Madeline Infante

'Hey mister, wat'cha Doing?'

3rd Level Human Lurker/1st Level Agent

Hit Points: 10

Initiative: 2 (+2 Dex)

Speed: 30 ft.

DV: 10

Attacks: +0 melee or +2 ranged

Special Qualities: Lurker's Knowledge, Survivor's Luck, Security Systems

Saves: Fort +2, Ref +5, Will +1

Abilities: Str 6, Dex 14, Con 8, Int 15, Wis 12, Cha 14

Skills: Balance +5, Bluff +4, Climb +5, Escape Artist +4, Gather Information +4, Hide +4, Listen +2, Move Silently +5, Search +3, Sleight of Hand +5, Spot +4, Survival +3, Swim +2, Technical (Electronics) +4

Feats: Skill Focus (Hide), Skill Focus (Move Silently)

Standard Equipment: Toolkit (various tools concealed)

Samantha is travelling with her 'mother' Lana (see next entry). She is in fact Madeline 'Maddy' Infante, an eleven-year-old native of Puerto Rico. Maddy has crimped blonde hair and freckles.

One year ago, she found herself wandering New York without a penny to her name, and quickly developed the talent of getting into supposedly secure locations. Her small frame allowed her to easily make it through the ventilation systems. One day, however, she chose to wander into the ventilation ducts of 'Interstellar Loss and Recovery' (IL&R) – an outfit that pride themselves on being the best 'retrieval service' in the business. If someone wants something currently not in their possession, IL&R will 'retrieve' it for them.

Now she works for IL&R, her specialist skills used in more enterprising ways.

IL&R are currently providing her services to XCorp of Japan. XCorp have presented her with a mission – a newly discovered artefact is being transported aboard the Athena in the cargo hold, and they want it.

Joanne Craig (see below) and Maddy have a plan worked out for this – at some point during the journey, Maddy will gain access to the cargo hold and switch the shipping label on the artefact's container with one on an identical container (containing fake artefacts) they are having shipped to XCorp from Babylon 5. More details of this can be found in the random event *The Switch*.

Maddy will play the part of the mischievous child in public, a part she plays so well – she is simply letting her own nature come out. She will be rude to the other passengers, will get underfoot, and is naturally too curious for her own good. She is quite likely to ask someone what they are carrying in a bag, then will take a look for herself as soon as they put the bag down (whether they answered her or not).

Maddy and Lana occupy the first class cabin F-8.

Lana Dixon/Joanne Craig

'Come along, Samantha. Stop bothering those people'

5th Level Human Lurker

Hit Points: 11

Initiative: 2 (+2 Dex)

Speed: 30 ft.

DV: 10

Attacks: +3 melee or +3 ranged

Special Qualities: Lurker's Knowledge, Survivor's Luck

Saves: Fort +4, Ref +3, Will +1

Abilities: Str 10, Dex 11, Con 14, Int 14, Wis 11, Cha 12

Skills: Bluff +4, Climb +2, Computer Use +6, Escape Artist +4, Gather Information +6, Hide +3, Listen +4, Medical +4, Move Silently +3, Search +4, Sleight of Hand +3, Survival +4, Spot +4, Technical (Electronics) +6, Technical (Mechanical) +2, Technical (Engineering) +2

Feats: Skill Focus (Computer Use), Skill Focus (Gather Information)

Standard Equipment: Multi-Part PPG

Lana Dixon is the alias being used by Joanne Craig, an operative of IL&R (see above).

An expert thief in her own right, Lana has more recently has been partnered with Maddy – an assignment she is not exactly happy about. Having voiced her opinion of this to her superiors, she has been told bluntly that these are her orders and to carry them out or face the consequences.

Having been pushed to her limit by the obnoxious child, she has reached the point where she will quite happily have a little 'accident' befall her partner in crime as soon as she has completed her part of the mission.

Lana is listed on the passenger manifest as a tourist, working as an Office Manager on Earth.

She will attempt to keep to herself, utilising her cover to play the part of the protective parent, not wishing her child to interact with too many strangers aboard ship.

Larry Benjamin Hopeson, III

'Well had better get that computer error fixed, then. I paid for first class, and that's what I expect, dammit! Come along, Sandy.'

1st Level Human Worker (White Collar)

Hit Points: 6

Initiative: +0

Speed: 30 ft.

DV: 10

Attacks: +0 melee or +0 ranged

Special Qualities: None

Saves: Fort +1, Ref +0, Will +0

Abilities: Str 10, Dex 11, Con 9, Int 12, Wis 12, Cha 14

Skills: Appraise +2, Bluff +2, Computer Use +2, Concentration +2, Drive +4, Diplomacy +2, Listen +2, Speak Language (Brakiri), Speak Speak Language

(Gaim), Speak Language (Minbari)

Feats: Skill Focus (Bluff)

Texan native Larry Benjamin Hopeson Sr. founded Hopeson Engineering with a view to supplying government contracts – having a friend in the senate did not hurt his chances of getting said contracts, of course.

Upon his death the company passed to his son, Larry Benjamin Hopeson Jr, and Hopeson Engineering was called upon to provide a number of components for EarthForce vessels, most notably a contract to supply the rotational thrusters for the Starfury project.

Seeing their profits grow alongside the Earth Alliance fleet, Larry Jr. entered retirement happy and content, leaving his son Larry Benjamin Hopeson III as the new chairman of Hopeson Engineering.

Larry III does not share the same love of engineering as his father and grandfather before him, preferring to spend his time touring known space while leaving the day-to-day running of the company to the board of directors.

Accompanying Hopeson on this trip is his latest female companion, Sandra White (use generic human passenger stats). Fully aware that her only worth to Hopeson is as eye candy, she is quite happy to make the most of the situation for as long as it lasts – and ever on the lookout for an alternative ‘source of income’ to latch onto once the opportunity presents itself.

Lord Topa

‘And just who are you to be making demands of me? Have you any idea who I am?’

3rd Level Centauri Diplomat

Hit Points: 8

Initiative: +1 (+1 Dex)

Speed: 30 ft.

DV: 12 (+2 Ref)

Attacks: +2 melee or +3 ranged

Special Qualities: Contact (House Refa), Contact (House Topa)

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

Abilities: Str 10, Dex 13, Con 12, Int 12, Wis 13, Cha 12

Skills: Appraise +5, Bluff +3, Computer Use +3, Diplomacy +5, Forgery +4, Gather Information +6, Knowledge (Centauri Noble Houses) +6, Listen +3, Pilot +1, Sense Motive +4, Spot +2

Feats: Weapon Focus (Coutari)

Lord Ven Topa is a prime example of what went wrong with the Centauri Empire. He puts his personal pleasure before everything else, including his assignment as the current Centauri trade negotiator with Earth.

Topa would appear overweight to a human, but such things are not noticed as much amongst the Centauri – a few extra pounds simply state that he can afford to be well-fed, and that being physically fit for manual labour is beneath his station.

House Topa is a close ally of House Refa.

Topa has a self-important attitude consisting of placing the superiority of himself, then his house, then his race above all other concerns – in that order. He will happily integrate the schemes of the Centauri into life aboard the *Athena*, using whoever and whatever he can to further his own interests. He will try to make a play for power whenever he can, being vocal about problems that the command crew and/or the Player Characters are compounding, fabricating stories when no proof exists.

Corta Velinasi

‘Yes, Lord Topa. Right away. I’ll get it for you now.’

1st Level Centauri Diplomat

Hit Points: 6

Initiative: +0

Speed: 30 ft.

DV: 10

Attacks: +1 melee or +1 ranged

Special Qualities: Contact (House Velinasi)

Saves: Fort +0, Ref +1, Will +3

Abilities: Str 10, Dex 12, Con 10, Int 11, Wis 11, Cha 10

Skills: Bluff +3, Computer Use +4, Diplomacy +2, Gather Information +3, Knowledge (Centauri Noble Houses) +4, Knowledge (Political Etiquette) +3, Listen +2, Sense Motive +3

Feats: Skill Focus (Gather Information)



Velinasi is the diplomatic aide to Lord Topa. Young and ambitious, he relishes in opportunities to make a good impression on his superior almost as much as the rare moments he can get his name mentioned in the Centauri Royal Court.

He is somewhat jealous of one of his peers, a certain Vir Cotto – who managed to get the very post he was angling for on Babylon 5. Despite the opinions of many Centauri, he could see that the station would become very important to both their own republic and the relations between other races. Unfortunately, his family were able to arrange for his current posting and to ensure that it was the only one available to him, something they considered to be doing him a favour.

House Velinasi is an ally of House Refa, who arranged for Lord Topa to take the young Velinasi on as his aide.

Corta will be the instrument of Topa's campaign to place himself in a superior position aboard the *Athena*. He will be found whispering suggestions to the other passengers aboard, laying the foundations for rumours, and generally causing trouble.

Also aboard is Corta's wife, Narrika Velinasi (use generic passenger stats, below). Narrika Sorba married Corta Velinasi when their two families realised the advantages such an alliance would give them. Corta's star was rising, his assignment to Earth considered to be one of the most sought-after postings in the junior diplomatic ranks, and a fast track to promotion.

Seeing an opportunity to further her husband's career, she does her best to ensure that he receives the credit for any actions taken by Topa and ensures that evidence remains to implicate the trade negotiator rather than her husband in the scheming that occurs aboard the vessel. While this has no immediate benefits, she thinks more of the long-term possibilities once everyone is off the ship.

Laartrok

'Oh, if we can't obtain it for you, it's probably not worth having in the first place. By the way, do you happen to be going anywhere near Mars? I have a message on this data crystal for my sister....'

3rd Level Brakiri Agent

Hit Points: 12

Initiative: +1 (+1 Dex)

Speed: 30 ft.

DV: 13 (+3 Ref)

Attacks: +2 melee or +3 ranged

Special Qualities: Darkvision, Security Systems, Sneak Attack +1d6

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

Abilities: Str 10, Dex 12, Con 11, Int 14, Wis 13, Cha 11

Skills: Balance +2, Bluff +2, Climb +4, Computer Use +7, Escape Artist +5, Gather Information +3, Hide +4, Listen +2, Move Silently +4, Search +3, Sleight of Hand +5, Spot +3, Technical (Electronics) +4

Feats: Skill Focus (Computer Use), Skill Focus (Sleight of Hand)

6th Level Brakiri Agent

Hit Points: 18

Initiative: +1 (+1 Dex)

Speed: 30 ft.

DV: 15 (+5 Ref)

Attacks: +4 melee or +5 ranged

Special Qualities: Darkvision, Security Systems, Sneak Attack +1d6

Saves: Fort +3, Ref +5, Will +1

Abilities: Str 11, Dex 12, Con 11, Int 14, Wis 13, Cha 11

Skills: Balance +3, Bluff +3, Climb +4, Computer Use +9, Escape Artist +6, Gather Information +5, Hide +5, Intimidate +1, Listen +4, Move Silently +6, Pilot +3, Search +4, Sleight of Hand +6, Spot +5, Technical (Electronics) +6

Feats: Skill Focus (Computer Use), Skill Focus (Sleight of Hand), Persuasive

10th Level Brakiri Agent

Hit Points: 24

Initiative: +1 (+1 Dex)

Speed: 30 ft.

DV: 17 (+7 Ref)

Attacks: +7/+2 melee or +8/+3 ranged

Special Qualities: Darkvision, Security Systems, Sneak Attack +2d6

Saves: Fort +5, Ref +7, Will +3

Abilities: Str 11, Dex 12, Con 12, Int 14, Wis 13, Cha 11

Skills: Balance +5, Bluff +5, Climb +6, Computer Use +12, Escape Artist +7, Gather Information +6, Hide +8, Intimidate +3, Listen +6, Move Silently +8, Pilot +5, Search +6, Sleight of Hand +8, Spot +6, Swim +1, Technical (Electronics) +10

Feats: Skill Focus (Computer Use), Skill Focus (Sleight of Hand), Persuasive, Agile

The Brakiri Laartrok calls himself a 'Data Courier', but usually deals in the type of information that the original owner would prefer not to be couriered anywhere. He specialises in methods of transporting 'sensitive'

information between planets – information sensitive enough to warrant armed pursuers.

His current mission is to deliver plans for a Minbari antigravity system to Earth, where contacts with connections to EarthForce are planning on paying heavily for the information.

The Games Master should note that it is quite safe for Laartrok to complete his mission without jeopardising their campaign's adherence to Babylon 5 canon. The plans he delivers are so complex that it will take Earth scientists a number of years to build a working prototype from them – the Minbari will share their antigravity technology long before the information within these plans can be of any practical use.

Drovalla

'I'm so excited to have been chosen for this post. I just know I'm going to be sent home within a week...'

1st Level Drazi Diplomat

Hit Points: 7

Initiative: +2 (+2 Drazi)

Speed: 30 ft.

DV: 10

Attacks: +1 melee or +0 ranged

Special Qualities: Contact (Drazi Government)

Saves: Fort +0, Ref +0, Will +2

Abilities: Str 14, Dex 11, Con 10, Int 11, Wis 10, Cha 14

Skills: Bluff +3, Computer Use +2, Diplomacy +4, Gather Information +3, Knowledge (Political Etiquette) +4, Listen +3, Sense Motive +4, Spot +1

Feats: Improved Unarmed Strike

Drovalla is the new Aide to the Drazi ambassador to Earth, travelling via Babylon 5 to her new post. She is desperate to make a good impression, and is horrified once she learns she will not arrive at her new post on time.

Loregg, of the Second Fane of Ga'wis

'Don't cry, little one. I'm sure your family is around here somewhere.'

1st Level Minbari Diplomat (Religious Caste)

Hit Points: 7

Initiative: +1 (+1 Dex)

Speed: 30 ft.

DV: 11 (+1 Ref)

Attacks: +0 melee or +1 ranged

Special Qualities: +2 racial bonus to all Knowledge Checks

Saves: Fort +0, Ref +1, Will +3

Abilities: Str 11, Dex 13, Con 10, Int 11, Wis 14, Cha 14

Skills: Bluff +3, Computer Use +2, Diplomacy +4, Gather Information +3, Knowledge (Biology) +3, Medical +4, Listen +2, Sense Motive +3

Feats: Improved Unarmed Strike

Loregg is a member of the Minbari religious caste. He is relatively short (about five feet tall) and Sleightly built.

The Player Characters will encounter Loregg most as he ministers to the sick and distressed aboard the vessel. He believes that the situation will resolve the way it will resolve, and that for his part the best he can do is to help the people aboard in whatever way he can. He is a candidate for assisting in Med Bay, but it will take some persuading for him to leave his ministrations to the sick.

Vanier

'Those are human laws, and my government does not recognise them.'

3rd Level Minbari Soldier (Warrior Caste)

Hit Points: 16

Initiative: +1 (+1 Dex)

Speed: 30 ft.

DV: 12 (+2 Ref)

Attacks: +6 melee or +4 ranged

Special Qualities: Covering Fire

Saves: Fort +3, Ref +2, Will +1

Abilities: Str 15, Dex 12, Con 11, Int 12, Wis 10, Cha 10

Skills: Climb +2, Concentration +2, Drive +1, Hide +1, Intimidate +4, Jump +2, Listen +1, Move Silently +2, Spot +2, Survival +1,

Feats: Weapon Focus (Minbari Fighting Pike), Agile

6th Level Minbari Soldier (Warrior Caste)

Hit Points: 22

Initiative: +1 (+1 Dex)

Speed: 30 ft.

DV: 12 (+2 Ref)

Attacks: +9/+4 melee or +7/+2 ranged

Special Qualities: Covering Fire, To the Limit

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

Abilities: Str 15, Dex 13, Con 11, Int 12, Wis 10, Cha 10

Skills: Climb +3, Concentration +3, Drive +2, Hide +2, Intimidate +5, Jump +2, Listen +1, Medical +1, Move Silently +3, Spot +2, Survival +2, Technical (Mechanical) +1

Feats: Weapon Focus (Minbari Fighting Pike), Agile, Weapon Focus (Pistol), Dodge

9th Level Minbari Soldier (Warrior Caste)**Hit Points:** 28**Initiative:** +1 (+1 Dex)**Speed:** 30 ft.**DV:** 12 (+2 Ref)**Attacks:** +13/+8 melee or +11/+6 ranged**Special Qualities:** Covering Fire, To the Limit**Saves:** Fort +7, Ref +4, Will +3**Abilities:** Str 15, Dex 13, Con 11, Int 12, Wis 10, Cha 10**Skills:** Climb +4, Concentration +3, Drive +3, Hide +2, Intimidate +6, Jump +2, Listen +1, Medical +2, Move Silently +4, Spot +2, Survival +4, Technical (Mechanical) +1, Technical (Engineering) +2**Feats:** Weapon Focus (Minbari Fighting Pike), Agile, Weapon Focus (Pistol), Dodge, Weapon Focus (Rifle), Great Fortitude

Vanier is a member of the Minbari warrior caste assigned to recover the antigravity system plans stolen and currently in the possession of Laartrok. He can be used aboard the *Athena* trying to locate Laartrok, threatening the courier in a corridor, or sneaking around unoccupied passenger cabins in an attempt to locate the data crystal once he finds the courier is no longer in possession of it.

Vanier takes his mission seriously, and will not be dissuaded. He looks down upon non-Minbari, especially Humans, and believes that any temporary harm done to others in the pursuit of his objective is warranted. He will not, however, kill an innocent.

Security Chief Greenman is likely to come into conflict with Vanier, especially if he finds him roughing up Laartrok or another passenger.

V'Tath (Narn)*'I have always wanted to see Earth.'***2nd Level Narn Worker (Blue Collar)****Hit Points:** 9**Initiative:** +0**Speed:** 30 ft.**DV:** 11 (+1 Ref)**Attacks:** +2 melee or +1 ranged**Special Qualities:** None**Saves:** Fort +4, Ref +1, Will +0**Abilities:** Str 14, Dex 11, Con 14, Int 10, Wis 12, Cha 10**Skills:** Computer Use +3, Drive +4, Knowledge (Astrophysics) +1, Knowledge (Earth Tourist Trivia) +2, Listen +4, Move Silently +2, Sense Motive +2, Speak Language (Minbari), Spot +1, Technical (Engineering)

+1, Technical (Mechanical) +2

Feats: None

V'Tath is not very talkative about himself, other than his wish to see Earth. It is apparently a great ambition of his, and one he has pursued with near-religious zeal. The Player Characters will not be able to get any other information out of him, however.

Generic Passenger**1st Level Worker (Blue Collar)****Hit Points:** 7**Initiative:** +1 (+1 Dex)**Speed:** 30 ft.**DV:** 11 (+1 Ref)**Attacks:** +1 melee or +1 ranged**Special Qualities:** None**Saves:** Fort +3, Ref +1, Will +0**Abilities:** Str 14, Dex 14, Con 14, Int 10, Wis 12, Cha 10**Skills:** Appraise +2, Climb +2, Computer Use +2, Drive +1, Knowledge (Astrophysics) +1, Medical +2, Profession (Games Master's Choice) +4, Sense Motive +2, Spot +2, Technical (Engineering) +2, Technical (Mechanical) +2.**Feats:** None

The above statistics can be used for generic civilian passengers on board the vessel, for all those passengers not covered elsewhere. The Games Master may tweak skills to suit individual requirements.



Others

These statistics are for the Centauri Kico Lurshan and the assassin Varo Crillus sent to kill him, back in *Chapter One – The Outbreak*

Kico Lurshan

4th Level Centauri Diplomat

Hit Points: 9

Initiative: +1 (+1 Dex)

Speed: 30 ft.

DV: 12 (+2 Ref)

Attacks: +3 melee or +2 ranged

Special Qualities: Contact (House Lurshan)

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

Abilities: Str 12, Dex 13, Con 12, Int 12, Wis 13, Cha 12

Skills: Appraise +5, Bluff +4, Computer Use +5, Drive +3, Diplomacy +6, Gather Information +6, Knowledge (Centauri Noble Houses) +5, Listen +4, Sense Motive +6, Spot +2

Feats: Skill Focus (Bluff)

Varo Crillus

3rd Level Centauri Agent

Hit Points: 11

Initiative: +1 (+1 Dex)

Speed: 30 ft.

DV: 13 (+3 Ref)

Attacks: +3 melee or +3 ranged

Special Qualities: Security Systems, Sneak Attack +1d6

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

Abilities: Str 12, Dex 12, Con 11, Int 12, Wis 13, Cha 11

Skills: Balance +3, Bluff +2, Climb +4, Computer Use +3, Escape Artist +5, Gather Information +4, Hide +4,

Listen +2, Move Silently +4, Search +3, Sleight of Hand +4, Spot +4

Feats: Skill Focus (Computer Use), Skill Focus (Sleight of Hand)

6th Level Centauri Agent

Hit Points: 17

Initiative: +1 (+1 Dex)

Speed: 30 ft.

DV: 15 (+5 Ref)

Attacks: +5 melee or +5 ranged

Special Qualities: Security Systems, Sneak Attack +1d6

Saves: Fort +3, Ref +5, Will +1

Abilities: Str 12, Dex 12, Con 11, Int 12, Wis 13, Cha 11

Skills: Balance +4, Bluff +4, Climb +6, Computer Use +4, Escape Artist +6, Gather Information +6, Hide +6, Listen +4, Pilot +4, Move Silently +6, Search +4, Sleight of Hand +5, Spot +4

Feats: Skill Focus (Computer Use), Skill Focus (Sleight of Hand), Persuasive

10th Level Centauri Agent

Hit Points: 23

Initiative: +1 (+1 Dex)

Speed: 30 ft.

DV: 17 (+7 Ref)

Attacks: +8/+3 melee or +8/+3 ranged

Special Qualities: Security Systems, Sneak Attack +2d6

Saves: Fort +5, Ref +7, Will +3

Abilities: Str 12, Dex 12, Con 12, Int 12, Wis 13, Cha 11

Skills: Balance +6, Bluff +8, Climb +8, Computer Use +6, Escape Artist +8, Gather Information +7, Hide +7, Jump +4, Listen +6, Pilot +6, Move Silently +8, Search +5, Sleight of Hand +6, Spot +6

Feats: Skill Focus (Computer Use), Skill Focus (Sleight of Hand), Persuasive, Agile



Appendix III – Organisations

A number of organisations ranging in size from small companies to interplanetary empires have an interest in the events of this scenario. The following notes are provided to help Games Masters make decisions on how these organisations will react. Also included are stats and roleplaying notes for named Non-Player Characters used in the scenario.

Although some of these may not be encountered directly by the Player Characters during the course of their adventure, the Games Master may wish to reuse them in follow-up scenarios.

The Earth Alliance

Keeping the *Athena* away from inhabited worlds while attempting to cure those aboard is the official stance of the Earth Alliance. Privately, they have accepted that the most likely outcome is the death of a large number aboard the *Athena* and a number of senators are content with simply letting the problem take care of itself. The more the public know of the situation, however, the more sympathetic EarthGov must appear to be – and the more likely they will engage more resources to assist the *Athena*.

Captain Alan Fairbanks, EAS Viscount 4th Level Human Officer

Hit Points: 13

Initiative: +1 (+1 Dex)

Speed: 30 ft.

DV: 12 (+2 Reflex)

Attacks: +5 melee or +5 ranged

Special Qualities: Branch Specialisation: Fleet, Rallying Call

Saves: Fort +1, Ref +2, Will +4

Abilities: Str 13, Dex 13, Con 10, Int 11, Wis 10, Cha 14

Skills: Bluff +2, Climb +1, Computer Use +4, Concentration +2, Knowledge (Astrophysics) +3, Knowledge (Star Systems) +3, Listen +1, Pilot +5, Spot +2, Sense Motive +4, Speak Language (Minbari), Technical (Space Travel) +2

Feats: Spacecraft Proficiency, Veteran Spacehand, First Contact Protocol, Evasive Action

Captain Fairbanks is one of the ‘good guys’ – he joined EarthForce to make a difference, and this is obvious in his attitude. He takes his oath seriously – he serves the

people, the sole point of his appointment is to protect the citizens of Humanity.

He wishes to help the passengers and crew of the *Athena* but is restricted by regulations and orders. If he can see (or be shown) a way past these obstacles without violating them, he may be persuaded to take it.

Captain Desmond Tillon, EAS Euryalus 7th Level Human Officer

Hit Points: 17

Initiative: +1 (+1 Dex)

Speed: 30 ft.

DV: 13 (+3 Reflex)

Attacks: +7/+2 melee or +7/+2 ranged

Special Qualities: Branch Specialisation: Fleet, Rallying Call

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

Abilities: Str 13, Dex 13, Con 10, Int 11, Wis 10, Cha 14

Skills: Bluff +4, Climb +2, Computer Use +6, Drive +2, Concentration +2, Knowledge (Astrophysics) +3, Knowledge (Star Systems) +3, Medical +2, Pilot +5, Spot +5, Sense Motive +5, Technical (Space Travel) +3, Technical (Engineering) +5

Feats: Spacecraft Proficiency, Veteran Spacehand, Alertness, Marksman

Desmond Tillon is a man with a mission. Much like Captain Fairbanks, he takes his oath seriously. Unlike Fairbanks, he interprets it slightly differently – he is extremely patriotic, to the point of obsession. Earth comes first – before himself, before aliens, and if necessary before its own people. He dislikes moral quandaries and if taking no action allows a situation to be resolved without him having to get his hands dirty then he has no problem in stepping back and letting things take care of themselves.

Incidentally, Tillon is a prime candidate to join Nightwatch, and will almost certainly be a member if that organisation is present at this time in the campaign.

The Minbari Federation

The Minbari are probably the least concerned with the virus. While they wish to avoid it as much as everyone else and even can be persuaded to help with a cure, unlike most other parties they have no vested interest in obtaining a sample of the virus or destroying the *Athena*. That said, the warrior caste will certainly destroy the vessel if it enters Minbari space without permission, on the grounds of protecting their people.

Captain Drenn, Warcruiser Selent'tha

6th Level Minbari Officer

Hit Points: 18

Initiative: +1 (+1 Dex)

Speed: 30 ft.

DV: 12 (+2 Reflex)

Attacks: +7/+2 melee or +6/+1 ranged

Special Qualities: Branch Specialisation: Fleet, Rallying Call

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

Abilities: Str 14, Dex 11, Con 12, Int 11, Wis 10, Cha 12

Skills: Bluff +4, Computer Use +3, Concentration +2, Intimidate +3, Knowledge (Astrophysics) +3, Knowledge (Star Systems) +4, Medical +4, Pilot +6, Spot +4, Sense Motive +2, Speak Language (Centauri), Technical (Space Travel) +2, Technical (Electronics) +2

Feats: Spacecraft Proficiency, Veteran Spacehand, Toughness, Way of the Warrior

Captain Drenn is a Minbari first and a member of the Warrior caste second, something that has held him back from promotion to a higher rank, constantly blockaded by other members of his caste who take his beliefs as a sign of weakness. It is possibly because of this that he was sent on an aid mission.

The Centauri Republic

The main aim of the Centauri throughout this scenario is securing a sample of the mutated Volinian Plague virus, because of its lethality to members of the Narn race. Whether this is the policy of the Centauri Government or simply a rogue military unit or house depends on the time the Games Master's campaign setting is set. The end result, however, is identical – someone with the authority to divert a portion of the Centauri fleet has done so and is sending them looking for the *Athena*.

Captain Kiron Dranno, Centauri Battlecruiser Galanus

5th Level Centauri Officer

Hit Points: 14

Initiative: +0

Speed: 30 ft.

DV: 11 (+1 Reflex)

Attacks: +6 melee or +5 ranged

Special Qualities: Branch Specialisation: Fleet, Rallying Call

Saves: Fort +1, Ref +1, Will +4

Abilities: Str 12, Dex 11, Con 10, Int 11, Wis 10, Cha 15

Skills: Bluff +1, Computer Use +3, Concentration +1, Intimidate +5, Knowledge (Astrophysics) +2, Knowledge (Star Systems) +4, Pilot +3, Spot +3, Sense Motive +6, Speak Language (Narn), Technical (Space Travel) +2, Technical (Engineering) +1

Feats: Spacecraft Proficiency, Noble Birth, Skill Focus (Sense Motive)

Dranno is a typical Centauri – his position was arranged for him by his family and contacts. He is a capable officer, but by no means at the top of his field.

Captain Bolod Villus, Centauri Battlecruiser Tenoi

7th Level Centauri Officer

Hit Points: 19

Initiative: +1 (+1 Dex)

Speed: 30 ft.

DV: 13 (+3 Reflex)

Attacks: +8/+3 melee or +8/+3 ranged

Special Qualities: Branch Specialisation: Fleet, Rallying Call

Saves: Fort +2, Ref +3, Will +4

Abilities: Str 12, Dex 12, Con 13, Int 10, Wis 11, Cha 13

Skills: Balance +3, Climb +3, Computer Use +5, Concentration +2, Gather Information +2, Knowledge (Astrophysics) +4, Knowledge (Star Systems) +4, Medical +2, Pilot +6, Spot +3, Sense Motive +2, Technical (Space Travel) +4, Technical (Engineering) +4

Feats: Spacecraft Proficiency, Veteran Spacehand, Nerves of Steel

Villus is that rare gem amongst the Centauri – an officer who made his way to his post through ability alone. This makes dealing with him somewhat easier for non-Centauri, as he is likely to listen to reason above political demands. It makes it just as difficult for a Centauri to



deal with him, as he is immune to political pressure or promises.

The Narn Regime

The Narn Regime has but one priority – eliminating all traces of the virus. They are scared, and rightly so – the virus could wipe their race from the face of the galaxy if it gets out. If current relations with the Centauri are hostile, they will be even more anxious to eliminate this threat.

The more scared the Regime is, the less likely they will listen to any form of reasoning and the more likely their preferred action will be to simply destroy the Athena and all aboard her.

Captain T’Kari, Narn Vessel G’Poth

7th Level Narn Officer

Hit Points: 20

Initiative: +0 (+0 Dex)

Speed: 30 ft.

DV: 12 (+2 Reflex)

Attacks: +9/+4 melee or +7/+2 ranged

Special Qualities: Branch Specialisation: Fleet, Rallying Call

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

Abilities: Str 14, Dex 11, Con 13, Int 10, Wis 11, Cha 13

Skills: Bluff +2, Computer Use +5, Knowledge (Astrophysics) +2, Knowledge (Star Systems) +4, Pilot +6, Spot +2, Sense Motive +3, Technical (Space Travel) +2, Technical (Mechanical) +2

Feats: Spacecraft Proficiency, Family Ka’Toc, Fire Control

T’Kari has the unremarkable (for a Narn, at least) trait of hating the Centauri. He is ambitious, and believes he has a destiny – to lead the Narn Regime in a mighty, bloody conflict against their foe, bringing the Centauri to their knees. This attitude prevails whatever the current relationship between the Narn and Centauri may be in the campaign.

IPX

Interplanetary Expeditions are behind the whole virus outbreak, a situation they have manipulated and engineered to their own ends. They see the mutated virus as an example of the very reason for their existence – to develop biological weapons for use by the Earth military. The way the virus affects the Narn race is of particular interest to them – if they can isolate the reason for this effectiveness, they will be another step forward on developing viruses that only affect members of targeted races.

IPX will prefer to act through their subsidiary Talson Pharmaceuticals as much as possible, but will not be afraid to show their own hand if it becomes necessary.

Captain George Haville, IPX Explorer Darwin

4th Level Human Officer

Hit Points: 12

Initiative: +1 (+1 Dex)

Speed: 30 ft.

DV: 11 (+1 Reflex)

Attacks: +4 melee or +4 ranged

Special Qualities: Branch Specialisation: Fleet, Rallying Call

Saves: Fort +1, Ref +1, Will +4

Abilities: Str 10, Dex 10, Con 10, Int 11, Wis 10, Cha 14

Skills: Appraise +5, Bluff +2, Computer Use +4, Concentration +2, Knowledge (Astrophysics) +3, Knowledge (Star Systems) +4, Knowledge (Alien Artefacts) +3, Pilot +2, Spot +2, Sense Motive +2

Feats: Spacecraft Proficiency, Evasive Action, Skill Focus (Alien Artefacts)

Talking to Haville is like talking to a merchant – he makes you feel as if everything is a trade, be it assistance, information, or even the privilege to just speak to him. He is out purely for profit... and therefore is easily manipulated, as long as you have something he wants – or something more valuable.

The Psi Corps

Because the virus is completely ineffective on those with psychic talent, certain elements within the Corps are very interested on getting their hands on a sample. It would make a very useful bargaining chip for the day they are ready to claim their birthright.

In charge of the operation to retrieve the virus is Jacob Bosworth, a Psi Cop of some repute within the Corps.

Jacob Bosworth, Psi Cop

3rd Level Telepath

Hit Points: 9

Initiative: +1 (+1 Dex)

Speed: 30 ft.

DV: 12 (+2 Ref)

Attacks: +2 melee or +3 ranged

Special Qualities: P-6, Telepathic Abilities: Accidental Scan, Mind Shield, Sense Telepathy, Warning, Idea Seed

Saves: Fort +1, Ref +2, Will +4

Abilities: Str 11, Dex 12, Con 11, Int 13, Wis 14, Cha 12
Skills: Computer Use +2, Concentration +2, Pilot +2, Diplomacy +1, Intimidate +3, Knowledge (telepathy) +2, Spot+1, Telepathy +6
Feats: Defensive Block

6th Level Telepath

Hit Points: 12

Initiative: +1 (+1 Dex)

Speed: 30 ft.

DV: 12 (+2 Ref)

Attacks: +4 melee or +5 ranged

Special Qualities: P-6, Maintain Concentration, Telepathic Abilities: Accidental Scan, Mind Shield, Sense Telepathy, Warning, Idea Seed, Surface Scan

Saves: Fort +2, Ref +3, Will +6

Abilities: Str 11, Dex 13, Con 11, Int 13, Wis 14, Cha 12

Skills: Climb +1, Computer Use +3, Concentration +3, Pilot +5, Diplomacy +2, Intimidate +4, Knowledge (telepathy) +3, Spot+2, Telepathy +8

Feats: Defensive Block, Meditation

9th Level Telepath

Hit Points: 15

Initiative: +1 (+1 Dex)

Speed: 30 ft.

DV: 12 (+2 Ref)

Attacks: +7/+2 melee or +7/+2 ranged

Special Qualities: P-6, Maintain Concentration, Telepathic Abilities: Accidental Scan, Mind Shield, Sense Telepathy, Warning, Idea Seed, Surface Scan, Locate Mind

Saves: Fort +3, Ref +4, Will +7

Abilities: Str 12, Dex 13, Con 11, Int 13, Wis 14, Cha 12

Skills: Climb +2, Computer Use +4, Concentration +3, Pilot +8, Diplomacy +2, Intimidate +5, Knowledge (telepathy) +5, Search +1, Spot+2, Telepathy +10

Feats: Defensive Block, Meditation, Mental Fortress

Bosworth is fairly atypical of the Corps. He treats mundanes as if they were something he just scraped off his shoe and has an air of arrogant superiority about him.

Talson Pharmaceuticals

Talson are a fully owned subsidiary company of IPX. Their primary mission statement is to produce disease cures, but inevitably a large amount of research is involved which can be reused by IPX to do the exact opposite. The reason for this arrangement, rather than simply employing researchers to look into developing targeted viruses is simple – the best medical brains have a tendency to be unwilling to perform research that can be used to harm others. Most of the staff at Talson believe they are working for the benefit of other beings, while in reality their efforts are potentially doing more harm than good.

GalacTravel

GalacTravel own and operate the *Athena*, and are understandably outraged by the idea that anyone would want to destroy it. Of particular worry to them is the fact that their policy with Lloyds of London does not cover the vessel if destroyed by an alien government in self-defence, which arguably would be the case if the *Athena* enters alien space illegally and is fired upon by their military or civil defence vessels.

Because of the financial implications, GalacTravel's board of directors would prefer the *Athena* to illegally enter Earth space and be destroyed by their own people, in which case the insurance policy will pay out in full. They would also prefer this happen with as little public knowledge as possible, in order to protect their reputation as one of the safest spacelines within Earth Alliance space.

Idea Seed

This ability is explained fully in *The Psi Corps* supplement. If you do not have it, simply treat it as having the ability to plant subconscious ideas into the minds of others – not a full telepathic control, but certainly enough to 'nudge' peoples actions, such as absent-mindedly pushing a control button with their off hand while concentrating on something else, or simply planting an idea for an action they would already be comfortable with taking.

Appendix IV – Handouts

Handout One

Welcome Aboard the Athena

GalacTravel welcomes you aboard the Athena, one of its newest Princess-class luxury space liners. From Io to Alpha Centauri, from the core to the rim, there are no other vessels operating at a level affordable by the public that can afford the same level of luxury to their passengers.

Accommodation

Shared economy cabins sleep six, with a shared bathroom with sonic shower unit. Bunks are equipped with privacy curtains, and a small communal seating area is provided.

First-class cabins are equipped with two single beds or one double bed (configured as per your preference at time of booking), as well as a communications/entertainment terminal. Access to a number of vid channels and the StellarCom network is available.

Food and Entertainment

Meals are available from the galley for all passengers between the hours of 0730-1030, 1300-1600, and 1800-2000. First-class passengers may order food from the terminals within their room, which will be delivered by our flight attendants. Specialist menus are available for passengers with particular dietary requirements (1).

The entertainment deck contains a casino and bar, along with a number of entertainment terminals.

Important Safety Information

In the event of an emergency, escape pods are strategically located throughout the ship. These are locked for your safety, but the release mechanism can be triggered by emergencies aboard ship or by senior crewmembers. Each escape pod seats four, and contains necessary survival rations and equipment. The pod's guidance systems are automatic, and will guide it to the safest available location without requiring intervention by the occupants.

In deep space, all released pods will automatically attempt to lock together to form a larger system, in order to share supplies and for ease of location by rescuers.

If near an inhabitable planet, escape pods are designed to attempt a surface landing within five miles of each other.

The emergency beacon on the escape pod activates automatically, broadcasting a distress call in all known languages.

1 - Based upon tickets booked up to 24 hours before departure. GalacTravel makes no guarantee of availability of specialist menus for passengers purchasing tickets after this time.

Handout Two - Athena Cargo Manifest

Athena Cargo Manifest

Container Reference	Contents	Destination
A-7132-1	20 copies of 'The Book of G'Quan'	Narn Colonies
A-7132-2	Miscellaneous Engineering Parts	Earth
A-7132-3	Q65 Molecular Analysis Matrix	Earth
A-7132-4	Gaming Miniatures	Earth
A-7132-5	Blank Data Crystals	Earth
A-7132-6	Postal Container	Earth
A-7132-7	Antiques	Earth
A-7132-8	Preserved Foodstuffs	Earth
A-7132-9	Spoos	Centaury Embassy, Earth
A-7132-10	Children's Toys	Earth Colonies
A-7132-11	Computer Software	Earth
A-7132-12	100 Auricon EF-7 PPGs	Earth
A-7132-13	5000 Bars of Chocolate	Earth
A-7132-14	Assorted Clothing	Earth
A-7132-15 through A-7132-20	Furniture	Centaury Embassy, Earth
A-7132-21 through A-7132-24	Fine Art	Centaury Embassy, Earth
A-7132-25	Assorted Foodstuffs	Earth
A-7132-26	Paint	Centaury Embassy, Earth

A-7132-27	Alien Artefacts	XCorp, Earth
A-7132-28	Mineral Samples	XCorp, Earth
A-7132-20	Drazi Historical Documents	Earthdome, Earth
A-7132-30 through A-7132-39	Emergency Collapsible Survival Shelters	Earth
A-7132-40	80 Radiation Meters	Mars
A-7132-41	Complete Universe Today Archives, Data crystal Format	Edgars Industries, Mars
A-7132-42	20 pounds of Manganese Heptoxide	Mars
A-7132-43	Passenger Baggage Overflow: Various Incenses Clothing Books Decorative Household Items	Earth, Passenger 522
A-7132-44	Alien Artefacts	Distribution Hub 12, Earth
A-7132-45	80 Folding Chairs (Green)	Mars

Please note that standard passenger baggage is classified under the personal rights act of 2206, and therefore does not appear on this manifest.



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The Athena Strain

"Welcome to GalacTravel's service Seventeen Alpha to Earth. I am Captain Morrison, commander of the Athena, and I am pleased to receive you on board for this trip. Our journey is expected to last four days."

Sadly, Captain Morrison has no idea what is about to be unleashed on his crew and passengers...

The Athena Strain plunges the players into dire straits aboard the spaceliner *Athena*, as catastrophic events unfold and put the lives of all onboard into jeopardy. The crisis needs someone capable of keeping a cool head in dangerous situations and someone capable of handling delicate negotiations as the fate of the *Athena* hangs in the balance. They will have to face threats from within and without the ship that might well become their tomb, not to mention needing to survive the Athena strain itself. Time is running out...

Rather than a linear progression of scenarios, this book presents a toolkit to run the events of the Athena Strain and covers how events may diverge from the 'scripted' timeline. This book begins with a number of timeline-derived scenes, followed by events that may occur through the actions of the players and how these might affect how the disaster unfolds. Finally, details on the space liner *Athena*, its crew and passengers and some of the other factions involved in the scenario are presented, explaining the forces at work and how they influence the forthcoming events.



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