

Campaign

This section describes various campaign related issues specific to the Babylon 5 universe.

Displacement Tonnes

The size of star ships is measured in displacement tonnes (dton) of liquid hydrogen - approximately fourteen cubic metres in volume.

The Cost of Star Travel

Travelling between the stars is done using hyperspace, either via the network of *jump gates* or by using the ships own *jump drive*. Except within the military, few ships can justify the cost of a jump drive, so have to rely on the jump gates.

Jump Gate Costs

The cost to travel between star systems is governed a large part by the cost of using jump gates. The owner of a jump gate (normally the local government) will charge for *entry* to hyperspace, but not exit from. This avoids the tricky issue of ships being stranded in hyperspace because of lack of funds, and just means that the cost is double what it would be if it were charged twice (given that there's rarely more than one jump gate per system, what comes in, has to go out sooner or later).

The cost to use a jump gate is based on the displacement tonnage of the ship in question, and varies from race to race.

Earth Alliance 50 Cr/dton, regardless of race.

Narns, 40 Cr/dton, 80 Cr/dton for Centauri registered ships.

Centauri, 30 Cr/dton for Centauri registered ships, 150 Cr/dton for Narn registered ships, and 60

Cr/dton for everyone else.

Drazi, 35 Cr/dton for everyone.

Minbari, 15 Cr/dton for Minbari, 120 Cr/dton everyone else.

Non-Aligned Worlds, 60 Cr/dton for everyone.

Generally, ships of the nations own military do not pay for jump gate use.

Shipping Costs

The cost to ship a dton of goods on tramp freighters is 350 Cr + 300 Cr/parsec. Booking freight in advance on freight liners means greatly reduced cost, but at loss of flexibility.

Travel cost for individuals can be 1000 Cr plus per person per parsec, but many tramp freighters will ship people for a couple of hundred credits for a no frills trip if they have the room, as long as there are no other 'real' paying customers available.

Berth Fees

Berthing fees at star ports are 10 Cr/dton/day.

Travel Times

The speed of hyperspace travel is more or less fixed to known routes. A system of hyperspace beacons mark out the routes between major worlds. Following these gives pretty constant travel times, with little chance for navigational error.

Following the hyperspace beacons results in a base travel time of 12 hours per parsec. This is divided by the square root of the ships acceleration to find actual travel speed.

Astrogation

Anyone with the *astrogation* skill can make an

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intelligence × *astrogation* roll to try and find short cuts off the established routes, or to simply take the given routes quicker, making use of temporary changes in the nature of hyperspace.

0-9	48 hours/parsec
10-14	36 hours/parsec
15-19	30 hours/parsec
20-24	24 hours/parsec
25-29	18 hours/parsec
30-34	12 hours/parsec
35-40	10 hours/parsec
41-44	8 hours/parsec
45-49	7 hours/parsec
50-54	6 hours/parsec
55-69	5 hours/parsec
60+	4 hours/parsec

Fuel Usage

Hyperspace travel is expensive on the use of propellant, and even ships which can go for many months between re-fuels during normal real-space travel, can burn all their propellant within a few hours of hyperspace travel.

A ship uses 0.01 dton of fuel per dton of drive mass per hour of travel in hyperspace.