



CENTAURI SYSTEM FOR ORBITER

Introduction

This is a recreation of the planet Centauri Prime from *Babylon 5*. The exact location of the planet was never actually given in the series, but the name suggested it orbited a star in the constellation Centaurus, and one episode implied it was located about 75 light-years from Epsilon Eridani. For the purpose of this add-on, I gave the location as Gliese 3683, also known as HD 101930, an orange dwarf star located approximately 98 light-years from Earth. As with the Epsilon Eridani and Narn systems, the add-on is based on a combination of the actual planetary system around Gliese 3683 and how it's portrayed in *Babylon 5*, with Centauri Prime as a fictional planet located within the system's habitable zone. As for the add-on itself, I promise you won't be disappointed. Enjoy!

Required add-ons

Centauri base, *Primus*-class Centauri battlecruiser, *Vorchan*-class Centauri cruiser, *Sentri*-class Centauri fighter, *Rutharian*-class Centauri fighter, Centauri transport, and Centauri shuttle by stevecast

***Scarab*-class Centauri transport, *Balvarian*-class Centauri carrier, *Kutai*-class Centauri gunship, *Corvan*-class Centauri scout, and *Corvan*-class gunboat variant by Buck Rogers**

System contents

The parent star Gliese 8683, also known as HD 101930, is an orange dwarf star located in the constellation Centaurus approximately 98 light-years from Earth. The star may possibly have a binary companion in the form of a red dwarf.



Gliese 8683 B / HD 101930 B

Type: Gas giant

Diameter: 108,040 KM

Rotation period: 11 hours, 7 minutes

Distance from parent star: 45 million KM

Orbital period: 70.5 days

Moons: At least 2

Habitability: Uninhabitable

Affiliation: None



Centauri Prime

Type: Terrestrial

Diameter: 12,102 KM

Rotation period: 23 hours, 26 minutes

Distance from parent star: 144 million KM

Orbital period: 365 days

Moons: 2

Habitability: Habitable, temperate climate, breathable atmosphere, approximately 1 standard Earth gravity

Affiliation: Centauri Republic

Overview

Centauri Prime is a temperate world similar to Earth, with an oxygen-nitrogen atmosphere and much of its surface covered in oceans. The weather seems comparable to Earth's, as there do appear to be seasonal changes. The two primary clusters of continents are separated by two vast oceans, which led to the development of two distinct sentient species, the Centauri and the Xon. The two developed around the same time, similar to humans and Neanderthals, but remained separate until they had developed the technology to cross the oceans. When this happened, the two species began competing with one another over land and resources, eventually culminating in the War of 20 Million Deaths which ended in the extinction of the Xon.

The Centauri themselves are a humanoid species outwardly identical in appearance to humans, with the most pronounced difference being their reproductive organs, which consist of six tentacle-like appendages extending from the sides of the individual's body in males and six narrow orifices located above the hips near the base of the spine in females. In addition, the Centauri cardiovascular system has two hearts, with the right heart being similar in function to its human counterpart and the left heart being similar in function to the human kidney. As such, failure of the left heart is a serious matter for a Centauri because it is very difficult to repair. The network of blood vessels is also slightly different in Centauri than in humans, as there are no major arteries in a Centauri's wrists. The Centauri possess

some degree of extra-sensory perception, usually manifesting as precognitive abilities that vary in strength from one individual to another, and some Centauri are telepathic, again to varying degrees. A small minority of Centauri, exclusively female, have very strong precognitive abilities, and are given a special status in Centauri society much higher than what would normally be given to a female.

Centauri society is feudal in nature, with the nobility as the centre of all power and influence, and societal advancement is really only possible for an individual born into or connected to any of the various noble houses. The patronage of a noble is the easiest and in many cases the only way for a commoner to achieve any degree of success in the public sphere, and the trading of favours for mutual profit is not uncommon. The more influence a noble has, the more expensive and sought-after are his favours. The houses themselves constitute the chief societal unit of the Centauri Republic, formed from old families of great power and influence. The noble houses serve as the upper echelons of Centauri society, while the so-called “great houses” act as the middle class and the “lesser” houses act as the servant and working classes.

Most Centauri are allied to one house or another, either by blood or marriage or through service as retainers. Those who lack any connections are considered beneath contempt, and as such it’s not uncommon for them to end up as contractual slaves. Under Centauri law, any subject may own a slave so long as they abide by the Republic’s laws regarding slavery. Despite its name, the Centauri Republic is nominally a constitutional monarchy led by an emperor or, in the event of an interregnum, a regent. The Centauri are not a democracy, as the average citizen has little to no political power, and the only real check on the monarch’s power is the legislative assembly known as the Centaurum.

Centauri are characterized by their distinctive hairstyle, with the length of their hair crests denoting their social status - the higher their status, the longer their crest. Centauri females, by contrast, usually shave their heads, often with a knot or ponytail at the crown. Unusually among the major civilizations of the galaxy, Centauri society is highly patriarchal. While noble women are often spoiled and pampered, common women typically work behind the scenes doing menial labour or serving as teachers and nurturers for both young and old alike. The few women who are ambitious in political or industrial circles generally have a higher chance of finding opportunities beyond the Republic’s borders.

Family and lineage are of great importance to the Centauri, with marriages typically arranged in an individual’s early childhood. The prospective couple’s actual feelings towards each other are considered irrelevant, the only real considerations being the wealth, influence, and allegiances to be gained from such unions. In recent years, however, this practice, once observed by all levels of Centauri society, has fallen out of favour among all but the noble houses, to whom it is regarded as effectively a sacred duty.

Centauri also practice polygamy, meaning it is not uncommon for a nobleman to have several wives in order to better cement house alliances. If a family does not approve of a union, they can force the individual to divorce or else face being cut off from their house, thus rendering them a societal pariah. While the process of divorcing is very simple for the lower classes, divorcing from an arranged marriage is harder to come by and often can only be sought by the Emperor himself. Among Centauri nobles, marriage ceremonies are seen as sombre occasions, and to celebrate a union with joy and exuberance is considered an ill omen. By contrast, state funerals are considered to be downright festive.

An old tradition among Centauri is the practice of fosterage, whereby young nobles, with the permission of their parents, are taken in by a member of an allied house and raised in accordance with their societal ranking. When the child comes of age, they may be allowed to freely choose whomever they wish to marry regardless of their families’ wishes. Once a common practice, it has largely fallen out of favour among Centauri society, but is nevertheless considered legally binding. One of the most important moments in a Centauri male’s life is his Day of Ascension and all anniversaries thereof. The traditional celebration takes the form of a great festive party with the giving of gifts to the “ascendee,” with all guests traditionally required to go barefoot, though exceptions can be granted on certain occasions.

After the Centauri made contact with humanity, the game of poker quickly became popular throughout the Republic, with its popularity subsequently refusing to fade even in the wake of cultural purges during the period from 2262 to 2278 when the Republic was estranged from its fellow Interstellar Alliance members and pursued an aggressive policy of isolationism. Centauri religion is polytheistic, centred on a Pantheon of Gods which is comprised of a mixture of old household gods, deified emperors, and the Great Maker as the chief creator deity. As with many cultures, the Centauri have a number of ancient and varied legends and folklore. Among these is the legend of the *Rokbala*, a monster that hides under children's beds and swipes away the souls of the naughty.

While the written record of Centauri history dates back several millennia, their civilization truly took off in the 3rd century C.E. when the first Centauri Empire was founded by Emperor Tuscano. It was also during this time that the Centauri and the Xon made first contact. The result of their meeting was an absolute disaster, leading to a period of long and bloody conflict between the two. To cope, the Centauri adopted a tradition known as the Celebration of Life where they would count how many of their own people had survived and celebrate their good fortune. The conflict only came to an end around the 13th century C.E. with the extinction of the Xon. This tradition remained alive well into the 23rd century, by which point it had become an elaborate feast where the participants would regularly binge and purge until passing out.

With the extinction of the Xon, a new Centauri Republic was founded, led by Emperor Kiro. During this time, the Centauri repelled an invasion by a species known as the Shoggren. A few decades later, the Centauri stumbled upon an old jumpgate on the outskirts of their system, and upon unlocking the codes required to activate the jumpgates, they began expanding their empire throughout known space, conquering nearby systems and enslaving their inhabitants. In 2109, the Centauri invaded the Narn homeworld. Although the Narns initially welcomed their new masters with open arms, the Centauri quickly took advantage of their technological superiority and enslaved the Narns, stripping the planet of its resources and reducing it to a barren wasteland.

On April 7, 2156, the Centauri made their first contact with humanity. By this point, the Centauri civilization was well past its prime, and beginning to fall apart at the seams. Sensing an opportunity for immediate profit, the Centauri gave humanity access to the jumpgate technology. The plan was to turn humanity into a vassal, the logic being that humanity would be quickly overwhelmed by the Centauri's advanced technology and destroy themselves with it, after which the Centauri would swoop in and conquer Earth. When their plan failed, they unsuccessfully attempted to convince humanity that they were actually a lost Centauri colony.

In 2228, with their empire in severe decline and facing certain defeat at the hands of the Narn Resistance, the Centauri entered into the Dilgar War on the side of the Dilgar. The two made a pact where the Centauri would funnel the Dilgar weapons in exchange for the Narn colony world of Hylak VII, which the Dilgar would then use as a staging ground for their invasion of the non-aligned worlds. However, what neither side could have predicted was that the Earth Alliance would soon intervene on behalf of the non-aligned worlds. The Dilgar were eventually chased back to their home system and were subsequently driven to extinction when their homeworld's parent star went supernova. Within three years of this debacle, the Centauri had been reduced to a vestigial empire with less than a dozen colonies, having been successfully driven off the Narn homeworld by the Resistance.

During the Earth-Minbari War, the Earth Alliance asked the Centauri for aid and strategic support, but the Centauri refused, forcing the Alliance to turn to the Narn Regime instead. This greatly worried the Centauri leadership, and upon learning that a secret Narn mission was bound for the Epsilon Eridani system, they ordered an immediate attack under the assumption that it was an arms shipment. It wasn't until much later that they learned it was actually a secret meeting between the human and Minbari leaders which could have easily put an end to the entire conflict.

By 2258, tensions remained between the Narn and Centauri, largely over the lingering after-effects of the Narn Occupation. The most prominent of these was a territorial dispute over the agricultural colony of Ragesh III. Within a year, the

situation between the two powers would quickly escalate, and war would eventually break out following the attack on a Narn military base in Quadrant 37. The ensuing Narn-Centauri War, part of the larger conflict between the Vorlons and Shadows, would eventually culminate in the orbital bombardment and reconquest of the Narn homeworld, beginning the Second Narn Occupation.

The Centauri leadership, particularly Lord Antono Refa and Emperor Cartagia, wanted to ensure the Narns could never oppose them again, subjecting them to even greater cruelty than during the first Occupation. Despite this, an active Narn resistance still endured, both on- and off-world. It was only after the overthrow of both Refa and Cartagia that the Second Occupation ended and the Centauri finally withdrew from the Narn system and its closest colonies, thus allowing the Narns to rebuild their shattered world. During this time, it was also discovered that Cartagia had allowed the Shadows to set up base on the island of Selini on Centauri Prime as part of a scheme that he believed would see him elevated to godhood, thus putting the planet in the Vorlons' cross-hairs. After the removal of Cartagia from the throne, the island was destroyed by hydrogen bombs, thus eliminating all traces of the Shadows from the planet.

With the founding of the Interstellar Alliance in 2262, it was hoped that the Narns and Centauri would finally have the opportunity to peacefully co-exist. Sadly, the initial peace would not last, as following a series of raids on their shipping lanes, the Narns, assisted by the Brakiri and Drazzi, would lay waste to Centauri Prime, bombing the planet from orbit. Unknown to them, the Centauri were not actually responsible for the attacks. They had actually been framed by the Drakh, a former servant race of the Shadows who wished to exact revenge on the Centauri. In order to prevent the conflict from escalating further, Prime Minister Londo Mollari ordered the Centauri fleet to stand down. With Mollari now in place as Emperor, the Centauri people began the long process of rebuilding their society, reduced to little more than a Drakh puppet state, with Mollari kept in line via a parasitic Drakh "keeper."

Over the next sixteen years, the Centauri severed all relations with the Interstellar Alliance and pursued a policy of aggressive isolationism. The Centauri remained under Drakh control until 2278, when Emperor Mollari and his old Narn associate G'Kar, who had fallen on similarly hard times, performed a mutual mercy killing on each other, thus allowing Mollari's second-in-command Vir Cotto to kill both the Drakh "keeper" and its master Shiv'kala. With the Centauri people now freed from the Drakh's control, Cotto was appointed as Emperor. Three years later, upon learning that his friend John Sheridan was dying, Cotto travelled to Minbar to have one last meal with him, and then went to visit space station *Babylon 5* one last time before its decommissioning. The remaining details of his reign are unknown, but it was apparently a long and prosperous one. The final fate of the Centauri was revealed over one million years later, with the species having gone extinct in the interim along with the Narns while the humans and Minbari had evolved into beings of pure energy similar to the Vorlons.