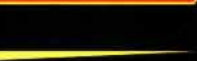


PP9-102

SECOND EDITION

# LIFE ON TERRA NOVA



# MANHIND'S NEW HOME



DREAM POD 9

AD 1000 THE ICE AGE BEGINS - AD 2650 EMIGRATION WARS  
AD 1005 LATER CRUSADES BEGIN - AD 2936 FOUNDATION OF  
GREATER SAM COMPACT - AD 3246 KIR ARYA DECLARES ITSELF INDEPENDENT OF THE  
AD 3246 KIR ARYA DECLARES ITSELF INDEPENDENT OF THE ALLIANCE CRUSHES KIR ARYA - AD 4318 DISCOVERY OF THE  
FIRST TANNHAUSER ANOM - AD 4503 HAUSER PUBLISHES PRINCIPIA UNIVERSALIS - AD 4676 THE ICE AGE ENDS  
AD 4503 FOUNDING OF THE HUM - AD 4582 DEVELOPMENT OF THE GATEHIVE - AD 4668 DISCOVERY OF  
CAPRICE - AD 4668 DISCOVERY OF 100 OTHER ANOMALIES NEAR LOKI, CAPRICE'S SUN - AD 4752 DISCOVERY OF TERRA NOVA  
THROUGH A SERIES OF FOUR GATES - AD 5104 FIRST DEDICATED COLONIZATION SHIP ARRIVES ON TERRA NOVA

# HEAVY SOURCEBOOK

## GEAR

# SECOND EDITION

## LIFE ON TERRA NOVA

"Wha'ch'u want, litti' man?" The GREL's breath was as bad as his diction.

"I'm here to meet someone. A Major Bukharin. My name is Naed Stamens." Major Ceritto, his handler, had said the Arthurian officer would be waiting for him.

"Go'on." The Mordred signaled to the bunker-cum-bar and Naed went in.

He had only taken three steps when the blow caught him in the back of the neck. Stunned, he stumbled forward into the bar and the waiting arms of several Arthurian soldiers. They pinned his arms behind his back. He shook his head to clear his vision and came face to face with Major Eva Bukharin. She was holding a long, thin knife with several serrated protrusions.

"Now, Mister Stamens, you will answer some questions for me. I do not believe that Northern Intelligence wishes to be my friend. What is your true purpose here?" The torture implement caught the light. "Feel free to lie. I need the practice..."

The harsh world of Terra Nova was once the jewel in Earth's colonial crown, but it was eventually abandoned and forced to fend for itself. The planet has thrived since then. Home to 250 million humans, this once marginal world is now home to diverse cultures and belligerent nations. The confederations that rule the hemispheres are poised on the verge of war, trapping the desertic Badlands in the middle. Intrigue and action blend across the world as a global conflict begins.

Life on Terra Nova is the major roleplaying sourcebook for the entire Heavy Gear game line. This Second Edition is completely revised and updated, including all new information for dedicated Heavy Gear fans. This must-have includes:

- ~ A complete, updated history of humanity.
- ~ Source material on North, South and the Badlands — including information on every city-state on the planet (over 80 in all).
- A complete source chapter on Port Arthur, the community built by abandoned Earth soldiers and housing 30,000 GREL supersoldiers.
- Tips and tools for creating roleplaying campaigns set in Port Arthur or elsewhere on Terra Nova.
- Game statistics for several important character types, including four classes of GREL supersoldiers, Jan leaders, Mordred shocktroopers, Minerva pilots, and Morgana commandos.
- Complete information on Terranovan culture, including sports, language, religion and intrigues.

### HEAVY GEAR®

1935

Produced and Published by Dream Pod 9, Inc.  
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# MANHIND'S NEW HOME

DP9-102

ISBN: 1-896776-40-X



9 781896 776408

ISBN 1-896776-40-X  
Printed in Canada

S E C O N D E D I T I O N

# HEAVY GEAR<sup>®</sup>



## Second Edition Terra Nova — Home... Again

Life on Terra Nova (first edition) saw the light of day in early 1996 and with it, the Heavy Gear universe came alive. For the first time, readers got a detailed look at the whole of Terra Nova and the rich tapestry of human history into the 63rd century. The full scope of the epic science-fiction tale behind Heavy Gear came to light. HG was not just a giant robot game. Life on Terra Nova would set the stage for all the RPG supplements to come, from the broad Leaguebooks to more focused supplements like the Duelist's Handbook.

So, you may ask, why a second edition? The short answer is: because it was time. Both Dream Pod 9 and Heavy Gear have grown substantially over the years. Many authors have added to and enriched our setting in the Leaguebooks and other sourcebooks. With the arrival of HG computer games (by Activision), the release of our Storyline Books, and finally the publication of the Second Edition Heavy Gear Rulebook, Life on Terra Nova became a little behind the times. It was time for it to be reborn.

This second edition contains all the core information from the first edition, although it has been reorganized slightly for ease of reference. New information harmonizing with the Leaguebooks makes the product even stronger as a "fictional atlas" of Terra Nova. We have updated and expanded the history section, taking into account the dramatic events in the first Storyline Book and giving more information on Terra Nova's formative years. All this to make this sourcebook the definitive tome on Mankind's new world.

To make the sourcebook a more useful RPG supplement, we have added a complete chapter on Port Arthur. This is all-new source material and gives you a complete setting to start your games.

New artwork, maps and designs complete the package, making the second edition as pretty as it is useful.

Welcome back to Terra Nova, we hope you stay a long while...

MANKIND'S NEW HOME



DREAM POD 9

# TABLE OF CONTENTS

0



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CHAPTER 1: INTRODUCTION	4
1.0 FIELD REPORT	4
1.1 WELCOME TO THE NEW EARTH	5
1.2 PLANETARY BASICS	5
1.2.1 TIME KEEPING	5
1.2.2 BASIC GEOGRAPHY	6
1.2.3 GEOLOGY	6
1.2.4 HYDROGRAPHY	6
1.2.5 TERRANOVA LIFEFORMS	6
CHAPTER 2: HISTORY OF HUMANITY	8
2.0 A MOMENT OF HESITATION	8
2.1 HISTORICAL OVERVIEW	9
2.2 THE EVOLUTION OF EARTH	10
2.3 THE INFORMATION AGE	12
2.4 THE SPACE AGE	12
2.4.1 INDUSTRIALIZING SPACE	13
2.4.2 THE MARTIAN REVOLT	13
2.5 THE ICE AGE	14
2.5.1 THE EMIGRATION WARS	14
2.5.2 SPACE COLONIES	15
2.5.3 TEMPORARY SOLUTIONS	15
2.5.4 GREATER SAMARHAND	16
2.5.5 THE RAGO PROJECT	17
2.5.6 SOCIAL CHANGE	17
2.5.7 HIA ARYA AND THE PRIME KNIGHTS	18
2.5.8 GATEWAYS TO THE STARS	18
2.6 THE SECOND RENAISSANCE	19
2.6.1 THE HUMAN CONCORDAT	19
2.7 THE INTERSTELLAR AGE	20
2.7.1 THE EXPLORATION YEARS	21
2.7.2 TERRA NOVA	21
2.8 COLONIZATION	22
2.9 CAPRICE, THE GATE WORLD	23
2.10 THE OUTER COLONIES	24
2.10.1 THE ATLANTIC WORLDS	24
2.10.2 THE UTOPIAN WORLDS	25
2.11 THE COLONIAL WARS	26
2.12 THE AGE OF ISOLATION	27
2.12.1 RECONSTRUCTION	27
2.12.2 THE RISE OF THE LEAGUES	28
2.12.3 THE MOVE TO CONFEDERATIONS	29
2.12.4 ST. VINCENT'S WAR	29
2.12.5 COLD WAR	29
2.13 EARTH RETAKES CAPRICE	30
2.14 THE WAR OF THE ALLIANCE	31
2.14.1 THE DARKEST DAYS	31
2.14.2 TERRA NOVA FIGHTS BACK	31
2.14.3 THE TURNING POINT	32
2.14.4 VICTORY	32
2.15 THE POSTWAR PERIOD	33
2.15.1 DÉTENTE AND REBUILDING	33
2.15.2 RENEWED TENSION	34
2.15.3 DEATH IN SORRENTO	34
2.16 ON THE BRINK	35
CHAPTER 3: THE NORTH	36
3.0 FUNERAL PYRE	36
3.1 THE CONFEDERATED NORTHERN CITY-STATES	37
3.1.1 SOURCES OF CONFLICT	37
3.1.2 PROMINENT NORTHERNERS	39

3.2 THE NORTHERN LIGHTS CONFEDERACY	40
3.2.1 THE NORLIGHT CONFEDERACY TODAY	41
3.2.2 VALERIA-PORT AURORA	42
3.2.3 INNSBRUCH	43
3.2.4 HENEMA	44
3.2.5 LIVINGSTONE	45
3.2.6 PETROPOLIS	46
3.2.7 SORRENTO	47
3.2.8 EXETER	48
3.2.9 FRANKLIN HARBOR	48
3.2.10 HOSSUTH	49
3.2.11 SESHU	49
3.2.12 SHAOI	50
3.2.13 SMOLENSH	50
3.2.14 YELE	51
3.2.15 ZAGZIG	51
3.3 THE UNITED MERCANTILE FEDERATION	52
3.3.1 BIRTH OF THE U.M.F.	53
3.3.2 EXPANSIONISM	53
3.3.3 DEALS WITH THE DOMINION	53
3.3.4 LYONNESSE	54
3.3.5 MARATHON	55
3.3.6 RAPID CITY	56
3.3.7 ASHINGTON	57
3.3.8 BATON ROUGE	57
3.3.9 CANTERBURY	58
3.3.10 DJAHARTA POINT	58
3.3.11 MAINZ	59
3.3.12 PIONEER	59
3.3.13 SWANSCOMBE	60
3.3.14 ZAGREB	60
3.4 THE WESTERN FRONTIER PROTECTORATE	61
3.4.1 WESTERN CLANS	62
3.4.2 FORT ARCHITECTURE	62
3.4.3 FORT WILLIAM	63
3.4.4 FORT HENRY	64
3.4.5 FORT JAMES	65
3.5 CNCS BORDER TERRITORIES	66
3.5.1 MASSADA	67
3.5.2 WOUNDED HNEE	68
3.5.3 RED SANDS	69
3.5.4 TIMMINS	69
CHAPTER 4: THE SOUTH	70
4.0 A NEW ASSIGNMENT	70
4.1 THE ALLIED SOUTHERN TERRITORIES	71
4.1.1 THE SOUTHERN MILICIA	71
4.1.2 A FRAGILE HEGEMONY	71
4.1.3 AST OFFICIALS	73
4.2 THE SOUTHERN REPUBLIC	74
4.2.1 S.R.I.D.	75
4.2.2 LES TÉMOINS	75
4.2.3 THE DARK FOX	75
4.2.4 PORT OASIS	76
4.2.5 MARABOU	77
4.2.6 SARAGOSSA	78
4.2.7 TIMBUKTU	79
4.2.8 ANHARA	80
4.2.9 AQUITAINE	80
4.2.10 ASHANTI	81
4.2.11 BETHANY	81



# TABLE OF CONTENTS

0

4.2.12 INNSMOUTH	82
4.2.13 NEWTON	82
4.2.14 RÉUNION	83
4.2.15 SIWA OASIS	83
4.3 THE MEHONG DOMINION	84
4.3.1 IN THE NAME OF THE FOUNDERS	85
4.3.2 MAJOR CORPORATIONS	85
4.3.3 THE PEACEKEEPERS	85
4.3.4 MEHONG CITY	86
4.3.5 HSI TSANG	87
4.3.6 LOYANG	87
4.3.7 OLDOUAI	88
4.3.8 YUNG AN	89
4.3.9 ATSI	91
4.3.10 NGORONGORO	91
4.4 THE EASTERN SUN EMIRATES	92
4.4.1 THE RISE OF REVOLUTION	93
4.4.2 THE ROLE OF THE AST	93
4.4.3 MEMORIES OF EARTH: HCS EASTERN SUN	93
4.4.4 STARATHCLYDE	94
4.4.5 CIMMARO	95
4.4.6 JAVARI	95
4.4.7 SHAVARA	96
4.4.8 SMYANA	96
4.4.9 BASAL	97
4.4.10 BANGWEULEU	98
4.4.11 OHAVANGO	98
4.5 THE HUMANIST ALLIANCE	99
4.5.1 OPERATION LONGNIGHT	100
4.5.2 RELATIONS PORT ARTHUR & JAN MAYEN	100
4.5.3 HUMANIST INSIGHT AND AUTHORITY	100
4.5.4 PERTH	101
4.5.5 GARDENA	102
4.5.6 THEBES	103
4.5.7 GROPIUS	104
4.5.8 OXFORD	104
4.5.9 RALEIGH	105
4.5.10 WHITE ROCK	105
4.6 AST BORDER PROTECTORATES	106
4.6.1 AZOV	106
4.6.2 NEW BRAJ	107
4.6.3 WESTPHALIA	107
CHAPTER 5: THE BADLANDS	108
5.0 WEDDING DAY	108
5.1 THE BADLANDS	109
5.1.1 DESERT DWELLERS	110
5.2 INDEPENDENT CITY-STATES	111
5.2.1 ERECH & NINEVEH	112
5.2.2 JAN MAYEN	113
5.2.3 NEW HUMAN REPUBLIC	114
5.2.4 ELAYU	115
5.2.5 MARIGOLD	115
5.2.6 PEACE RIVER	116
5.2.7 HHARA AD-DIN	116
5.3 THE NEW COALITION	117
5.3.1 PRINCE GABLE	118
5.3.2 LANCE POINT	118
5.3.3 TEMPLE HEIGHTS	119
5.3.4 FORT NEIL	119

CHAPTER 6: PORT ARTHUR SOURCEBOOK	120
6.0 WHISPERS OF DISTANT EARTH	120
6.1 OVERVIEW	121
6.1.1 HISTORY	121
6.1.2 THE POWERS THAT BE	121
6.1.3 SOCIETY	122
6.2 CITY TOUR	122
6.2.1 WESTERN BASIN BASE (WESTBASE)	123
6.2.2 THE CITY	125
6.2.3 PORT ARTHUR SECURITY ZONE	126
6.4 YAHUT BROTHERHOOD	128
6.5 PERFECT FORM MOVEMENT	130
CHAPTER 7: TERRANOVA LIVING	132
7.0 THE TRUTH IS IN HERE	132
7.1 CUSTOMS	133
7.1.1 FAMILY	133
7.1.2 RELIGION	134
7.1.3 PREJUDICE	134
7.1.4 JUSTICE	135
7.1.5 HONOR	135
7.1.6 HOLIDAYS	135
7.2 LIFESTYLE	136
7.2.1 LANGUAGE	136
7.2.2 EDUCATION	137
7.2.3 RESIDENCE	137
7.2.4 RITES	137
7.2.5 TRAVEL	138
7.2.6 COMMUNICATIONS	138
7.2.7 CLOTHING	138
7.2.8 FOOD AND DRINK	139
7.2.9 AGE ON TERRA NOVA	139
7.2.10 MEDICINE	140
7.3 MONEY AND CREDIT	140
7.3.1 MAJOR CURRENCIES	140
7.3.2 OTHER FORMS OF CURRENCIES	140
7.3.3 DENOMINATIONS	141
7.4 ARTS AND ENTERTAINMENT	142
7.4.1 SPORTS	142
7.4.2 VIDEO AND TRIDED	142
7.4.3 LITERATURE	142
7.4.4 MUSIC	143
7.4.5 FINE ARTS	143
7.4.6 ARCHITECTURE	143
CHAPTER 8: GAMEMASTER RESOURCES	144
8.0 BLOOD AND HONOR	144
8.1 CAMPAIGNING ON TERRA NOVA	145
8.1.1 PORT ARTHUR CAMPAIGNS	146
8.2 STOCH NPCs AND PERSONALITIES	148
INDEX	156



Produced and Published by



5000 Iberville, Suite 332  
Montréal, Québec, Canada H2H 2S6

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The use of the male gender throughout this manual should in no way imply the exclusion of the female gender or suggest that the game is intended exclusively for a male audience. It is our hope that the female gamers will find this book just as interesting as their male counterparts.

Dream Pod 9 can also be reached through the internet. Check the rec.games.mecha conference for support and information about Heavy Gear. You can also visit our World Wide Web page at <http://www.dpd.com/>

Legal Deposit: September 1998  
Bibliothèque Nationale du Québec  
National Library of Canada

ISBN 1-896776-40-X  
Stock: DP9-102  
Printed in Canada



## FIELD REPORT



>Full Scramble Enabled<

To: Special Colonial Operations

Form: Agent 209

Date: 19 December 6133

>report begins<

It has now been almost two full local cycles since my insertion onto Terra Nova. Transfer to the desert city of Peace River occurred without much trouble and I seem to be safe in my cover identity as a simple industrial worker. My only real difficulty came during the recent crisis in the city, when the city authorities tried to eliminate the local rabble-rousers, the Badlands Revolutionary Front. Since my cover-identity was provided through BRF sources, this was a reason for great concern, but the crisis has now been over for several weeks and my identity seems secure.

With this problem averted, I have continued to execute my mission as planned. My current target remains the Peace River facilities of Paxton Arms. This has proved to be quite difficult, but not impossible. The codes provided by the BRF served me well in the first weeks of my arrival, but became next to useless after the recent crisis. Even were these codes to still be functional, there is too great a chance that using them will now set off alarms at PaxSec, the local corporate security force.

I was able to access the schematics requested in the mission briefing and they are attached with this transmission in encrypted dataform. My previous excursions also allowed me to set up a series of back doors into many facilities that should let me to regain access if I need to. I am hesitant to do so until absolutely necessary, however, because all of these accesses should be one-time affairs.

The timetable for my mission is also approaching the critical time. I expect my hypno-programming will kick in again soon to provide further details on the next phase of the operation. Already new order-memories have emerged with instructions to eliminate many of my local contacts for security reasons.

In a fortunate coincidence, much of this work has already been taken care of by local security forces. Indeed, Sundra Gabriel is now dead and most of her lieutenants have followed her to the grave. I have taken care of the other targets.

Beyond the specifics of the mission, the situation on Terra Nova seems to be progressing along the lines predicted by my initial briefing. The confederations that rule the northern and southern hemispheres are dead set on a war and they seem to be ignoring any other source of threat. The Badlands desert communities are similarly narrow-minded. With the prospect of a global war fought in their back yards, very few Badlanders seem ready to look to the stars.

Even here in Peace River, no one seems aware of larger events. The arms merchants want to maximize their profit; the nationalists want to protect their city; the workers want to better their lots.

In my opinion, Terra Nova is ripe indeed.

>attached file schematic FGEW-98383-ZX<

>transfer online<

>uploading<

>end file<

>transfer complete<

>security 100% confirmed<

>end<



# INTRODUCTION

1

## Welcome to the New Earth - 1.1

Terra Nova: the New Earth. A simple yet elegant name given to the planet by the explorers who first traveled to this distant cousin of our mother world. Terra Nova was the first truly Earth-like planet found amongst the multitude of star systems accessible through the Gates, and its discovery sent waves of hope and excitement through the human race.

The **Second Edition Terra Nova Sourcebook** is a complete roleplaying sourcebook for this new world and the basic sourcebook for the entire **Heavy Gear** universe. It greatly expands upon the information already available in the **Second Edition Heavy Gear Rulebook**, giving you details of the history and societies of Terra Nova. This book will give Gamemasters and Players both an overall look at the planet (which will provide context to their games) and a wealth of detail to jump-start new campaigns or "fuel up" new ones.

The rest of this chapter provides basic overall information on Terra Nova, ranging from geography to astronomy. *Chapter Two: History of Humanity* traces the development of human society from the late 20th century A.D. all the way to **Heavy Gear's** present day (this includes events that have transpired since the time of the rulebook, TN 1933). *Chapter Three: The North* provides details on the leagues and city-states of the northern hemisphere. Every city is a potential campaign setting and receives attention. *Chapter Four: The South* does the same for the southern hemisphere. *Chapter Five: The Badlands* covers the people and places of the equatorial deserts. *Chapter Six: Port Arthur Sourcebook* provides a complete and detailed roleplaying setting in the Badlands city-state of Port Arthur, the home to 100,000 abandoned Earth soldiers. *Chapter Seven: Terranovan Living* details the rites, traditions and fashions of daily Terranovan life. This chapter will be invaluable in adding flavor to both campaigns and character backgrounds. Finally, *Chapter 8: Gamemaster Resources* gives GMs a series of additional tools for their games, including campaign charts for Port Arthur and new stock NPCs — including the dreaded GREL supersoldiers.



## Terranovan Planetary Basics - 1.2

Terra Nova orbits along the inside of the life support zone of Helios, a G5 (yellow) star officially catalogued as Eta Trimenia on the star charts. Helios lies more than 3980 light years from Earth, in the direction of the galactic core. The resulting planetary temperature average is hot but bearable in both hemispheres. Only in the equatorial belt do temperatures rise high enough to become dangerous to unprotected humans. Since Terra Nova's orbit is only slightly elliptical, and since the planet only has a 3° axial tilt, the seasonal temperature differences are very minor; Terra Nova's winters are only 5 °C cooler than its summers, on average.

Terra Nova is orbited by three moons. The largest, Hope, is only slightly smaller than Earth's Moon and circles Terra Nova at a sluggish pace, completing an orbit once every 24 Terranovan days. It has no atmosphere and is largely barren, with only a few mining and research installations on its surface. The other two moons, Faith and Charity, are small chunks of ice and rock that were probably captured by the planet's gravitational field a long time ago.

Terra Nova is the second of six planets. Starting from the star, the others are radiation-burned Hermes, the gas giants Zeus and Poseidon, and the frozen gas planets Ares and Hades. For more information on the Helios system, see the **Second Edition Heavy Gear Rulebook**, pp. iv-v in the color section.



## Time Keeping - 1.2.1

Terra Nova spins on its axis once every 37.2 Earth hours. To allow Terra Nova to use the same seconds and minutes as Earth, each Terranovan hour is 62 minutes long. The Terranovan day is thus 36 Terranovan hours long with midnight being 00:00 and noon being 18:00. Most of the planet's polar inhabitants have adapted to the longer days by sleeping for ten hours every night and napping for two hours around noon. Denizens of the Badlands usually split their day into two 18-hour half-days. Badlanders sleep in six-hour periods around noon and midnight, when the temperature is hottest and coldest, respectively.

Terra Nova orbits Helios once every 168.2 days (260.7 Earth days). The 168-day cycle is divided into four 42-day long seasons: Winter, Spring, Summer and Autumn. Each season is divided into six 7-day weeks. The days of each week are labeled in the same manner as Earth weeks, beginning with Sunday and progressing towards Saturday. Approximately once every five cycles, a leap year occurs and one extra day is added to the end of the cycle. This day, called the Interannum, is a universal holiday across Terra Nova. Although each region celebrates the holiday in a different manner, most Interannum festivities resemble frenzied New Years parties.

Terranovan dates are expressed by day of the season, season, and cycle. Day 1 of cycle 1 in the Terranovan calendar is April 3, 4752, the first winter solstice after Terra Nova's discovery less than a month before. Like Earth's calendar, there is no year zero. Thus, by this calendar, January 1, 6132, would be 10 Winter TN 1933 (Terranovan Time). January 1, 1995 would be 41 Autumn TN -3862.





## 1.2.2 - Basic Geography

Although any one region presents a diversity of terrain and climate, Terra Nova's overall geography is extremely stratified. The weather is slightly hotter than Earth's and desert climates are ubiquitous. Towards the poles, the climate becomes milder, with dense vegetation covering the land. The planet's surface can thus be broken down into several climatic zones.

The Northern hemisphere consists mostly of vast forests and valleys nested between mountain peaks. Lakes and rivers testify to the presence of a deep underground water network. Vast, grassy plains and rolling hills provide a great deal of fertile land. Most of the hemisphere's climate is temperate, thanks to the micro-climate created by the mountain ranges surrounding it.

The four treacherous deserts that line the hot equatorial region of the planet are collectively known as the Badlands. Here, nature exposes the most arid yet beautiful landscapes of Terra Nova, ranging from endless dune seas, scrub deserts banded by savannahs, expanses of rock and stone and sand-swept stony plateaus. Life is harsh in the Badlands, but humans, flora and fauna have all adapted. Acting as an interface between the dry deserts of the Badlands and the more hospitable regions of both polar hemispheres, the vast grassy fields known as savannahs are breathtaking in their savage beauty. They feature a hot but bearable climate that is home to a large number of vegetal and animal species.

Finally, a deep, steamy jungle is typical of the landscapes found in the low basins of the southern hemisphere. A relative abundance of water and the hot winds blowing unimpeded from the equator give a rich tropical climate to most southern regions. Swamps are common in the South.

## 1.2.3 - Geology

Terra Nova is about four billion years old judging from the latest geological surveys. It has limited tectonic activity and only a few dozen active volcanoes, most of them located in the Badlands' mountain ranges (most notably in the region known as the Great White Desert). These few volcanoes can be quite dangerous, because they tend to spew out a corrosive ash known as white sand. The planet did have a violent geological past at one point, as proven by the tall peaks that ring both the Northern and Southern hemispheres. It is theorized that the internal fires "powering" the planet have greatly diminished over the centuries due to a lack of decaying radioactive material in the core.

Terra Nova's diameter is 12,420 km, slightly less than Earth's. On the other hand, Terra Nova is somewhat denser, which is why it has a surface gravity of 1.09 G. Its core is made up of molten rock, probably with an iron and nickel center similar to Earth's own. The surface of the planet is made of tectonic plates similar to the ones of Earth. On average, they are larger than Earth's plates, a notable exception being the northern polar regions where the intense activity fractured the continental plate into dozens of smaller ones, producing that region's extensive mountain ranges. Although these plates are in motion, they slide extremely slowly over one another.

The planet's crust is primarily composed of silicate and iron compounds and is rich with various metals and metallic oxides. The upper layers of the crust feature several large regions with a porous texture similar to a huge sponge, producing the vast cave system known as the MacAllen network (see 1.2.4 Hydrography, below).

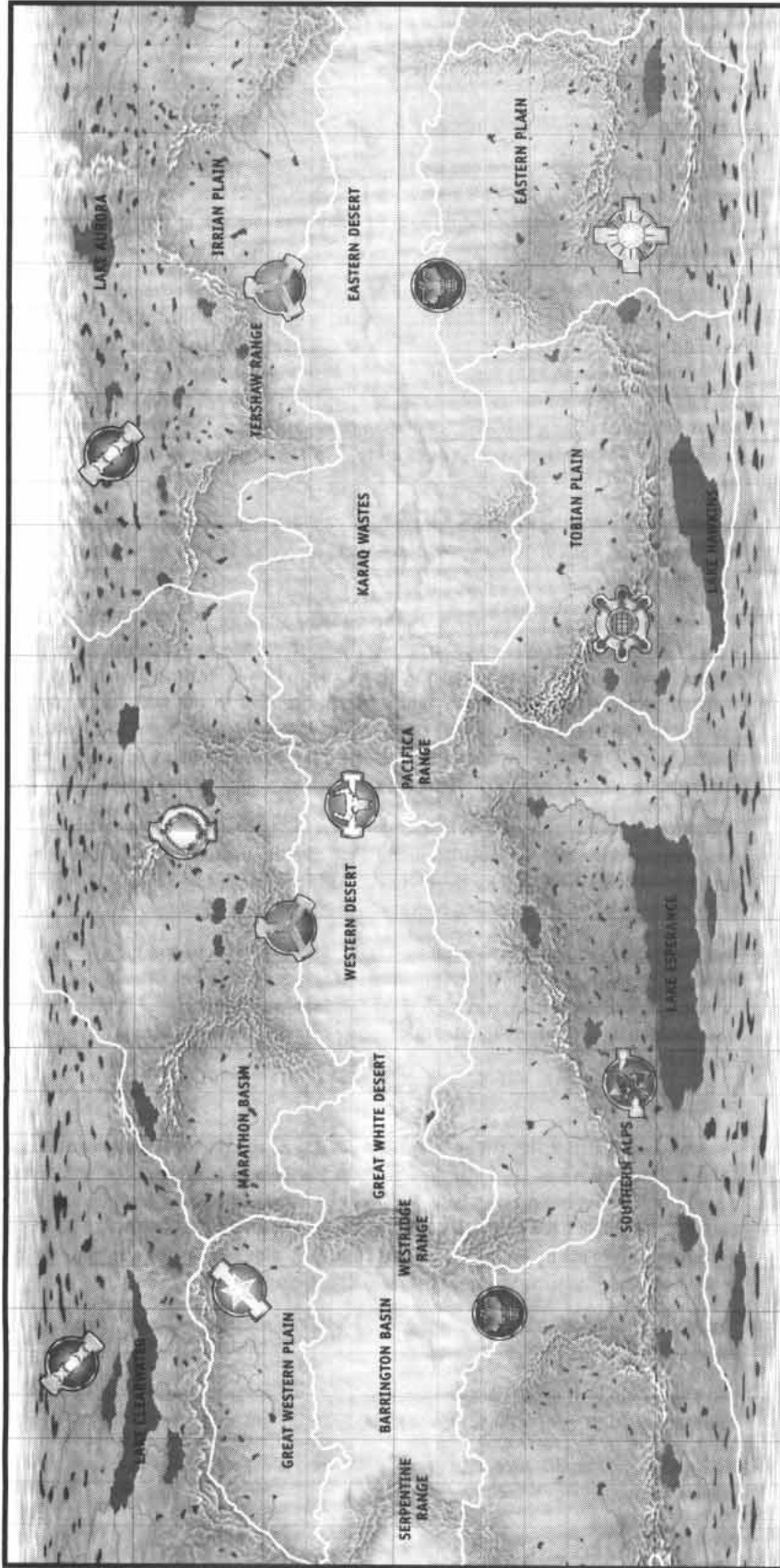
## 1.2.4 - Hydrography

Over 85% of the planet's surface is composed of solid ground. The remaining 15% is water, which is scattered in thousands of small lakes located in the two hemispheres. Shallow seas once covered much of the planet's surface, but they have been drained millennia ago into another hydrographic system, this one below ground. An extensive cave network runs throughout the upper crust of the planet, circulating the precious water from place to place. The hydrosystem, referred to as the MacAllen Cave Network (after Jak MacAllen, the explorer who first discovered it), experiences tides and currents and boasts a wide range of unique flora and fauna.

At present, very little of the cave network has been explored and mapped. Only the upper 17% of the planet's water network has been visited by Terranovan explorers, with another 12% mapped out by small automated crawler drones. Although the mapping effort was stopped because of the war, additional funds for a renewed exploration program are curiously withheld by the various governments, with no valid explanation forthcoming.

## 1.2.5 - Terranovan Lifeforms

Terra Nova is teeming with indigenous plants and animals and has been since its discovery. Most Terranovan life is highly compatible with Terra lifeforms, meaning humans can eat (and be eaten) by a wide variety of Terranovan fauna. Terra Nova's plant life is very similar to Earth's, although it tends toward much larger sizes — five meter grass-stalks, for example. Much of it resembles ferns, grasses and vines, and are somewhat primitive by Earth biological standards. Animal life is diverse, but does not completely conform to Terran divisions. The lines between insects, reptiles and mammals tend to blur — at least to casual observers. Many Terranovan creatures exhibit a characteristic three-canine maw (two lower canines and a central upper one). Some introduced Earth species have found ecological niches, especially in the South where mosquitoes, wallabies and even cats thrive.





## CHAPTER TWO



## A Moment of Hesitation

Neel Garner Fulan wasn't sure he could do it.

Sitting there on the dais of the Church of the Third Miracle, the principal church in all of Sorrento Revisionism, he felt his resolve start to melt. Hutchison was here, not ten meters from him. Still, a small, faint voice deep inside him told him to stop, to think again, to find another way.

Had it really only been a season since he learned the news? Sweet Prophet it had been even less, only four weeks since that dreaded call reached him in Massada. Sister Delyah, his spiritual advisor and fiend during most of his adult life, was dead. She had been kicked out of the church she loved so much, because someone decided she wasn't true to her faith — as if that were ever possible. Not supportive enough of Hutchison was more like it. It had taken only two days for despair to engulf Delyah, only two days for her to take her own life in a small hamlet in Sorrento. Two days for Neel's faith to die along with her.

Hutchison was speaking to the assembled flock — along with most of the North and even the rest of Terra Nova via satellite coverage. Neel barely heard a word; he was lost in his own memories.

He should have turned to Melissa. She was right there when he heard about Delyah, lying in bed next to him, her eyes still a little puffy with sleep. She was so beautiful he ached to hold her. But he had turned away. She hadn't known Delyah; she had found her faith in Massada; she couldn't understand. Their relationship died in the next few weeks. He couldn't talk to her and she couldn't leave him to suffer. When he heard that Hutchison wanted to reward him — to reward him! — for a meaningless victory in a meaningless war, he knew what he had to do. He never told Melissa and she never knew.

Hutchison was talking about Neel now, making him out to be a hero of the faith. The very man who had destroyed the most important figure in his spiritual life, was calling him a man who "stood proudly before the Prophet." As if the Prophet had anything to do with this demagogue of a preacher and his cabal of reactionary politicians.

Hutchison called his name and he got up, slowly making his way toward the man he hated more than anything else in the world. With every step, the voices of restraint became fainter and those of action became louder. This man was responsible for his pain. This man was leading his country to ruin. This man was leading his world to war. This one, evil, corrupt man.

Neel had no choice.

The crowd was cheering, caught up in Hutchison's dogma and the heroic image the Second Follower had painted of Neel. All they saw was the hero of their faith, an unflinching guardian of all that was good and holy. The hero of Massada. They didn't see the doubt and betrayal. They didn't see the gaping hole left in his soul when the very people he had committed himself to ate up his faith and spat it out. They didn't see a man who had seen the truth, had seen that what was once holy was now corrupt and toxic.

Hutchison and his cronies were glowing with pride. Their little automaton had done what he was told. The bastards.

The last whispers of doubt died, replaced by new and powerful screams. //I will not be their lackey!// his mind yelled. //I will take control. I will show them all.//

Now within spitting distance of the hated man, Neel whispered a small and surely futile prayer: "Mamoud forgive me."

He drew his gun.



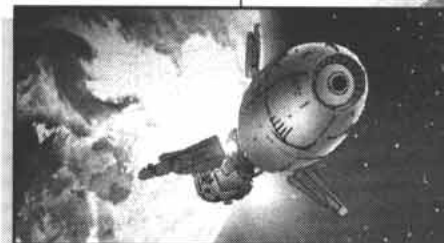
## HISTORICAL OVERVIEW - 2.1

By the time the **Heavy Gear** storyline begins, humans have been around for well over a thousand millennia. In that time they have undergone a startling transformation, from intelligent primates scavenging for food on the ancient equatorial savannah to stellar colonists scattered across creation. No longer can the children of Earth be called *Homo Sapiens*; they are now *Homo Stellaris*, and with the colonial isolation entirely new branches of humankind may arise.

Historians deal with such a massive and prolonged transformation by tracing in broad historical eras, each one glossing over many details for the sake of comprehension. While there have been many (and often startling) changes within each era, they generally have an overarching theme that allows for comprehensive grouping.

### □ Eras of Human History

Era	Dates (Approximate)	Description
Prehistory	distant past to 5000 B.C.	Evolution of humanity. Discovery of fire and the wheel. Development of agriculture.
Ancient	5000 B.C. to 1000 B.C.	Establishment of cities. Metal-working and written language become widespread. Erection of large monuments.
Classical	1000 B.C. to A.D. 500	Golden age of the "classical" civilizations of ancient Greece and Rome. First widespread examples of the city-state/league structure.
Medieval	A.D. 500 to A.D. 1400	Dark Age in the West following the fall of the Roman Empire. Much of the period's scientific progress is made by China.
First Renaissance	A.D. 1400 to A.D. 1600	Scientific thought is reborn in the West leads to numerous discoveries. Colonization of new territories.
Western Colonial	A.D. 1600 to A.D. 1800	European countries colonize and exploit the "New World," the Americas. Birth of great commercial empires.
Industrial	A.D. 1800 to A.D. 1950	The Industrial Revolution: development and widespread use of machines to replace human labor. Rise of the metropolis.
Information	A.D. 1950 to A.D. 2200	The "Global Village": instant, inexpensive communication becomes widely accessible. First incursions into space.
Space	A.D. 2200 to A.D. 2400	Commercial exploitation of space. Establishment of permanent off-world colonies. Golden age of scientific development.
Early Glacial	A.D. 2400 to A.D. 3000	Beginning of new Ice Age. Large scale emigration toward the equator. The Emigration Wars decimate the population.
Middle Glacial / Crusades	A.D. 3000 to A.D. 4000	Much of the Earth's surface is covered with ice. Religious conflicts are common. First development of genetically enhanced supersoldiers.
Later Glacial	A.D. 4000 to A.D. 4450	Ice slowly retreats. Process of rebuilding begins. Development of faster-than-light travel via Tannhauser anomalies.
Second Renaissance	A.D. 4450 to A.D. 4650	Reactivation of the space colonies. Exploration of other star systems. Cultural and scientific booms.
Early Stellar	A.D. 4650 to A.D. 5100	Discovery of habitable extra-solar planets. Exploration of Caprice and Terra Nova. Early colonization attempts.
Stellar Colonial	A.D. 5100 to A.D. 5800	Discovery of multiple habitable planets. Colonization boom. Economic hardships on Earth.
Post-Colonial	A.D. 5800 to —	Colonies abandoned to fend for themselves. Earth embarks on abortive reconquest attempt.





## 2.2 - THE EVOLUTION OF EARTH



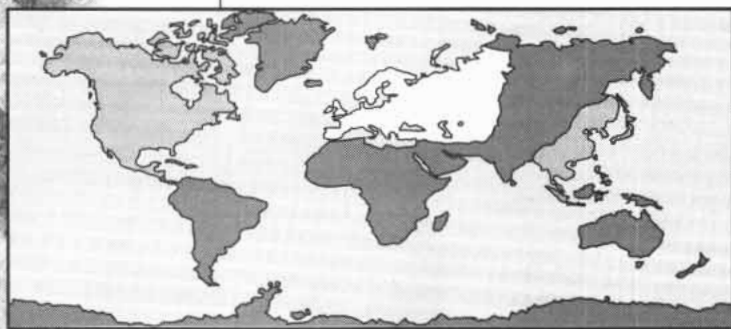
Humans have an unfortunate tendency to consider themselves separate from their surroundings. Technological cultures have the means to radically transform the environment around them and so often disregard it as a meaningful influence on the lives of its people. This could not be further from the truth. Cultural and political development is linked to the availability of resources, driving both the need and the ability to trade and innovate. The changes in Earth's environment over the course of time have greatly influenced the currents of human history, both on the mother world and across the stars.

The single most potent example of this was the Ice Age, a glaciation period that lasted nearly two thousand years, roughly from the 25th to 45th centuries. As short as it was, geologically speaking, the Ice Age had an enormous influence on how people worked and interacted with one another. Indeed, it forever marked humanity and shaped it into a more tenacious — if still belligerent — species. When entire populations were forced to emigrate to the warmer land masses along the equator to escape the huge glaciers invading what was once temperate land, they found themselves crowded into a space that was never meant to accommodate that many people (a situation similar to that of 20th-century Japan and India). Deep changes would be required for survival.

New social rules were required to allow all these people with different social and ethnic backgrounds to live, work and survive together more or less smoothly. It was a long, arduous process, with the occasional conflicts, but it was the collaborative mind-set created by these unspoken rules that later helped the various coalitions forge an alliance after the Ice Age and establish the Human Concordat, the first true planetary government. The Concordat would later prove to be the only organization big enough to finance interstellar colonization. Without the Human Concordat, Terra Nova might never have been discovered, let alone colonized.

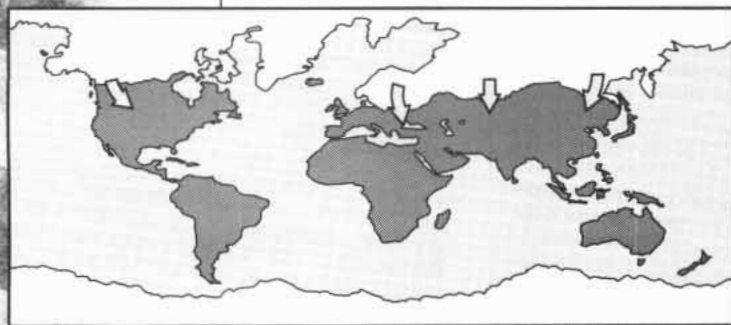
To illustrate these important events in Earth's history, relevant information has been put on six geographical maps of the planet. Each map shows the planet Earth at a distinct point in its history. Together, these maps show the evolution of the landscape over nearly four millennia, starting from the early centuries of the twenties to the present. The events described in the legend accompanying each map are discussed at length later in this chapter.

### Earth A.D. 2300



In the early years of the 24th century, Earth is home to three large confederations: the North American States, the European Union and the Asian Trading Sphere. All had evolved out of the various trade agreements and commercial treaties forged between countries in the later part of the twentieth century and thereafter. Independent (or "non-aligned") countries are found here and there, mostly in South America, Africa and Australia, but most are allies or "trading partners" with one of the super-powers. Despite some brushfire wars, the period was relatively calm, with the exception of the Mars Revolt of 2304-2315. Glaciation was still a thing to come and the geographical profile of Earth was unchanged.

### Earth A.D. 2500

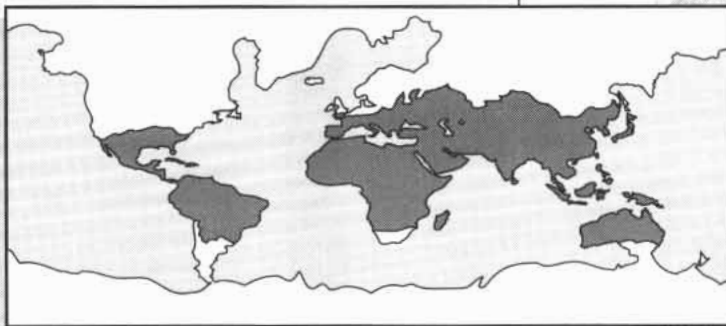


By the dawn of the 26th century, the Ice Age began. Glaciers are visible along both the Arctic and Antarctic circles, with the arrows showing their progression. The rate of expansion of these huge sheets of ice was extremely rapid, geologically speaking — up to 50 meters per day depending on the location. Despite its technological abilities, humanity was largely helpless to stop them. Entire cities were slowly evacuated then abandoned, and most of the northern countries had become virtual deserts by the early 2600s. The shift in population density did not occur without problems, but the immigration remained slow enough for the local societies to accept new members without too many problems.



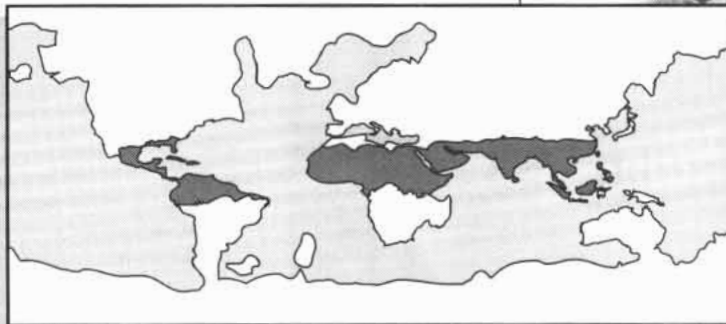
## Earth A.D. 2700

In the 28th century, overcrowding becomes a chronic problem in practically all of the equatorial territories. Populations pushed southward by the ice pressed their leaders to find new homes for themselves, by force if need be. Within years, brutal wars were raging all along the equator as people battled for the little remaining real estate; these devastating conflicts were fought using conventional weaponry to avoid causing irreparable damage to the land. The glaciers already covered most of the Earth's former temperate zones, and while their progress had slowed down, they were still advancing. No scientific program seemed to have any worthwhile effect and humanity finally realized its fragility.



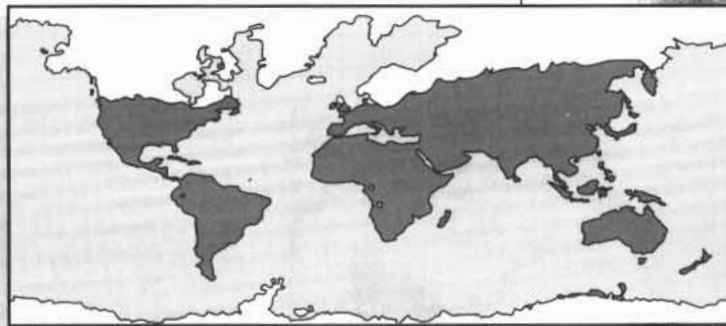
## Earth A.D. 3000

The Ice Age was in full swing. The planet was covered with heavy ice sheets, some nearly 2000 meters thick. Coastal areas had expanded due to the lowered water level. Most of humanity lived along the equator, which now boasted a temperate climate. Conflicts and widespread birth control programs had reduced the population to a number that made it easier to accommodate by the remaining ecosystem. New societies formed across the land, generally in the form of alliances between neighboring cities and territories. Greater Samarkand was the period's most remarkable league and its legacy persists still. Unfortunately, despite its utopian appearance, it too was doomed to fail. Many more wars ensued.



## Earth A.D. 4503

The glaciers were retreating toward the poles by the 46th century and humanity was moving once again, this time to repopulate the territories liberated by the ice. Old cities were cleared and reoccupied, or in some cases simply built over. Regular contact with the space colonies was reestablished. The defining moment of the period, however, was the formation of the Human Concordat. The many settlements and countries of the equator and the new territories united into a single large confederation that oversaw the planetary affairs. For the first time in recorded history, a single political entity ruled the entire Earth. A spirit of rebirth surged through humanity and Earth was reconquered as quickly as the glaciers withdrew.



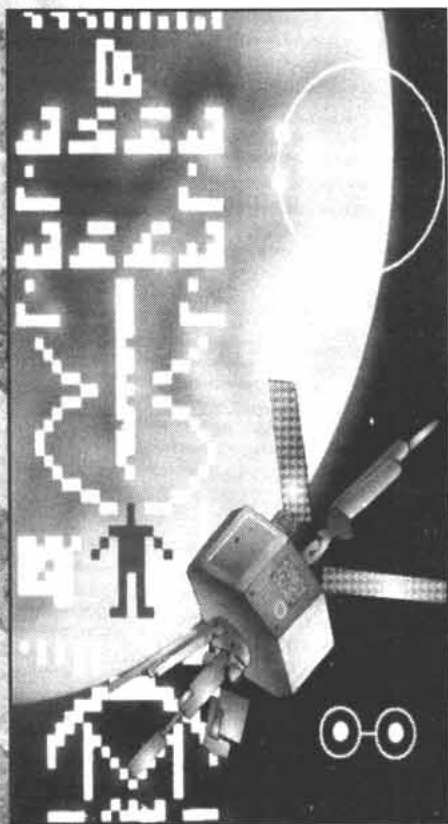
## Earth A.D. 6101

The new period of wealth and abundance was not to last. Despite the establishment of several off-system colonies, or perhaps because of it, the government of the Human Concordat collapsed under its own weight, splintering into hundreds of smaller states and squabbling coalitions. Isolated from the rest of the human worlds, the people of Earth once more engaged in battle to gain control over what little resources remained. After centuries of near-constant warfare and environmental abuse, the surface of the Earth was nearly unrecognizable. Torn apart by war and ice, covered with craters and radioactive "hot spots," the planet needed several centuries to recuperate — a luxury it might not get, given the current politics of the New Earth Commonwealth. Earth, once more, goes to war...





## 2.3 - THE INFORMATION AGE (A.D. 1950-2217)



The Information Age was the first historical period that saw humans venture into space. It is generally considered as having started in the mid-20th century with the invention of the first electronic computer. A heavy and cumbersome machine barely able to process information, it was, nevertheless, the precursor to the more complex devices that would one day pave the way to the stars. Blessed with an incredible technology development curve, the computer industry marketed ever more powerful machines right up to the late twenty-first century, where the pace peaked and then slowed down somewhat.

The Information Age had many repercussions on human society; for the first time in history, humanity was not a multitude of self-contained groups occasionally exchanging ideas, but a planetary community where ideas were rapidly transmitted and evolved. The invention and application of several rapid communication methods date back to this time, including some of the encryption algorithms still used in the 62nd century.

This period was relatively peaceful when compared to the many that preceded it. Most wars of the time were of the "limited engagement" school, with small forces clashing in remote locations. These micro-wars were terrible for those living them, but did not affect the overall history of the planet. Many historians cite the invention and subsequent fear of nuclear weapons as the motivating force behind the elimination of large scale warfare, but there were many other factors involved, such as a widespread technology disparity.

Global population continued to grow at an alarming rate, although primitive birth control programs, epidemic diseases and wars did somewhat reduce the strain on the planet's limited resources. By the end of this historical period, Earth was home to nearly 8.5 billion people. This demographic load, coupled with worldwide industrialization, brought the planet to the brink of ecological disaster. Greenhouse gases increased the mean temperature of the planet, melting the ice caps and destroying crops. Floods and famines resulted in higher mortality rates, helping to slow population growth.

This period also saw a massive urbanization trend as once-prosperous agricultural regions were abandoned in favor of the industrialized cities. Cities grew until they met and merged, and soon sprawling metropolises lined the coasts of every major continent. These concrete jungles bred a species of human whose ties to the natural world was tenuous at best.

## 2.4 - THE SPACE AGE (A.D. 2218-2421)



The Space Age began in 2218, with the launch of the PSC *Edison*, the first privately owned spaceship (PSC — Private Space Construct — was used as a standard prefix from then on). Although the *Edison* was primitive when compared to the state-of-the-art vessels in existence, it did provide a safe and efficient means of transportation for its owner. While this hardly seems like a historical milestone, it was a key transition point. Indeed, before that time, spaceships were only launched by wealthy countries and crewed by a select few. From 2218 on, space belonged to any individual or group able to afford the construction and maintenance costs of a space vehicle. Predictably, corporations and large "yachting" clubs rushed in and commissioned the first elements of what would become an imposing commercial armada.

With the establishment of permanent, inhabited space stations and settlements throughout the Solar System came a new age of prosperity and scientific development. Although the stations were not entirely self-sufficient, they were able to survive on their own for extended periods of time. The long-term exploitation of the new conditions and resources of space made possible several advances in technology, mostly in the medical and material fields. The Space Age was a golden age for humanity as science advanced to heights previously thought unattainable.

The colonization of space led to another, less encouraging discovery. Despite training and advanced anti-nausea drugs, more than half of all space travelers could not adapt to their new environment. Among the general populace, the percentage was even higher. "Groundhogs" were only able to live in a planetary environment, which did give a huge boost to the Mars settlement. Permanent space colonies would never be able to house more than a small portion of Humanity.

This prosperous period allowed people to take a step back and realize how much damage they had inflicted upon their planet. Humanity began to heal its bond to nature. Many of the old sprawling mega-cities were torn apart over a period of several decades and replaced with lush and verdant cities that would have seemed utopian a few centuries earlier.



## Industrializing Space - 2.4.1

By the mid 23rd Century, many heavy industries had relocated to Earth orbit. With the development of new types of high-capacity lift vehicles such as the clipper or the automated HLV (Heavy Lift Vehicle) and the rising cost of basic resources on Earth, the move was now extremely cost effective. Great quantities of energy were freely available from the Sun, and material could be gathered either from the Moon (where it was shot into low Lunar orbit by massdrivers) or the Trojan asteroids. A side benefit was the elimination of the pollution problem, since there was nothing to pollute either in orbit or on the Moon. The only "pollution" came from the number of constructs placed in orbit, which sometimes caused accidents such as the destruction of furnace number 3 of the *Industrious* factory complex in 2294. The furnace was hit by a simple bolt that was probably dropped during a routine maintenance check on another station.



## The Martian Revolt - 2.4.2

Despite the many advances of the Space Age, humanity's problems were far from over. A large segment of the population still lived in horrid misery, enduring famine, poverty and war on a daily basis. The environment was under careful scrutiny to monitor and repair the damage done in the previous centuries, producing a constant drain on the era's economy. Large scale birth control procedures were instituted to ensure that humans would not exhaust the already weakened planet they lived on.



The major conflict of the Space Age was the Martian Revolt of 2304-2315. Colonized in 2237, the red planet had become a self-supporting colony by the late 2290's. Her economy strained by rapid expansion and ecological reparations, Earth began to place more and more of her financial burden upon the shoulders of her colonies. The Martian population grew angry over the lack of support and the constantly increasing mineral quotas and taxes levied on them. On March 15, 2304, they declared their independence, announcing that they would rather fend for themselves than give their resources to off-worlders.

The United Nations, under the leadership of the European Union and the Asian Trading Sphere (ATS), responded by sending a large contingent of "peacekeepers" to quell the uprising, a move protested by Earth's third superpower, the North American States (NAS). After years of three-way rivalry, the NAS saw Mars as a potential ally. With North American assistance, Martian terrorists took the war to the blue planet. The ensuing conflict was bloody and lasted for over eleven years, claiming millions of lives. It raged on and off the red planet before Earth finally recognized Mars' independence. The economies of both Earth and Mars, already strained prior to the conflict, were severely damaged during the war as heavy missile bombardments and commando raids destroyed many factories and natural resources.

Historians look back to the Martian Revolt as inevitable. Given the rapid development of the red planet, it was only a matter of time before the Martians, now culturally alienated from distant Earth, fought for their independence. Although this bloodshed only repeated previous historical patterns, it offered a grim preview of the events to come.

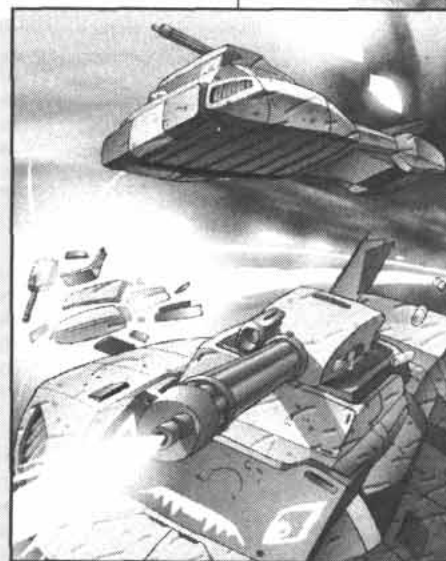
Towards the end of the Space Age, Earth's climate began to grow colder. Some claimed it was the result of the destruction wrought by the Martian war, others thought it Nature's way of beginning anew after centuries of abuse. Some raised the possibility of a new Ice Age during this period, but it was not until the beginning of the 25th century that the catastrophe that awaited humanity was taken seriously. By then, too much time had been lost and humanity stood at the doorstep of a new, far less forgiving age.

### ■ The Battle Of Chryse (September 8, 2309)

Although there were several important battles during the Martian Revolt, none is as well remembered as the Battle of Chryse. Chryse was a strategic valley serving as the nexus of Martian supply routes for that sector. As such, the occupation forces blockaded the valley once they found out about it. Beside its immediate strategic value, the valley was also one of the Martian landmarks, being one of the earliest landing sites on the red planet.

Martian scouts were the first to spot the blockade. They were the point force for a fairly large relief convoy of crawlers that was bringing much needed supplies to a beleaguered settlement to the North. Quickly realizing the danger, they attempted to draw the attackers away from the approaching supply convoy by powering up their thrusters and creating a large dust column. As the Martian vectored-thrust vehicles came over the hills, though, they realized that there was no way the convoy would escape such a large force and attacked in the hopes of breaking through.

A North American journalist named Paul Anderson was traveling with the group at the time. Anderson, a veteran of the Brazilian Incident three years earlier, was present as a neutral observer, invited on behalf of the provisional Martian government. The journalist soon took a liking to the tough settlers and adopted many of their customs (he would later marry and settle on Mars). As the battle began, Anderson insisted that his vehicle be thrown into the fight just like the others. Cornered, with the fate of an entire settlement at hand, the rebels fought with even more ferocity than usual. The spectacular images of their hard-won victory, transmitted live by Anderson through a pirate satellite, did much to help the Martian morale during the latter days of the Revolt.





## 2.5 - THE ICE AGE (A.D. 2422-4475)



The year 2422 marks the official beginning of what is now known as the Ice Age. It was not the first, nor will it be the last, but it was the first one to hit the Earth since the rise of civilization. Despite being extremely short compared to previous glaciations (a mere two millennia), the latest was by far the harshest known to have occurred in the last five million years. *The Ice Age* is generally viewed as the worst natural disaster in human history.

Many planetologists suggested that the *Ice Age* was not a natural phenomenon, but the result of humanity's thoughtless destruction of the environment (this is still hotly debated today, however). The controversial Ziang-Wertheimer Theory was first advanced by geologist/meteorologist Farah Wertheimer the middle of the 25th century. Wertheimer, who had a background in Eastern mysticism almost as strong as her background in Western sciences, saw the new glaciation as a healing mechanism of the Earth, wounded by centuries of abuse. A generation later, Wertheimer's work was subject to rigorous scientific study and reformulated by Chinese planetologist Maxwell Ziang. His monograph on the topic is one of the classics of the period.

Of course, the Ice Age did not happen overnight. It had already begun hundreds of years before — slowly, but surely, each winter growing colder, each summer shorter. As far back as the 21st century, the northernmost cities of North America, Europe and Asia were already suffering from massive winter snowfalls. Ocean convection currents and their consequent atmospheric movements displayed large-scale perturbations. When, in the autumn of 2422, the New Moscow arcology had to be evacuated because of an encroaching ice sheet, all of humanity saw how serious the situation had become and turned its attention to the problem of survival.

### 2.5.1 - The Emigration Wars



The human race's first reaction to the advancing glaciers was a slow emigration towards the equator where people thought they would be safer (and warmer). Tropical countries were swamped with new citizenship applications and soon began to implement very severe selection criteria. After all, they could afford to. Over the next hundred years, the balance of power shifted ever so slightly towards the equator as Earth's best minds and richest corporations migrated and began taking a greater part in the affairs of their new homes.

By 2600, the ice had engulfed the northern regions of Europe, Asia and North America and the southern regions of Australia and South America. Several northern countries, like Canada, Great Britain and Russia, were all but abandoned, their citizens long gone south. Increased population density became a definite and urgent problem. Meanwhile, the ice continued its inexorable advance and living space became scarcer.

On July 1, 2650, North American States military forces crossed into Central America. In a dramatic televised statement, the NAS president announced that these countries were being annexed to provide living space for North American citizens. Of course, this created an uproar across the nations of the equator; they would not be bullied into accepting more people. The NAS army was met with armored forces on land, at sea and in the air.

By 2700, brutal wars were raging all along the equator as people fought for the little remaining real estate. The conflicts were fought using conventional weaponry since the preservation of the land and its resources was a primary goal for all involved. Only one nuclear device was ever detonated and all sides were quick to unite in a temporary alliance to savagely eliminate the faction responsible.

### The Destruction Of New Moscow [September-December A.D. 2422] ■



New Moscow little resembled the city that bore the same name centuries earlier. It was a great arcology complex, a self-sufficient city where every building was interconnected as if part of an organic whole. It was located in the northern part of Asia and was subject to long winters and cold temperatures, but this only helped the city's bustling tourist industry. Indeed, New Moscow was renowned for its various resorts, where one could ice skate, admire the frigid landscape, practice cross-country skiing and much more. When the winters became harsher and harsher, many suspected that trouble was coming and packed their bags. In early 2420, a seven-ton roof section of the city's stadium suddenly collapsed, unable to bear the weight of the ice and snow piled on it. Nobody was killed, but it was a major wake-up call for the authorities. Structural failures increased at an alarming rate and a general evacuation was seriously considered by the municipal council. By that time, New Moscow was almost a ghost town, its tourist trade reduced to a trickle and half its population gone. In early September 2422, the remaining inhabitants were evacuated for their own safety. By November, the buildings stood silent and empty, some crushed underneath tons of snow. The abandonment of New Moscow was the first of many tragic situations that would unfortunately repeat themselves often in the coming centuries.



## Space Colonies - 2.5.2

The dawn of the Ice Age signaled a decline in humanity's prospects in space. Many of the orbital colonies remained dependent on Earth as a steady source of supplies, spare parts and trained replacement personnel. With the chaos of mass movement toward the equator, these resources became far less reliable. The Emigration Wars also claimed many victims — nations suddenly stripped of natural resources at home turned toward space as a source for power. Armed conflicts claimed many orbital colonies and raged across the Moon. Many installations were simply shot down by killer satellites and ground-based missiles when they attempted to influence the wars on the ground, whether they did so with good intentions or to advance their own schemes. The lunar installations, although relatively self-sufficient, were never able to fully extricate themselves from affairs on chaotic Earth — this stunted their development for most of the Ice Age.

The settlements on Mars and in the Asteroid Belt fared significantly better. The Asteroid Belt became home to small, self-sufficient communities. Most were characterized by a sense of isolationism, but slowly developed into a loose confederation that traded among its members and with Mars. Contact with Earth was scarce, although every so often a new group of settlers would flee the blue planet and claim an asteroid as their new home.

The domed cities of Mars fared best overall since they were already self-sufficient by the 24th century. By the time of the NAS invasion of Central America in 2650, the Martian government realized it was at great risk of being sucked into the spiral of violence of the Emigration Wars. Many Earth powers saw Mars as a potential new vista for their refugee populations. Mars then embarked on a conservative policy aimed at not repeating the mistakes of Earth. Immigration from the blue planet was subject to strict quotas as Mars concentrated on developing itself independent from Terra. Mars did "cherry pick" Earth by offering immigration papers to select people or classes throughout the Ice Age period, however. Mars remained a strong, independent nation over the course of the Ice Age. It was, however, periodically plagued by internal conflicts generally unrelated to Earth.

Historically, the most significant early-glacial-era Martian endeavor was an ambitious deep space reconnaissance program in an effort to discover new worlds for colonization should Earth never recover. This program was just part of a larger agenda centered around ensuring the future of humanity (presumably with Martian leadership). Over the course of the program's three centuries (2692-2987), nearly a hundred probes were carved out of asteroids, equipped with fusion engines and navigation systems, and sent out at sublight speeds. The probes accelerated to 12% of the speed of light and then coasted until they reached their destination. Once there, they released a fleet of smaller automated probes that used the shell as a base of operations, using its communications array to send their findings back to Earth.

About one fourth of the probes signaled back — the rest being presumed lost to malfunctions and accidents — only to report that no habitable planet lay near the solar system. Although the final probe model could reach almost 14% of the speed of light with their on-board fuel reserves, and thus investigate even more remote stars, the exploration program was eventually abandoned. Nevertheless, it set the precedent for the Argo Project (see page 17) and eventual stellar colonization.



## Temporary Solutions - 2.5.3

While the ice sheet grew over the hemispheres of the planet, the best minds in all countries spent a lot of time think up solutions to reduce or even stop the advance of the glaciers. Some were desperate, others proposed totally unfeasible schemes, but all were motivated by a deep sense of urgency. No one knew where the ice would stop, and despite huge amounts of funding, not one planetologist could answer that crucial question with a reasonable amount of accuracy. With nothing less than the survival of Mankind at stake, several attempts to change the overall climate of the planet were made using a variety of techniques. Most of these involved dangerous or poorly understood technologies, a testament to just how desperate the authorities were.

The North American States tried to build orbital solar reflector satellites to slow and perhaps turn back the advancing ice. These would gather additional solar light and slowly warm the planet, though it would be quite impossible to make enough of them to cover the entire hemisphere. Although test trials were encouraging, the first full-scale arrays caused wild climatic effects of a poorly understood nature, probably due to localized hot spots created at the satellites' target points. The superheated air along the path of the beam gave birth to savage tornadoes and created warm fronts which, in turn, led to erratic and extreme precipitation. The program was abandoned until scientists could figure out how to prevent these weather patterns, and the material was stowed and mothballed to prevent damage. The arrays lay dormant in orbit until 2689, when they were destroyed by killer satellites to prevent them being used as weapons in the Emigration Wars.

Genetic engineering offered a possible solution to the lack of resources. Genetic codes would be modified in laboratories to create new strains of plants and animals that could thrive in the cold conditions rather than be harmed by them. Experimental farm animals were modified to store additional fat cells and grow longer and thicker fur, while several strains of frost-resistant algae and lichen were perfected. A few scientists suggested that a similar "cold hardening" procedure be applied to human beings, but the public uproar was enormous. Humanity was not ready to face the repercussions of large-scale genetic engineering. Nevertheless, the experiments continued on a smaller scale and would eventually lead to the Prime Knights of the Later Crusades and the GREL/supersoldier programs of Earth's post-colonial civil wars.





## 2.5.4 - Greater Samarkand

By 2850, Earth's political situation had calmed down considerably. War, disease and famine had reduced Earth's population to a much more manageable 2.2 billion, a far cry from the 10.8 billion the planet supported 500 years earlier. Many settlements thrived underwater, drawing upon the bounty of the sea, while others existed right on the glaciers, deriving their sustenance from genetically engineered lichen and algae grown directly on the ice. Neither of these solutions proved popular on a large scale, however, because of the relative instability of the terrain and the lack of creature comforts in the settlements.

Coalitions were the trademark of the last centuries of the third millennium. The best known league, Greater Samarkand, emerged in Eurasia and lasted from 2936 to 3113. This alliance rapidly unified, forming the ultimate socialist state: a perfect utopia for everyone, whatever the cost, with enforced peace and well-being through military might. Universal, complete welfare for Samarkite citizens worked hand in hand with a distrust of foreigners and their influences. Samarkand was an entirely self-contained, xenophobic state with ferociously defended borders. Its scientists and technicians discovered many technologies and perfected countless others. The average human lifespan in this enforced utopia climbed to 150 years.

Unfortunately, Greater Samarkand was doomed from the start. Its "perfect utopia" policy required constant deficit spending and an ever growing bureaucracy to administer it all. The utopian state collapsed under its own weight in 3113, splintering into a multitude of petty states. Some historical data indicates that members of the Samarkite scientific elite may have been "cherry picked" by Mars — offered sanctuary on the red planet in exchange for their know-how.

One of the most notable legacies of Greater Samarkand was the infamous "Nuke Experiment," where nuclear charges were used to melt ice and create an artificial greenhouse effect. Although the program did some good at first, the side effects — including widespread radioactive contamination, erratic weather patterns and the beginnings of a nuclear winter — eventually outweighed the benefits. Many began to think that perhaps it was best to let nature run its course.

Despite its ultimate collapse, Greater Samarkand was undoubtedly humanity's best organized and most ambitious effort to create a utopia. No expense was spared, no scientific project untouched, no discovery left unexploited. The lessons of Samarkand — both its early prosperity and its dramatic failure — have influenced social engineers and thinkers ever since. Samarkite influence was clear in the founding of Kir Arya in the 33rd century (see p. 18), the formulation of the Neufeldt Axiom a few millennia later (p. 23) and even the founding of the Humanist Alliance on Terra Nova itself (pp. 99-105).

### The Two Faces of Paradise

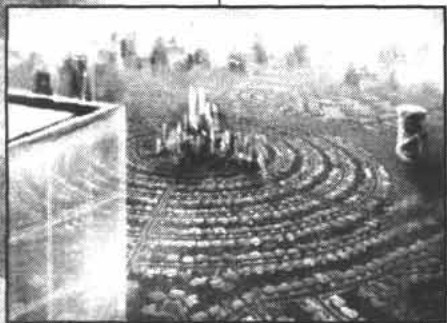


Greater Samarkand came into being in opposition to the chaos that had preceded it. The bold socialist agenda of its founders aimed to eliminate the hardships of war, famine and displacement that so many generations had suffered during the advance of the ice caps. The communal state managed resources, production and habitation to ensure a high quality of life across the board. Unparalleled health care, plentiful leisure time and a purposefully designed living space became available to all Samarkites. And for several generations, they thrived.

Samarkites became very social people, quick to befriend one another, and had plenty of free time to devote to leisure with a reduced work week that ensured a job for everyone. Philosophy and art flourished and scientific achievement accelerated. But it wouldn't last.

The same free time that so many people enjoyed became a problem in the latter days of the coalition as the population became somewhat bored and jaded. Deprived of challenges, many Samarkites allowed themselves to become decadent — unwilling or unable to do things for themselves. Those with greater drive balked at the gilded cage their beautiful cities had become, expressing themselves through social agitation. By the dawn of the 32nd century, this agitation burst into civil war.

### The Perfect City



Samarkite cities were conceived as a haven for the inhabitants of several smaller settlements who pooled their resources for a better future. Designed by a select group of urban planners, engineers and architects, the new cities were to be the perfect integration of form and function. The greatest of these cities was Muscat, on the Gulf of Oman, but many others were built on the same model at the high of Samarkite expansion.

Neighborhoods were grouped around service areas that contained commercial companies selling food, clothing and consumer goods, and public services such as the sector's hospital, firefighters and peace-keeping force. Large, clear roads allowed rapid access to any part of the sector. Factories were located in their own district away from the residential zones, but accessible through a free, efficient mass transit system. Trees and plants could be found throughout the city, as could parks and other public access facilities such as stadiums and arenas. The whole environment was designed to please the eye.



## The Argo Project - 2.5.5

Just a few decades after the collapse of Greater Samarkand, a new world alliance was formed. Arrogantly named the United Earth Government (UEG), the alliance was nothing more than a formal accord between the many communities along the equator (with a few exceptions, quickly subjugated by warfare or tempered by trade agreements). The UEG is generally regarded by historians as yet another bureaucratic monstrosity that generated countless reports and suggestions, but few useful courses of action. The Argo Project, which began in 3136, is a notable exception to the UEG's impotence.

The rate of glacial expansion was such that many believed the planet would soon be totally enshrouded in ice. Some highly vocal factions felt that humanity's future lay in the stars and nowhere else. With expertise obtained from Mars thanks to a high-level accord, the UEG launched an ambitious program to send STL (slower than light) generation ships to the nearest star systems with habitable planets. These were dubbed the Argo Ships. Huge fusion-driven vessels, they used powerful magnetic fields to gather additional reaction mass and even slow themselves down once they had reached their destination.

The small mountain arcology of Lake Kennedy, in the Sierra Nevada region, was chosen as the site of the main dry-docks for the construction of long-range spacecraft. It had all the facilities needed, along with an ample supply of raw materials to work with. Each vessel's basic frame was constructed in the arcology's artificial lake, which was then emptied to allow the hull to be launched into orbit by solid-fuel rockets and plasma drives. Modules were manufactured and shipped up from there as well. The construction of the ships was completed in space, where the raw material for the lower technology items (such as the passive shielding) was available for a far lower cost.

The Argos were crewed by young volunteers who would rotate shifts to spend time in hibernation. The crude cryogenic technology of the period could not prevent DNA and tissues degeneration for longer than a few decades, forcing the crew to live out of stasis for extended periods. Each ship was expected to develop a whole society as the people within lived, loved and died while their vessel sped toward the stars.

Five Argo ships were constructed and launched during the next 250 years (3136-3387, roughly 1 ship every 50 years). They were aimed for stars that offered the shortest travel times and still had a very high probability of having habitable planets. None of the five ships were ever seen or heard from again. After waiting for a signal from the colony ships for 300 years, the people of Earth simply gave up and turned their attention inward once more.



## Social Change - 2.5.6

While the geopolitical situation on Earth changed very little during the next thousand years, profound changes in human society itself appeared. New ways of thinking periodically came into being, only to be replaced by other philosophies. It was a period of both scientific stagnation and cultural explosion, as humanity temporarily resigned itself to its fate and sat back to enjoy what it believed would be its few remaining years. Many cultural trends of this period survive to the present day, such as laser painting, body decoration and casual plastic modifications, and monumental, elaborate stoneworks.

The Ice Age did have some positive side effects on the human race. The fact that so many different people found themselves in such a small region caused a gradual mixture of races and languages, leading to the so-called modern racial type: lightly tanned skin, with a slight epicanthic fold and medium to dark hair. So-called true racial types, such as white, black and Asian became gradually scarcer (though they never disappeared completely), and the concept of race itself slowly disappeared from human culture along with the prejudices associated with it.

Languages also freely mixed, and although pronunciation remained practically the same ever since the advent of audio recording, grammar and vocabulary intermixed to create a unified language. Although it had its roots in international English, several new words, phrase structures and idioms appeared throughout the population. Old languages were still spoken in evolved versions, but at least now everyone had a common reference. By the year 4000, it was estimated that 78% of the world's population commonly spoke Human Anglic, the new *lingua franca*. Other common languages of the period included Mandanese (an amalgam of Asiatic languages and dialects), Equatorial Hispanic, Indunar and Indo-Arabic.

This era was also a period of profound spirituality. The first few hundred years of the Ice Age saw the rise of numerous doomsday cults. By the end of the third millennium, the older, established faiths began to mount a counter-offensive against the recent cults. In January 2835, the Council of True Faith brought together a coalition of pre-Ice Age religions. Three months later, the leaders of the stronger doomsday cults formed the Compact of Revelations. Throughout the fourth millennium, the two factions waged a series of religious wars, now commonly known as the Later Crusades (numbered 8th to 42nd by historians for ease of reference, though they were really a single conflict with sporadic pauses in the fighting). These jihads cost the lives of over 800 million people over the next thousand years, making the Later Crusades the second bloodiest conflict in human history.

As a historical side note, the development of commonly used, practical walker vehicular technology dates back to this historical period. Though walker vehicles dated as far back as the late twentieth century, they were never really common until circumstances and improving material and engine technologies made them both practical and affordable. Tracked and wheeled vehicles were not suitable for all terrain types, and walkers often served in the frozen wastelands of Ice Age Earth.





## 2.5.7 - Kir Arya and the Prime Knights

In 3246, just as the 22nd crusade burst out between the Compact of Revelations and Council of True Faith, a radical political element in Kir, a small country within the Compact, overthrew its theocratic government and declared itself independent. The rebellion had been led by a well-organized group of dissatisfied theologians and philosophers. They renamed the country Kir Arya and made no secret of the caste system around which their "utopian" society was to be based. The newly established government then announced that the country would welcome any peace-loving person who joined them, and they sent personal invitations to the great scientific minds who had publicly spoken out against the Crusades.

First by the thousands, then by the hundreds of thousands, people fled to Kir Arya. Through careful and efficient propaganda, Kir Arya assimilated these newcomers and used their knowledge and resources to advance their society and create a well-trained and imposing army, all the while conducting human nano-genetic experiments.

The first successful results of those experiments, a new breed of humans called Prime, entered the world in 3302. They had outstanding innate fighting abilities and a keen intelligence. Furthermore, they were ingrained with an unbending sense of loyalty toward their superiors and grouped as an elite force in the military of Kir Arya: the Prime Knights. They were heavily played up in the media by the Kirian military and forged into an irrepressible fighting force that proved itself invaluable in defending the country's borders. The Prime Knights wore characteristic battle armor and employed large bipedal walker vehicles known as Paladins.

In 3312 the Council and Compact reached an uneasy alliance based on mutual distrust for the Prime "abominations" and enforced a blockade on Kir Arya. Twelve years later, after slowly building their might, Kirian troops broke through the alliance's border forces and invaded a neighboring country, claiming that the massing of such forces around them was a definite act of war. The Prime Knights led the assault and their opponents proved no match for their fighting skills. This first belligerent action on the part of Kir Arya signaled the beginning of the 24th Crusade, perhaps the shortest and the bloodiest of all. The Council of True Faith and the Compact of Revelations unleashed all their forces upon the small country's army and crushed it after a full year of devastating bloodshed.

Although nearly unkillable, the Prime Knights were finally defeated and captured. Because they were valuable fighters, they were brainwashed and forcibly integrated into the armies of the Council or the Compact. Although the Prime were fertile, they could not reproduce with one another without artificial help and their enhanced genes eventually faded into the human gene pool with each new generation. The secret of creating Primes apparently vanished with Kir Arya — although genetic researchers and conspiracy theorists have been trying to reconstruct the Prime program and determine its ultimate fate ever since. Some claim that Kirian scientists, like Samarkites before them, may have been given sanctuary on Mars.

## 2.5.8 - Gateways to the Stars



In 4318, as the 42nd Crusade — the last — raged and the Council of True Faith and Compact of Revelations finally fell apart, a team of astronomers testing a new, highly sensitive radio telescope detected a strange gravitational anomaly just outside the solar system. This discovery would forever change the face of human history.

The anomaly occupied an area no bigger than a square centimeter. It was a wonder that it was detected at all. For all intents and purposes, the anomaly was a spatial discontinuity, a "hole" in the fabric of reality. For the next 49 years, team after team of scientists studied and tried to manipulate the discontinuity, which threw into question most established theories of astrophysics. This began a widespread quest to account for the anomaly.

On November 9th, 4367, a group from the Sagan Institute of Science (SIS) — a fledgling international institute with ties to Mars — directed a drone vessel to fire a high intensity beam of antiparticles directly into the discontinuity to measure the feedback radiation. Much to their surprise, it emitted a broad spectrum burst of electromagnetic radiation followed by a cloud of highly charged particles. Before they could shut down the drone's generator, its power supply exploded from some unforeseen strain, propelling the drone forward, directly through the cloud. Seconds later, the cloud collapsed in on itself with another electromagnetic burst.

A year later, a lunar observatory detected a bright flash of light emanating from a point in space one light year away. At maximum, computer-enhanced resolution, unbelieving astronomers saw the missing drone vessel emerge from a glowing haze which disappeared soon after. Astronomer Jurgen Dash is rumored to have simply said, "So that's were it went!" to the assembled team.

Four years later, Markus Tannhauser took his place alongside Newton and Einstein by publishing his "Principia Universalis." He rewrote modern physics, explaining time-space discontinuities and their potential as gateways to the stars. Applying Tannhauser's insights to the technology of the SIS probe, scientists developed the first experimental Gatedrives. The massive devices would open up a new future for Humanity.



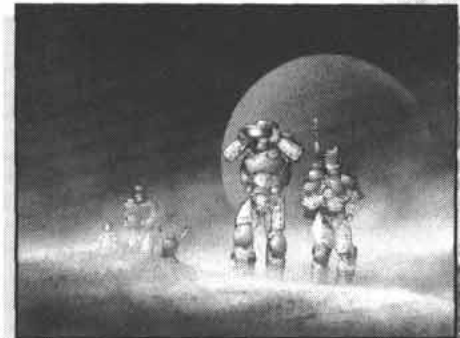
## THE SECOND RENAISSANCE (A.D. 4476-4587) - 2.6

As if in reward, the ice sheets began to retreat soon after the first Gatedrive experiments. The official end of the Ice Age is 4476, the year when the mountain arcology of Lake Kennedy was reclaimed from the ice. Lake Kennedy had been abandoned shortly after the completion of the Argo Project many centuries before, and it seemed appropriate to choose it as a symbol of Mankind's survival.

The first few centuries after the Ice Age witnessed a frantic effort to reclaim the lands once shrouded by ice. Millions migrated and reopened cities long ago destroyed by the crushing pressure of several hundred meters of ice. Almost faster than the ice would melt, hundreds of thousands of colonists migrated toward both poles and reclaimed territories which belonged to their ancestors. The building of new cities progressed at an accelerated rate and it was almost as if humanity was trying to repair the damage and reassert its ownership of the planet as soon as possible, perhaps to make it look like it had never happened.

Several psychohistorians, including Antonio Euber, Katherine Vun Karles and Eva Lahay suggested that the period's reconstruction frenzy was born out of a bruised collective ego: humanity was blaming itself for neither preventing nor escaping the Ice Age. Others have simply claimed that the combination of glacial relief and the prospect of stellar travel, both coming after two millennia of stagnation and conflict, supercharged human ambition. Theologist Alexia Shotokov has also noted that organized religion went into decline as humanity tried to shrug off the strife of the Later Crusades and once again began to take responsibility for its own actions instead of relying on a higher power. Most major faiths survived the decline, but the supra-theological alliances (such as the Council of True Faith and Compact of Revelations) did not. Humanist thought was reborn.

Renaissance culture can be defined by one word: overachievement. Cultural, social and technological development progressed at a hectic pace unseen since the 20th century. The days of Neon Rock, Fick Fashion and Wire Dance were back, carried by the vibrant energy of renewed life. The cultural revolution redefined the Ice Age as a barbaric dark age. Its cultural developments were undermined and new philosophies and trends promoted a return to classical (i.e. pre-Ice Age) civilization.



## The Human Concordat - 2.6.1

The century-long Renaissance saw a powerful renewal in the drive toward space. As the land became able to support a large population once more, resources were diverted to the construction of spaceports and the re-population of Earth's orbit and near space. The first station to be reopened was Space Island One in 4489; it had been mostly abandoned and mothballed in the past, and thus needed little work to be spaceworthy again. After the three Space Island stations came on line, the smaller, more advanced Hope series of space stations followed suit. The Lunar colony, now housing over a million people, saw in the renewed Earth a wealthy customer and fell into a close alliance with several of the new nations entering Earth orbit — the Hope stations were all built with Lunar materials and equipment.

Back on Earth, even greater resources came into play to reclaim the vast tracts of land that were suddenly available. Ecological acceleration programs helped the land recover at a much higher rate than expected. Unlike prior ecological management attempts, these programs subtly assisted nature instead of commanding it. Entire regions reverted to an almost virgin state, as if Mankind had never inhabited the planet, and long extinct species, both animal and vegetal, were pulled from the gene banks and reintroduced to the world. New settlements carefully integrated into their surroundings to avoid disturbing the newly found natural equilibrium. None of this happened overnight, of course, but as a gradual process over several decades.

Not all was rosy and idealistic, however. As populations grew and moved out to regain territories, frictions occurred over rights and resources. They also had dramatic, if unexpected, side effects: for example, the drastic social upheavals of the period signaled the resurrection of many extinct nations. People once again referred to themselves as Americans, Russians, Scandinavians and Australians. Numerous small wars broke out between nationalistic factions. Sensing the potential for worldwide chaos, the leaders of the major powers united in 4503 to form the Human Concordat, a supra-national organization intended to guide the development of humanity as a whole. Over the next decade most other Terran nations joined the new government.

The situation was somewhat bleaker on Mars. After two millennia of conservative growth, the red planet was home to over a billion souls and was quite unprepared for an ascendant Earth. Martian political culture was based on principles of long term planning and very slow change — as Earth rebuilt itself, reclaimed its orbital space and forged ahead in Gate research, the Martian state appeared more and more impotent. In 4507, it fractured into three contentious nations and many independent regions. The next 15 years featured intermittent civil war on the red planet, leading the leaders of the Olympus League and the Highlands Alliance to apply for Concordat membership in 4522. The rest of Mars followed suit soon thereafter, linking Mars' fate to Earth for the next 1500 years and finally justifying the Human Concordat's name.





## 2.7 - THE INTERSTELLAR AGE (A.D. 4588-5103)



After a century of pondering Tannhauser's revolutionary ideas and experimenting with primitive Gate technology, a team of Terran and Martian scientists finally developed a reliable Tannhauser Gatedrive in 4582. Under the auspices of the Human Concordat, the first large scale gating experiments started in 4588 with the launch of the *Vanguard* series of automated Gatedrones. The scientists were not yet sure that human beings could survive the transition through the severe gravity distortion of the Gate. For this reason, the first few hundred flights were completely automated, sometimes transporting plants, insects and animals. In addition, the guidance systems of the early vessels were crude, resulting in a large number of lost ships. Exploration teams found another, somewhat larger discontinuity — automated probes sent through it reported that it linked to a star system thousands of light years away.

With time, the theory behind the mechanisms became better understood. The Gates were not so much "holes" as tunnels through a region of folded space, or foldspace. This was in accordance with Tannhauser's unified field theory, giving a new frame of reference that explained why FTL travel was suddenly possible without violating the General or Special Theory of Relativity. This new understanding made the whole process of Gating safer, and in January 4650, a team of military pilots crossed the second Gate in the *HCS Keldysh*, the first manned Gateship ever built.

The team found itself just outside a binary star system that was highly unfamiliar. The starscape was wrong, as if the stars themselves had dramatically shifted positions. Then the ship's navigator suggested they try correcting the star chart by adjusting the stars' positions for drift. Once the computers finally managed to determine their exact position, the crewmembers were shocked to learn that they had instantly traveled nearly 7700 light years.

After spending nearly a month studying the immediate vicinity of the emergence point — and waiting for the fusion plants to recharge the Gatedrive's large superconducting capacitor banks — the ship initialized the Gate opening sequence once more. In no time (literally), the *Keldysh* was back in human space.

### Gates To Distant Worlds



A Tannhauser Gate is a spatial discontinuity, a tiny point in space like a miniature black hole, only with a gravity field hundreds of times more powerful than its size should allow. This gravity field bends space to the degree that it folds back upon itself, creating a consanguinity between two distant points. Normally, an object entering the event horizon of the discontinuity would be crushed by the tidal stresses and ripped apart as it crossed the discontinuity and existed in two places at the same time. The SIS experiment, however, proved that it was possible to safely "cross over" by supplying a catalyst, a specially modulated beam of antimatter and exotic particles, to raise the energy level of the Gate to the "Opening Threshold." The resulting matter/antimatter reaction alters the consanguinity so that the farther point becomes the only one for an infinitesimally small fraction of a second and creates a region of foldspace. An object close enough to the discontinuity's event horizon will be sucked in by a momentary surge in the gravity field and transferred to the far point.

Most of the process is extremely spectacular, due to the huge amount of energy invested in it. The appearance of the Gate itself resembles a quivering water-like pool with delicate reflections along its outer edges. The Gate itself is largely invisible; most of the light emitted does not come from it, but from the interaction of the affected region with normal space. What observers see is merely the bleed out energy. This "friction" rapidly depletes the Gate's energy and lower its threshold, which will cause the opening to collapse unless supplied with additional energy in the appropriate form and frequencies.

The trip through the Gate lasts only a short while, but the experience is very unsettling to unprepared travelers. In his report, Captain Elido Carlomagnes, the *Keldysh's* commander, described the experience as being somewhat akin to hearing odors, seeing sounds and tasting colors while having a headache in his big toe. Although there were no lasting physical effects, the crew found the experience extremely perturbing; most described it as "mildly unpleasant." Later star travelers would avoid the problem by spending most of the voyage in suspended animation. Indeed, what the astronauts called mildly unpleasant was definitely intolerable to untrained colonists. Automated vehicles are obviously unaffected by Gate sickness.



## The Exploration Years - 2.7.1

Much to humanity's dismay, Portal, the binary system discovered by the first Gateship, had no planets that could be colonized by human beings. Within a few years, an automated station called Port Haven was built within a hundred kilometers of the anomaly. Its purpose was to serve as shelter, storage area and base for further exploration of the Portal system. It relied entirely on external supplies from unmanned, one-way Gatepods, which were usually sent or carried back by the next manned Gateship. Portal, however, had another Tannhauser-type discontinuity. Thirteen years later, a new Gateship entered this second discontinuity and discovered a G5 star with an Earth-like planet within its life support zone.

The planet, dubbed Caprice due to its eccentric orbit, was only marginally habitable. Its unusual orbit produced extreme seasonal temperature changes. A younger planet than Earth, it was still subject to strong tectonic activity. Its jagged crust concealed mineral wealth beyond belief. With little surface water and a thin oxygen-poor atmosphere, Caprice seemed a poor prospect for life, and yet survey teams found the planet's few ponds and lakes to be pools of primordial soup inhabited by simple organisms resembling algae. Naturally, scientists flocked to study this new discovery. Research stations mushroomed on the surface of the planet. Many humans, awed by their first encounter with alien life, decided that if a lowly algae could survive on Caprice, so could they.

The first wave of explorers on Caprice were prospectors representing corporations who sought to exploit the planet's fantastic mineral wealth. Numerous mining camps sprang up in Caprice's deepest trench, the only place on the planet where the atmospheric pressure was high enough for humans to breathe without respirators or air compressors. Centuries later, the urban sprawl from later colonists around these camps eventually formed the only city on Caprice, Gommorrah. Three years after the exploration of Caprice began, a ship surveying Caprice's solar system detected a second discontinuity, then a third, and a fourth. By the end of the survey, over fifteen Tannhauser-type discontinuities had been detected within 50 astronomical units (AU) of Loki, Caprice's sun. Suddenly, humanity had a host of new paths to the stars to explore.



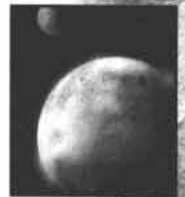
## Terra Nova - 2.7.2

After nearly one hundred years of exploration, a second world suitable for colonization was found in early 4752 (Autumn TN -1) through a series of four Gates. Rapidly christened Terra Nova, the planet completely flabbergasted the scientific community. Whereas Caprice had the beginnings of alien life, Terra Nova teemed with it. Terra Nova was a hot world with an atmosphere nearly identical to Earth's. Its biodiversity rivaled that of humanity's homeworld.

Scientists and prospectors scrambled to visit Terra Nova. The planet was ideal for colonization and mineral exploitation. The complex life forms that had evolved on the planet were nearly biological twins of Earth organisms. Many of the plants and animals could be safely eaten. Much to the surprise of early researchers, many wildlife species proved to be equally capable of eating them. With the discovery of Terra Nova and the subsequent colonization of Caprice, humanity began to regain faith in the future. No longer was the future restricted to a single solar system — the galaxy was there for the taking. Humanity's third great Golden Age was dawning.

Many believed, however, that the massive expenditures on the space program were a frivolous waste. Terra Nova was merely a hoax, they claimed, to justify the incredible amounts consumed by the exploration program so far. One small but vocal faction during this period was the Terranovan Armageddon Movement. A group of cults, each with its own unique belief system, the Movement claimed that Terra Nova was inhabited by a powerful alien race that had been visiting Earth for millennia. The scientists and explorers who traveled to Terra Nova were servants of these aliens who sought to enslave all of humanity.

For nearly a decade, Earth was rocked by protests and riots over the Terranovan "hoax." Armageddon cultists waged a terrorist campaign to end all interstellar travel. Only slowly did humanity begin to accept that a whole new world was theirs for the taking.



### Captain Harris And The Lizard

"It feels more like we have gone back in time instead of traveling thousands of light-years. I walked through a fern forest today. There was life all around me. No signs of any civilization, but definitely lots of life forms.

"I watched a lizard-like creature hunt and kill what looked like a huge roach. The lizard then turned and approached me, apparently curious. We stared at each other for what seemed like forever, then it snorted, turned, and was gone. I guess the natives don't mind us too much."

— Excerpt from the log of Captain Umberto Harris, early 4752 (Autumn -1 TN)

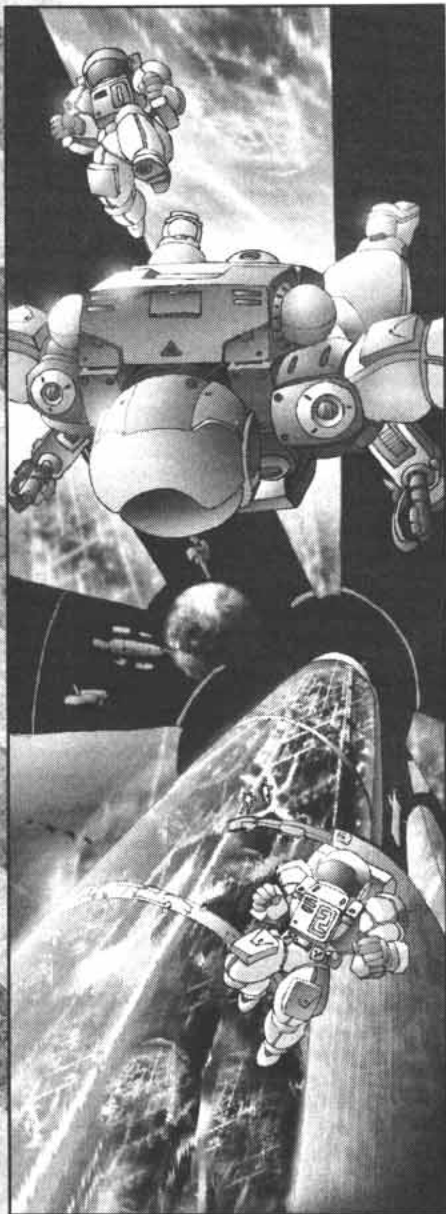
Three days after this log entry was made, Captain Harris became the first human to perish from the venom of a Terranovan Water Viper. The exploration team's previous experiences with the local fauna had convinced them they themselves were more of a threat to the locals than the reverse. As a result, several security procedures were relaxed, often with disastrous effects.

Today, on Terra Nova, many Badlanders still refer to candid and careless explorers as "Harris" and often make loud jokes about them "pulling a Harris or two."





## 2.8 - COLONIZATION (A.D. 5104-5237)



When a Tannhäuser discontinuity that connected Terra Nova and Caprice directly was discovered in 5102 (TN 490; see page 5 for an explanation of the Terranovan calendar), plans for the full scale colonization of Terra Nova were set into motion. Advertisement were placed in public forums and network connections for colonists, and many companies established colonial subsidiaries to prepare for the new opportunities afforded by the new planet.

In 5104 (TN 493), the first Concordat-sponsored colonization ship arrived on Terra Nova. Its crew was composed mostly of planetary and civil engineers who would evaluate the planet and establish the basic infrastructure needed by the future colonists. Within five years, roads and maglev lines were being laid down by automated machines to connect the numerous boom towns that sprang up on the planet. The temperate poles were rapidly settled while only occasional pockets of civilization arose in the inhospitable Badlands, mainly near large mineral deposits or natural water wells.

While the Human Concordat operated the Gateships that brought explorers and colonists to Terra Nova, consortiums of major corporations footed the bill for the colonization effort itself. Titles to various regions of Terra Nova were sold to the consortiums to cover the enormous costs of constructing and operating Gateships; in return, the consortiums bought the full rights to the natural resources found in the regions they sponsored.

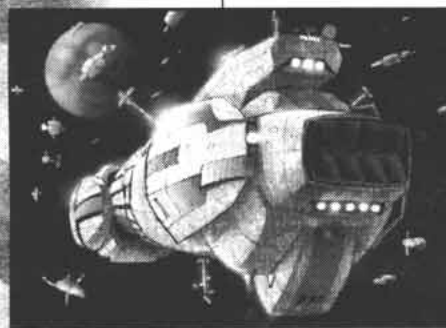
With Earth rapidly becoming overpopulated once more, millions of people volunteered to colonize a green, untouched planet. Terra Nova became a symbol of hope for old, tired Earth. It was not unusual for candidates to wait in line for several days just to get an interview, and that was if the person had useful skills that would be put to good use on the frontier. Sometimes, extra posts were offered through a lottery, in which thousands of unemployed or down-and-out people would participate in the hope of starting anew light-years away.

Originally, company employees would be rotated on 5- and 10-year shifts, with the latter bringing back greater rewards. To handle the increased traffic, two large space ports were built on Terra Nova. Port Aurora was established near the north pole, while Port Oasis was built in the southern hemisphere not far from the shores of Lake Esperance, a small sea and the largest body of water on the planet's surface. Neither was well placed from an engineering point of view (equatorial locations are always preferable), but the fusion-powered ground-to-space shuttles took little notice. The space ports served as the main civilization hubs for all colonists, although they remained divided by their corporate, guild and consortium affiliations. Port Baja, in the equatorial Badlands, would eventually appear in 5287 (TN 750) for heavy cargo launches.

As the prospectors traveled deeper and deeper into the Badlands along Terra Nova's equator, clashes occurred over the more valuable mining sites. These contested claims were handled by a panel of corporate representatives and the Human Concordat administrator who acted as mediator and tie-breaker. The Concordat administrator's policy of cool neutrality earned him little more than the resentment of both factions.

Spurred on by the good life on Terra Nova and the permanent settlements in the Yung An Basin, new colonists asked to remain longer. Their corporate sponsors readily agreed since this reduced their transport costs and established permanent structures for their operations. The colonial effort entered an upswing of meteoric proportions. At the peak of this period, each hemisphere had just under a million inhabitants, including colonists and temporary staff.

### Gateships



A voyage to a distant star began by traveling to the nearest Tannhäuser Gate. At the height of the colonization effort, Gateships were often stationed near the Gates and sold their service to voyagers. Much like the maritime locks of old, a suitably large fleet was first assembled, though, to make sure that the opening of the Gate was a profitable operation.

Once all the spaceships of a fleet were in position (using the patterns on the hull of the Gateship as a reference grid), the Gateship fired up its main particle accelerator. Secondary quantum interactions manifested themselves as impressive but harmless bolts of lightning jumping about the hull in an awesome display of fireworks. Although it is technically inexact, crew called this effect St. Elmo's fire (a visually similar atmospheric effect). Depending on the size and power output of the Gateship, the Gate opened in two to twenty hours. The particle beam emitted by the Gateship expanded into a cone of light which disappeared into the pulsating glow that is the Gate proper.



## CAPRICE, THE GATE WORLD [5238-5372] - 2.9

With the development of second generation Tannhauser drive mechanisms in 5238, new frontiers suddenly opened up for exploration. Numerous weaker discontinuities around Caprice that were previously unusable could now be used as Tannhauser Gates. Caprice began to serve as a gateway and way-station for interstellar travelers. By the middle of the 53rd century, the colonization of Caprice began in earnest.

Like Terra Nova, Caprice quickly became a patchwork arrangement of corporate fiefdoms. Unlike Terra Nova, almost the entire population of Caprice was located in one small region, which was rapidly christened the city of Gommorrah. Swallowing up every new colonist, Gommorrah rapidly developed into a sprawling metropolis that took over most of the habitable Cat's Eye trench. Taking advantage of its dense population and its rich natural resources, Caprice became rapidly industrialized. The planet's population was split into two groups: the city-dwelling Gommorites and the rural Liberati, squatters and nomads who refused to buckle under any corporation.

In 5370, the first Liberati Uprising occurred. This guerrilla war between corporate troops and the elusive nomads of Caprice's vast wastelands rapidly stalemated and ended with the Trent Sector Accord of 5372, which granted Caprice limited independence while placing all decision-making power in the hands of Earth-based corporations. This alliance of major companies formed the post-colonial government known as the Caprician Corporate Executive.

Back in the Sol System, the Concordat continued to thrive, although the focus of humanity's drive was slowly shifting to the colonies. Nevertheless, it was on Earth, at the Cairo Medical Conference of 5325, that Doctor Luiza Neufelt proposed the redefinition of the medical profession, a significant cultural shift. The Neufelt Axiom formalized the belief that medicine should place quality of life ahead of longevity and spread to become the core of medical ethics across human space by the beginning of the next century. It has remained so ever since.



### Amanda Miyagama

Amanda Miyagama earned her place in history by becoming the first chairperson of the newly constituted Caprician Corporate Executive. A native of Earth, Miyagama moved to Caprice in 5368 to head the board of directors of SynTek Industries Ltd., then a major player in the colonization process.

Miyagama was born in Singapore in 5326 to a well-off shipping magnate. After brilliant studies at various business schools (including New Harvard and Brasilia University), she entered SynTek as a senior manager in the marketing division. She steadily rose through the ranks through hard work and careful planning, finally being nominated to the board of directors in 5365. In 5368, she transferred to the new Caprice division.

SynTek had extensive offices and facilities on Caprice, and the news of the Liberati Uprising worried many of its leaders. They asked Miyagama to start negotiations among the other corporate officials to find a solution. The Executive was her idea and when the Trent Sector Accord was signed in 5372, she was asked to be its first chairperson. She accepted the offer and remained with SynTek for eight years before retiring. She remained visible for a few years, occasionally voicing her opinions about the local political scene, then retired to her private home and refused all interview requests. Amanda Miyagama remained on Caprice until her death in 5389. She was mourned by the Liberati far more than by her co-workers.



### The Liberati

Liberati was the name given to the brave souls who shunned the fast lifestyle of the urban sprawl in favor of the rougher life on Caprice's frontiers. Most Liberati were nomads or squatters, living off whatever they could scavenge or salvage from the refuses of the city and the mining towns scattered across the surface of the planet. They moved about in small, highly individualized tribes of 20 to 30 people, occasionally traveling using refurbished crawlers. Other Liberati were miners, ore conveyors or technicians, selling their services to the corporations in exchange for food, clean air or the occasional credit. These freelancers sometimes owned their work vehicles, which were often extravagantly decorated with lavish paint schemes.

The one thing shared by all Liberati, regardless of their profession, was a strong desire for freedom. Ever since the first Liberati Uprising a Liberatus has also come to mean anyone who rebels against the Caprician corporate power structure, even those still living in the city of Gommorrah.

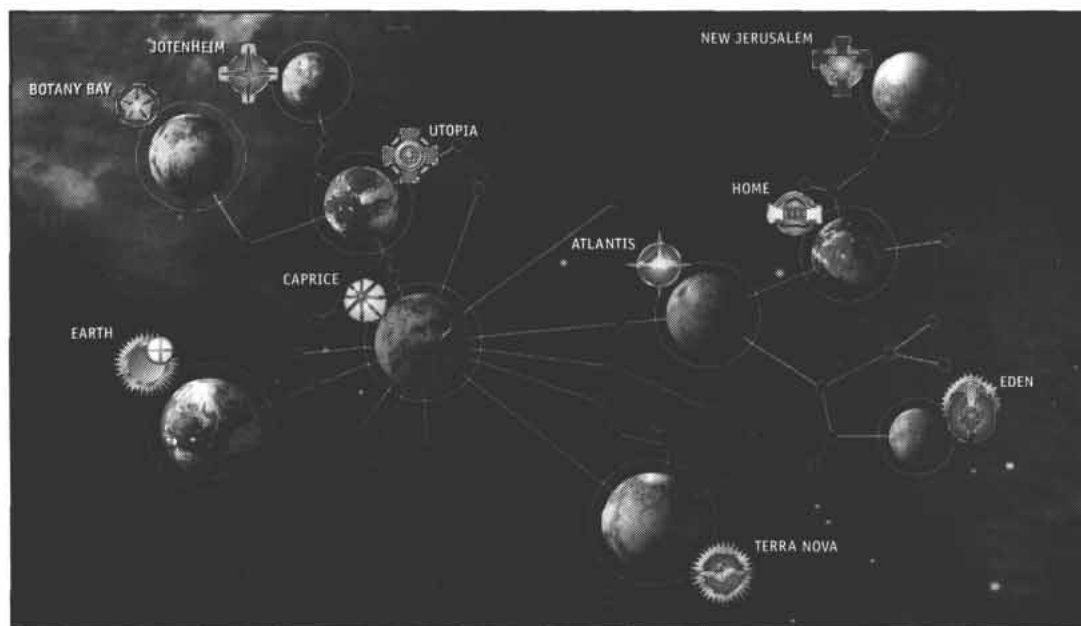




## 2.10 - THE OUTER COLONIES (A.D. 5373-5798)

The first stage of the second wave of exploration consisted of unmanned, long-range Gatedrones launched from Caprice to investigate the numerous star systems linked to Caprice's many Tannhauser discontinuities. These automated vessels were sent out to explore new star systems and find new Tannhauser anomalies. After a few years of exploration, the Gatedrones returned to Caprice to report their discoveries. Whenever an Earth-like planet was discovered, a manned Gateship was sent to investigate.

Despite the numerous Gates in the Loki system, no habitable planet other than Terra Nova was ever found to be directly accessible from one of these. Two other planets were discovered, however, through a series of Gates: they would eventually become known as Atlantis and Utopia. From these yet more worlds were discovered, in an ever expanding web of Tannhauser Gates. These new worlds were eventually grouped together for reference purposes based upon which branch they belonged to, becoming known as the Atlantean and Utopian Worlds.



### 2.10.1 - The Atlantean Worlds

In 5392, the systematic exploration of the Caprician Gates led to the discovery of a third habitable planet by way of system CP-20, discovered in 5390. The new world was almost completely submerged under water, making it impractical for colonization or mineral prospecting. One year later, the Kincaid Aquapharm Consortium made a bid to purchase the entire planet; other companies were taken off-guard by the scale of Kincaid's offer and were incapable of making rival bids. Concordat officials, pleased with the sudden influx of capital, accepted Kincaid's proposal and declared that all further colony worlds would be sold as single items to avoid the chaotic and more costly settlement pattern that plagued Terra Nova and Caprice. Dubbing the planet Atlantis, Kincaid Aquapharm began an experimental terraforming project that, by 5421, transformed the water world into a planet-wide aquatic farming colony.

Atlantis's solar system held two further Gates and two years after Kincaid's purchase, another habitable planet was found just one jump away. By the end of the year, it had been purchased by Sandrakar-Xia Interworld and christened Home. Within two hundred years, the planet would be established as a completely autonomous colony. Like Atlantis, Home also had further Gates to explore: in 5410, fifteen years of exploration paid off with the discovery of a fifth habitable world. An economic recession prevented any major consortium from bidding to purchase the planet, known as NP5410DD. Five years later, an uproar ensued when the Roman Catholic Church placed a generous bid. Many corporate consortiums also placed bids, but none could match the Church's offer. When the Concordat accepted the Vatican's offer, these consortiums began a lengthy legal battle to bar the Church from purchasing colonies, arguing that religion should be separate from planetary government. The Church, which had been in decline since the end of the Ice Age, fought tenaciously to keep its new acquisition. In 5430, it won its long battle, renamed the planet New Jerusalem, and opened the world to colonization.

The opening of New Jerusalem came only two years after the discovery of Eden, the last of the Atlantean worlds. Discovered after lengthy exploration of the third Gate in the Atlantis system, Eden was almost immediately purchase by the Udnar Corporation as the Concordat came out of its recession. Already teeming with primitive life, Eden took readily to terraforming, becoming a garden world within a generation. Unfortunately, a series of poor investments on Earth combined with the expense of terraforming Eden devastated Udnar. When the company declared bankruptcy in 5456, the colonists on the planet, led by ex-Udnar executives, took advantage of a legal loophole to purchase the planet for less than one percent of its estimated value.



## The Utopian Worlds - 2.10.2

The exploration of the Caprician Gate network continued across the centuries. Many prospectors spent their entire lives probing space with leased particle detectors, looking for the telltales subatomic emissions of additional doorways to new worlds. At the height of the exploration movement, reports could be coming out from anywhere within a one light-year wide sphere around Loki. While very few of these courageous men and women ever succeeded in locating what they were searching for, Gate prospecting remained a popular (if dangerous) way to riches — or a lonely death. Even decades or centuries later, deep space rescue probes would find broken or frozen shells of scout ships hurtling silently about on eccentric, out-system orbits, heat, power and life long vanished in the vacuum.

In 5435, continued exploration of the Caprician Gates finally paid off. One of the patrol ships of the Concordat Deep Space Explorer Corps discovered a promising new Gate and immediately sent a probe. The Gate led to a barren rocky world whose surface seemed prime for terraforming: the distance from its star was correct, and the system was rich in resources. Purchased eight years later by the Wilder-Grosz Group, Utopia became a model colony, using the latest terraforming techniques to help hurry along the natural development of the land. By the turn of the 56th century, the planet attracted more colonists than all other colonies combined. Prior to the economic collapse of the 58th century, Utopia was poised to challenge Earth for its monopoly over stellar travel, with the establishment of its own shipyards and orbital facilities.

Whereas Utopia was the most successful human colony (along with Terra Nova), Botany Bay was surely the least. Discovered in 5442, the planet tagged as NP5442M was deemed to be only marginally habitable. Although primitive plants gave its atmosphere a low oxygen content, the planet otherwise contained very little useful resources. While many groups bade to acquire Utopia during this decade, not a single bid was placed for NP5442M. After a ten year period of silence, the Concordat gave up on selling the planet and focused on discovering other worlds to colonize. The barren rock found its calling late in the 55th century when, in response to rising crime rates and anti-death penalty sentiment, the Concordat established NP5442M, now derisively referred to as Botany Bay, as a prison planet. For centuries thereafter, the system became a dumping ground for the undesirables of society. Life on Botany Bay was short and brutal, consisting primarily of backbreaking labor and being an unwilling lab animal in numerous inhuman experiments. Before the prison world's abandonment during the colonial wars, exile to Botany Bay was considered to be a fate worse than death, and was greatly feared by criminals.

Discovered in 5491, the distant world known as Jotenheim was the last planet massively colonized by humanity. A cold, mountainous and heavily forested world, it was considered a poor prize at first and was mostly shunned by the largest investment groups looking for another paradise. As the result of a massive stock market failure in 5490, few small corporations were in good enough financial condition to afford investing in an entire planet. As a result, only one group, the Colonial Cooperative, was able to place a bid on Jotenheim. The Cooperative was an association of nearly one million individuals who had created the group for one express purpose: a chance to start again on a new world. Composed of dreamers and adventurers, Colonial used its remaining assets to transport and establish its shareholders on their new world. Wary of repeated corporate attempts to acquire parts of their planet, Jotenheimians soon gained the reputation of being xenophobic.



### Pope Adrian XXXIV



Aliruma Grachev was born in a small village on the shores of Lake Victoria, Africa, on July 8, 5339. Aliruma was orphaned at age 3 when his parents died in a house fire. A local priest took the lad in and raised him as his own. Strongly influenced by his foster father's beliefs, Aliruma studied theology at the University of Nairobi and later entered the Roman Catholic priesthood. Grachev quickly demonstrated considerable leadership and organizational skills. Within three years of his ordainment, he convinced businesses around his parish to fund the construction of a new hospital and a new school. After gaining the attention of his superiors, he was elevated to the status of bishop. Just after his fiftieth birthday, Aliruma Grachev was made Cardinal of Nairobi.

When Pope Pius LV died in 5396, Cardinal Grachev was one of the popular candidates for his replacement. After a short debate, the college of cardinals elected Grachev to the Holy See. After choosing Adrian XXXIV as his reigning name, Grachev began a program to reinvigorate the ailing faith. The crowning moment of this revitalization campaign was his unprecedented bid on NP5410DD. Adrian XXXIV saw the planet as an opportunity for the Church to start anew.

As the legal debate over the planet dragged on, the pope began to worry that he would die of old age before he ever saw his new world. On his 91st birthday, the pontiff finally received news of the verdict. NP5410DD belonged to the Roman Catholic Church. Knowing that his time was running out, he made rapid plans to move the Holy See to his new promised land: New Jerusalem. On September 27, 5431, after surviving a difficult journey through space, Pope Adrian XXXIV died of natural causes only minutes after setting foot on New Jerusalem. He had inherited a decrepit faith on the verge of collapse and left behind him a strong and dynamic religion, enthusiastic about establishing a Christian utopia on their new world. His dream had come true.





## 2.11 - THE COLONIAL WARS (A.D. 5798-5846)

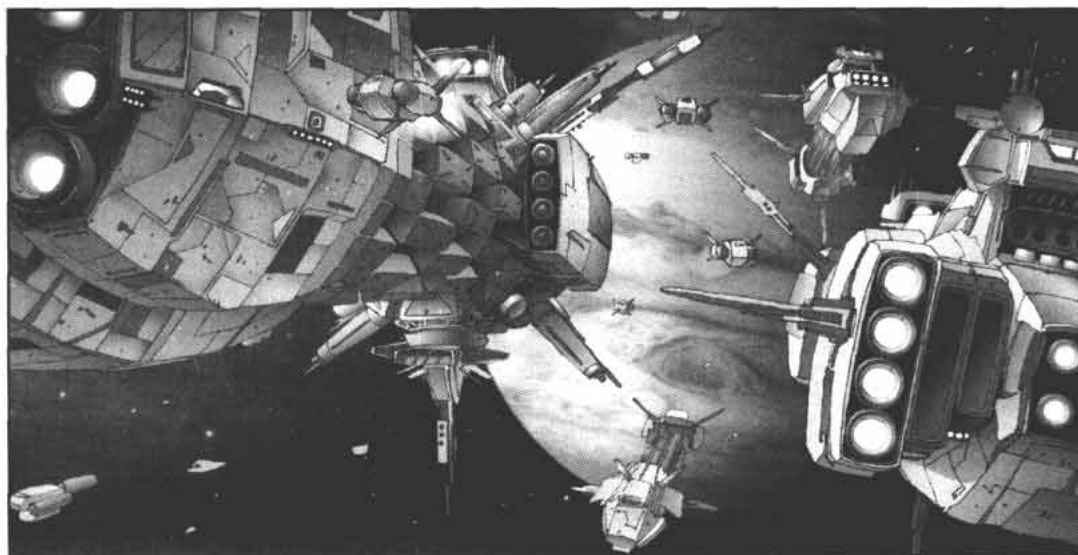


While the colonial period is often seen in a heroic light, this period was very taxing on humanity's mother planet. Despite massive advances in the field of space technology, interstellar space flight remained a costly, difficult and dangerous operation, compounded by the fact that few people had the "right stuff" to survive as a spacer. The Human Concordat had subsidized the entire colonization effort for centuries, hoping for new resources and a relief from crushing population pressures. The general opinion of Earth's population was split. One faction pushed for further colonization, predicting a lengthy period of peace and prosperity in the future where the colonies could repay Earth tenfold for her help. The second faction viewed the colonies as constant financial drains that would never pay off. Once the colonies were self-sustaining, this faction argued, they would declare their independence, not their allegiance. As the revenue from the sale of titles to newly discovered worlds decreased in the 55th and 56th centuries, the average Concordat taxpayer was forced to shoulder an increasingly larger share of the expense of maintaining the Concordat's expensive fleet of Gateships and exploration vessels. Compounding matters, an ever-increasing number of Earth citizens were emigrating to the various colonies to avoid Earth's crushing overpopulation and heavy taxation. This emigration added to the transport burden of the existing fleet while reducing the taxpayer base that was paying for the system. By the mid-58th century, Earth's economy began to enter a massive depression.

In 5790 (TN 1454 by the Terranovan calendar), the political climate suddenly turned sour towards the colonies. An "Earth-first" government came to power in the Concordat. Virtually overnight, the massive subsidies that fueled interstellar shipping were cut, denying the colony-sponsoring companies their required transportation system. A series of lawsuits by these same corporate groups failed to reestablish the subsidies; Earth's population was simply fed up with paying the bills. Becoming desperate, the colonial consortiums offered to buy a number of Gateships and establish their own transport system. The Concordat bowed to popular anti-colonial sentiment and rejected all offers to purchase the Gateships by declaring them to be restricted military technology. While a few desperate companies managed to hijack a small portion of the Concordat Gateship fleet, the majority of the ships were mothballed in orbit around Jupiter. The colonies were cut off from Earth in nine short and eventful months. The last Gateships to Earth were crammed full of people who wanted to return at all costs. It was an ugly sight, as many used connections, blackmail, bribery and even outright violence to secure for themselves a place on the departing ships. Those left behind either wanted to stay or were forced to. The Terranovan population dipped to two hundred and fifty thousand immediately after the departure of the last vessels.

Historians recall this period as the Colonial Wars, but they were largely wars of words, punctuated by a few sporadic outbursts of violence. The greatest bloodshed came in the aftermath of the colonial withdrawal. On Earth, the new geocentric government could do little to reverse the economic collapse and political strife followed soon thereafter. This would eventually lead to the collapse of the Concordat at the dawn of the seventh millennium. On the colonies, worlds suddenly left to their own devices fell into chaos. Efforts to maintain order and keep contact between colony worlds was piecemeal at best. The Age of Isolation had begun.

The situation was especially grave on Caprice, a corporate planet that had largely prospered on interstellar trade, benefiting from its status as the Gate World between Earth and her colonies. Although Caprice had the resources to be fully self-sufficient, its corporate structure was built upon trading empires; the people whose livelihood (and wealth) depended on offworld trade panicked, and Caprice's social order was decapitated overnight. As the last Gateship vanished toward Portal, the city of Gommorrah was in flames. Some form of order was reestablished in the wake of the riots, though, and Caprice began to rebuild itself. The site of a few major colonial-era shipyards, Caprice was able to maintain a small Gateship fleet and attempted to reopen trade with the other worlds. Its sole attempt to recontact Earth resulted in the Gateship barely limping back home after having been attacked by isolationist Concordat forces. Limited trade with Terra Nova and some of the other colonies, however, continued but only at the rate of roughly one visit every decade or so.





## THE AGE OF ISOLATION (TN 1455-1913) - 2.12

Other than occasional trading missions between it and Caprice, Terra Nova spent the next 350 years isolated from all other worlds. Life on the newly independent colony would have been a never-ending struggle if the departing ships had not cleared their cargo holds completely. Some ships even cleared other non-essential items to make more room for people, such as auxiliary vehicles, furniture and empty containers. This additional equipment, along with food and supplies, gave Terranovans the hope of having a viable future when combined with the resources already on the colony.

With the departure of the Earth-based colonial corporations, most of Terra Nova's population centers suddenly found themselves without any viable form of government. Most of the colony's leaders had used their connections to board the first departing ships, leaving behind a power vacuum begging to be filled.



## Reconstruction - 2.12.1

The early cycles of Terranovan isolation (roughly TN 1470 to TN 1520) was a period of chaos and readjustment, known as Reconstruction. The abandoned colonists struggled to make a living for themselves and to redefine their future independent from Earth. Global thinking broke down as communication networks became less reliable and regional movements took the lead in the newly emerging Terranovan culture.

Religious thought took an upswing at this time. Although doomsday cults sprung up in some cities, new and hopeful faiths also saw the light of day. In the mid 1480s in the small Northern community of Sorrento, a young man named Mamoud Khodaverdi had a religious vision. Traveling to the desert community of Massada, he began to preach a doctrine of universal harmony and pacifism. Upon his death in TN 1507, this faith would become known as Revisionism and eventually spread throughout much of the northern hemisphere, the Badlands and a few places in the South.

At almost the same time a young man named Erzach Ibn-Muhammad was wandering the Eastern Plain (in the southern hemisphere) and some of the Badlands, spreading a message of peace. A wandering monk, Ibn-Muhammad was a Sutar Muslim (an Islamic sect born during the Ice Age) and has since been recognized as a Prophet of Jerusalemism. This syncretic faith groups together the many faiths of Earth that trace their heritage to Jerusalem and (ultimately) the Hebraic tradition; that such diverse faiths have been able to cooperate is in large part due to Ibn-Muhammad's message of tolerance and peace.

Reconstruction also saw the birth of the earliest Terranovan leagues. In the chaos of the period, roving bandits and impromptu warlords ravaged the countryside. Many communities became fortified city-states and in some instances these cities began to group together. In the region of the Eastern Plain and Okavango Swamp, the Gateship HCS *Eastern Sun* crashed in the final days of colonial rule — deciding to throw its lot in with the abandoned colonists. The officers of the ship became leaders of the surrounding communities thanks to the supplies they brought with them — they would eventually form the Eastern Sun Emirates. Further West, in the Esperance Basin, the first true league was born in TN 1481 when the cities of Tanalom and Perth formed the Humanist Alliance. Led by a visionary named Yuri Gropius, the Alliance's utopian model would inspire a variety of other leagues across Terra Nova.



## Yuri Gropius



Yuri Gropius was born, on 40 Winter, TN 1426 in a small, southern research station in the Trondheim Valley near Perth. His father was a field biologist while his mother was a geologist and community leader. Yuri was their seventh child and was primarily raised by his elder siblings, receiving little parental attention. By all accounts, Yuri lived a happy childhood and was a good but not exceptional student. In TN 1451, Gropius enrolled at the University of Perth. Yuri took rapidly to student activism and played an ever-increasingly important role in the school's student government. Yuri was just completing his doctorate in classical philosophy when the break with Earth occurred. He spent the next decade campaigning to unite all Terranovans under a cohesive government.

Meeting with little success, Gropius turned his attention to the local arena and attempted to unite the small towns in the valley into one city-state. This proved to be much more productive. By late TN 1479, Gropius was elected mayor of Tanalom, the city-state that would eventually bear his name. Two full cycle later, he orchestrated the foundation of the Humanist Alliance.

Over the course of his chairmanship, Gropius planted all the seeds of the Alliance's unusual cultural traits, including its caste system, extreme rationality and hierarchical government. Upon his death in TN 1558, Terrence Zhan, the chairman of the Alliance, proclaimed Gropius to have been the First Illuminatus and renamed his post Illuminatus. Gropius' tomb is still a major landmark in Perth. Smaller shrines can be found in every Terranovan capital since Gropius is widely regarded as the founder of the modern Terranovan political structure.





## 2.12.2 - The Rise of Leagues

Yuri Gropius' message of utopian cooperation between city-states was only one motivation behind the move toward leagues of cities and ultimately confederations of leagues. Reconstruction was having a bloody toll as cities come into conflict and warlords held sway over whole regions. By TN 1524, over half a dozen city-states had been destroyed in open warfare. Fear of being caught alone meant many were open to some sort of alliance.

Gropius' Humanist Alliance grew rapidly, attracting city-states in the Tobian region that centered around colonial scientific centers. By the early TN 1500s, the Alliance counted seven city-states and was busy instituting wide-ranging social reforms aimed at a harmonious society. The Humanist system of castes (based on competence testing early in life) and career determinism has been widely criticized, but it has remained strong for 400 cycles.

The successors and subordinates of Captain Enri Masao of the HCS *Eastern Sun* established the Eastern Sun Emirates in TN 1492. They offered stability and prosperity and established a quasi feudal caste system in which they and their children were emirs. Masao's direct descendants became the Patriarchs (or Matriarchs) of these new Eastern Sun Emirates. The ESE remained a relatively prosperous, if hierarchical, nation for several centuries. Only in the 17th Terranovan century would it begin to degenerate into brutality.

The next major league would not be born until TN 1525, this time in the northern hemisphere. The "Gentle Word" or Revisionism came to the Irrian Plain region like water to a thirsty man. The region was caught in a cycle of increasing bloodshed and many turned to the Church for a way out. The Northern Lights Confederacy was born when cities of Revisionist faith came together. Unfortunately the process was far from bloodless, and the "Army of Peace" saw combat several times as it defended the faith against its enemies. In the young days of the league, it would even go on crusade until it was called back because of atrocities committed in the field.

In TN 1527, the three major city-states of the Great Western Plain (also in the North) grouped together as the Western Frontier Protectorate. Because they were often exposed to attacks by roving warlords and bandits, these cities led a militaristic lifestyle and the army soon came to govern the WFP. The city-states became heavily fortified forts, marked by huge walls bristling with weaponry.

The following cycle, the Lyonesse League came into being. In TN 1551, moved by internal crisis, it would reform as the United Mercantile Federation, an aggressively capitalist nation run by big business. The UMF was an expansionist power and boldly moved to acquire cities across the North, bringing into conflict with both the WFP and NLC. It was during one of these conflicts, in TN 1671, that Gears were first used effectively in combat and it was the UMF that soon thereafter developed the first mass produced military combat Gear, the Hunter (Mark I).

Back in the southern hemisphere, other leagues formed as well. TN 1532 saw the formation of the Mekong Alliance. The Alliance (renamed the Mekong Dominion in TN 1562) was led by corporate taipans, successors to executives who had moved their corporate assets to Terra Nova during the colonial period and thrown their lot in with the colony when it was abandoned. Expansionist and aggressive, the Alliance/Dominion grew rapidly throughout the Yung An Basin.

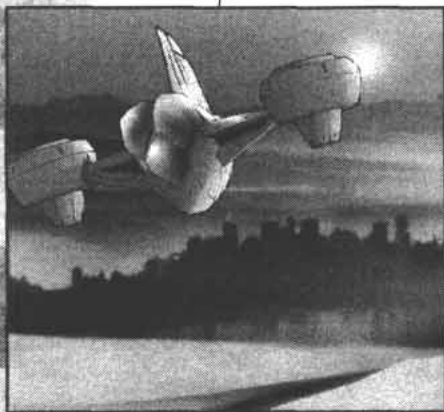
The Southern Republic, born in TN 1545, was the last major league to see the light of day, but has had perhaps the most profound impact on Terra Nova. Born of the city of Marabou's conquest of its neighbors, the Republic was forged with an expansionist, imperialist agenda that drove it to expand its borders mercilessly in two major campaigns until it was the most populous league on the planet. Soon enough, its agenda of conquest would lead it into conflict with other leagues.

Other leagues have also had their time, but none have survived. The South saw the Saragossa Conclave, a league of smaller communities that was ultimately conquered and annexed by the Southern Republic. The North was home to the Tershaw Cooperative Alliance, which was ultimately crushed and divided between the UMF and NLC. By the 17th Terranovan century, independence was only an option in the equatorial Badlands.

### A Haven in Troubled Times

The city-states were completely self-sufficient. Although they often specialized in certain types of production, all could stand on their own for extended periods of time. The government itself, no matter which political system was used, was most often located in a heavily armored "keep" which was the center of the town. Radiating outward were the residential and industrial zones, often kept separate by walls or main roads. A defensive line, designed to stop wild animals and invaders from roaming through the city, was next. This line varied from a simple sandbag wall to an elaborate bunker-like fortification ringed with defensive anti-aircraft/anti-missile laser and missile turrets. The territories surrounding the city were covered with fields and light industries, sometimes with small villages.

While the city-state safeguarded against all natural dangers and most man-made ones, it was much less effective against a concerted enemy effort. Many of the early ones succumbed to the attacks of wealthier or better organized neighbors. The formation of the leagues, a perfect example of strength in numbers, was an almost inevitable historical consequence. While these alliances externally bore great resemblances to the national entities called "countries" that once existed on Earth, they were very different in their internal and external political relationships.





## The Move to Confederations - 2.12.3

In TN 1678, the Southern Republic and Mekong Dominion reached a formal agreement and created the Allied Southern Territories (AST). This shattered the balance of power in the South and within a few weeks, Republican troops were marching into the Humanist Alliance and Eastern Sun Emirates. The Southern War was not a cakewalk for the Republic, which spent three cycles bogged down in the Eastern swamps and Tobian region. It took the introduction of the Jäger, a copy of the UMF's Hunter combat Gear to tip the scales in their favor. By the end TN 1681, all four Southern leagues were members of the AST, making the Dominion, Humanist Alliance and ESE vassals of the Republic.

The formation of the AST sent shock waves through the North. With its own borders secure, the Southern Republic could now potentially set its sights on the rest of Terra Nova. The same divisions in the North (because of the aggressive UMF) that made it a potential target for the Republic made talk of a Northern alliance essentially pointless, however. The Merchant War of TN 1686-1688 changed all that when the UMF was defeated by the AST in a conflict over influence in Westridge region of the Badlands. Now in need of allies, the UMF came to the bargaining table and in TN 1692 helped form the Confederated Northern City-States (CNCS). Unlike the AST, the CNCS was a cooperative alliance, although the NLC was in the strongest position when it was formed and so took the lion's share of power.

With the two poles now each united and well armed, it was only a matter of time before they came to blows.



## St. Vincent's War - 2.12.4

When global war finally came to Terra Nova, it did so with a vengeance. In TN 1723, Northern and Southern units involved in yet another skirmish in the Badlands made a fatal mistake. Fighting over the remains of a colonial medical ship called *St. Vincent*, they released a deadly epidemic that came to be known as the St. Vincent Plague. This mutated colonial disease did not affect the soldiers, but they became carriers, spreading it with every breath. The Plague was deadly in children and as soon as the forces rotated back home, it spread like wildfire. Within a season, 5% of Terra Nova's children were dead and the same number maimed for life. Although a cure was found in time to save the future of the planet, both confederations saw red — unable to face their own culpability, they each blamed the other. A terrible war of retribution ensued.

Over the next few cycles attack after attack was launched across the Badlands and into the poles. Conquest was never the object; vengeance was. Civilian targets were hit along with military ones and tens of thousands died. The war only ended due to exhaustion. The polar economies were collapsing and eventually the Mekong Dominion withdrew its support from the Southern war effort, followed soon thereafter by the Humanist Alliance and Eastern Sun Emirates; a final Northern assault convinced the Republic that the time for peace had come. The Peace Provisions that ended the war saw national borders sealed for several cycles as the leagues rebuilt. The Badlands economy recovered more quickly and this time saw the birth of Paxton Arms, the Badlands conglomerate that is now the planet's leading weapons manufacturer.

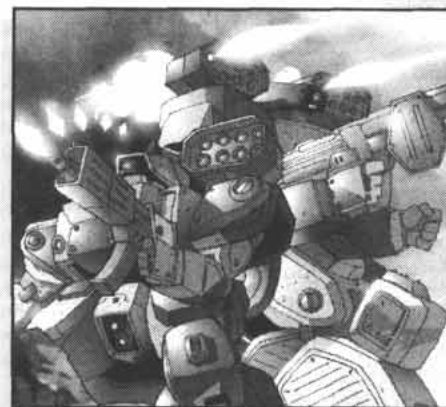
In an unfortunate coincidence, one of the rare Gateship visits from Caprice occurred during the spread of the Plague. The adult crew unwittingly brought the disease back to the Gate World. Whether the disease spread through Gommorrah is unknown, but trade was apparently suspended for several decades as a result.



## Cold War - 2.12.5

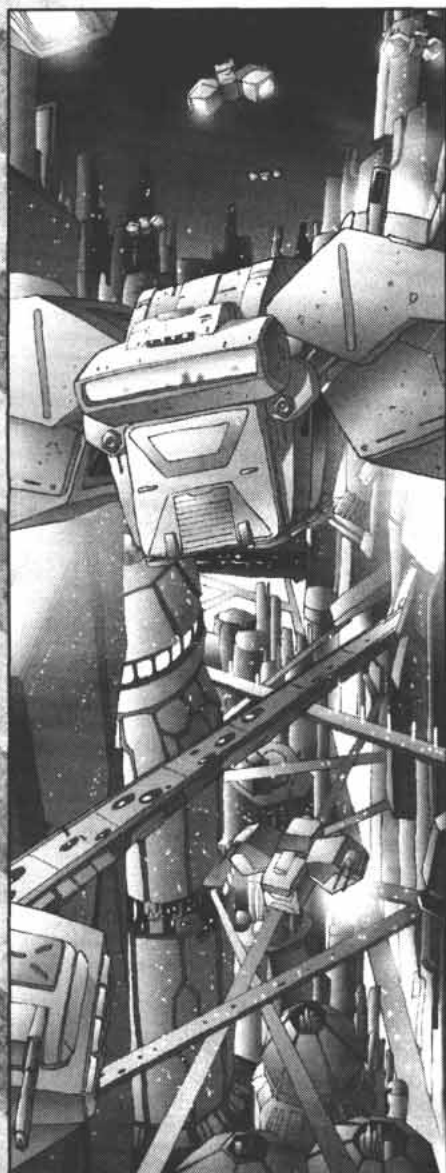
The folly of St. Vincent's war taught the polar powers a painful lesson in humility and restraint. Their mutual distrust and aggressive ambitions did not fade, but they became reluctant to engage in all out warfare. The 18th and 19th Terranovan centuries saw a constant state of cold war between the Allied Southern Territories and the Confederated Northern City-States. The Northern Guard and Southern MILICIA (the poles' respective combined armies) clashed almost constantly in the Badlands in a series of brush wars. These limited civilian casualties (at least as far as polar citizens were concerned), and so became politically acceptable for the confederations. The Badlanders who saw their homes turn into battlefields had little way to fight back. There were a few interleague border skirmishes as well (on both sides, mostly in the South), but these were rare and often hidden from the general populace to preserve the public image of a unified confederation.

It was not until the TN 1900s that tensions reached a boiling point again. The "Sandstorm Strikes" were the worst North-South brush wars yet, lasting from TN 1896 to 1905, and resulted in a military draft in the North. But interpolar war would be averted through an unfortunate means: the sudden, and violent, return of Earth.





## 2.13 - EARTH RETAKES CAPRICE (A.D. 6115-6118)



Back on Earth, the situation was less than rosy. After cutting off its colonies, the Human Concordat was in its final death throes. Fifteen centuries after its inception, the Concordat collapsed on January 1, 6003. Earth shattered into a multitude of petty nations, each seeking to gain dominance over its neighbors. By 6007, the numerous small border wars coalesced into World War III, often called the Reunification War.

WW III is believed to have caused the death of over twelve percent of the Solar System's population: nearly one and a half billion people. While most of the conflicts were fought on a conventional scale, with conventional weaponry, entire cities were occasionally leveled using experimental tactical antimatter warheads, huge mass drivers and orbital kinetic energy cannons. Shielded cities were blown open on the Moon, orbital habitats were shot down by hunter-killer missiles and battles occurred daily among the terraforming plants of Mars. The most horrible event of the war occurred on August 8, 6045. The entire Mexico City metropolitan area disintegrated under the blast of a 45-megaton antimatter device, killing over 50 million people in less than ten seconds.

Earth barely survived the turmoil. By late 6096, the New Eurasian Commonwealth (NEC) had gained the upper hand through its extensive use of cloned combatants known as GRELS (see sidebar, below). By early 6101, the NEC had reunited enough of the planet to rename itself the New Earth Commonwealth, although it still struggled for control in many remote regions of the world.

Some scholars believe that the closing of World War III was the end of Earth's centuries of decline. Others claim that the war was only the start of a new, more chaotic era for humanity. Indeed, led by an expansionist neo-fascist government, the vat-grown army that finally secured the ailing planet set its sights on the colonies that Concordat had abandoned. The NEC's propaganda machine had built it up as the successor to the Human Concordat, in all its scope and twice its glory; the time had come to press those claims in other star systems.

Over a decade was spent recommissioning and refitting the mothballed Concordat Gateship fleet. Jupiter was far enough from the fighting and the ships were mostly left alone through the duration of the conflict. Weapons, combat vehicles and supplies were ferried from Earth to Jupiter via hundreds of small cargo ships in a gigantic space choreography. Once the fleet was operational, the NEC crammed thousands of supersoldiers aboard the assembled units, now called the Colonial Expeditionary Force (CEF). Commanded by regular humans and wielding great might the CEF then, in A.D. 6116, carried out the first part of its plans: the surprise invasion of Caprice.

Unaware of the situation on Earth, the former colony was woefully unprepared for Earth's return. While the majority of the corporate government which controlled Caprice immediately opted to collaborate with the invader, a few patriotic members formed partisan groups overnight and vanished into the barren lands surrounding the city to begin an underground guerrilla war. Eleven months later, the final embers of local resistance had been crushed and plans for the invasion of the remaining colonies were being laid. Caprice, now equipped with NEC's Genetically Recombined Experimental Legionnaire production facilities, was to serve as a staging base for the invasions. CEF command tapped Caprician industrial resources to balloon its operational might, allowing it to split into three sub-fleets, each one aimed at one of the three key worlds accessible from Caprice: Atlantis, Utopia and, most critical of all, Terra Nova.

### A New Breed of Soldier



Faced with a terrible attrition rate during the Third World War, Earth's nations, desperate for seasoned combat veterans, began experimenting with human genetic engineering and neural downloading. During the sixth decade of the 61st century, supersoldiers began to appear on Earth battlefields. Shaped through cybernetics, surgery or genetic manipulation, these new troopers were tougher, stronger, and more aggressive than most human soldiers. The most successful of those, however, were the genetically engineered soldiers. Cloned supersoldiers were widely engineered and grown by Earth's nations during the latter half of WW III. The model employed by the NEC were called Genetically Recombined Experimental Legionnaires (GRELS) and are rumored to be derived from surviving Aryan research notes on the Prime Knights. Unlike the Prime, however, GRELS are intentionally made infertile and — some say — given a short life-span.

While particularly efficient and lethal, the supersoldiers were heavily discriminated against because of their artificial nature — and because of jealousy and envy. Most other humans refer to them using such derogatory terms as "vatface" or "vatfreak."



## THE WAR OF THE ALLIANCE - 2.14

By TN 1913 (A.D. 6118 in the Earth calendar), Terra Nova was in the final stages of a political breakdown referred to as the "Judas Syndrome." The cold war of the last century was giving way to the certainty of a devastating global war fought over resources and the supremacy of ideas. Influence brokers, spies and politicians — foreseeing the mindless bloodshed to come — were ready to sell out country and friends for profit. Every one was trying to assure their own security at any cost. The assassination of Republican Prime Minister Lamarquette in TN 1913 was only the most public of debacles at the time. The militaries of both polar states were at their peak in manpower, equipment and training, and itching for a fight.

The Terranovan contingent of the Colonial Expeditionary Force arrived without warning into the hornet's nest of violence. They expected to face a planet of scattered, primitive and poor colonists and instead stumbled onto a world armed to the teeth, ready for war and expecting it (had the CEF come in only a few years later, the outcome would have been very different indeed). But the Earth invasion army was an impressive force nonetheless, wielding countless supersoldiers, deadly hovertanks armed with particle accelerators, rapid air transports and many other advanced weapons systems. To repel them, Terranovans would have to call on every ounce of strength they had and put aside their differences — for they would cease to matter very shortly.



## The Darkest Days - 2.14.1

The Colonial Expeditionary Force's plan was simple. They would establish a base of operations in an unchallenged Badlands region, and then overrun the industrial cores of Terra Nova's poles, the Mekong Dominion and the United Mercantile Federation. In the opening seasons of the war, everything seemed to be going according to plan.

In the summer of TN 1913, the fleet landed over 400,000 troops along the equator. Their main base was in the Barrington Basin desert, allowing them to strike southward into the Mekong Dominion. The second main concentration was in the Western Desert, from where they could drive into the UMF. Sub-orbital transports also allowed the CEF to drop attack forces across the planet to target specific other cities. To cover the drive into the industrial regions, and to weaken Terra Nova in general, late 1913 and early 1914 saw a massive orbital bombardment of many city-states. This campaign crippled Terranovan military production, especially in the South.

The Badlands communities who saw CEF forces landing in their midst had little choice but to surrender, especially after the community of Mount Kiev was massacred for resisting in Summer of 1913. The CEF then drove towards its targets with devastating results. By the middle of 1914, the CEF had occupied Ngorongoro, Atsi and Yung An in the Mekong Domion, Mainz in the UMF, and laid waste to much of Ashington in the UMF. Other CEF units were driving into the Western Frontier Protectorate and some Republican border lands as well.

Faced with imminent defeat, Terranovan leaders had little choice but to put aside their differences. After a series of covert meetings organized by Nicosia Renault, a Judas Syndrome information broker, Terranovan forces were put under the unified command of Northern Field Marshal Anders von Breslau, assisted by Prefect Arland Longchamps of the Southern MILICIA. This political victory was counterbalanced by a serious setback when Paxton Arms, the globe's largest weapons manufacturer and the owners of the independent Badlands city-state of Peace River, announced their neutrality in the conflict. Unable to bear the brunt of a CEF assault, they ceased production and decided to wait out the war cycles.



## Terra Nova Fights Back - 2.14.2

The CEF drive into the Terranovan industrial heartland eventually stalled because of the weakened CEF supply lines and the simple tenacity of the defenders. Supply became a serious problem for the invaders starting in TN 1914 when Terranovan engineers and scientists were able to devise a new breed of killer satellites and orbital drones to repel the Earth fleet. By specifically targeting the valuable Gateships, these thousands of satellites forced the fleet to withdraw from Terranovan orbit, depriving CEF ground troops of orbital artillery and drop-ship supply.

One the ground, the further the CEF pushed, the greater the resistance became. Knowledge of the ground and the presence of walker vehicles like Gears made all the difference in the Mekong Domion, where guerrilla warfare became the order of the day. The heroic deeds of the Mekong Peacekeepers in these days are still remembered today. The UMF Army raised the stakes when it opted to use weapons of mass destruction to slow the CEF advance. Detonating tactical nuclear weapons on its own turf, the UMFA slowed the CEF at the cost of its own nation.

By the end of TN 1914, the CEF's blitz had become a war of attrition, one that would cost countless lives. TN 1915 was a long and bloody cycle, with many battles but few changes to the tactical situation. The most notable event happened in the Spring, when a CEF task force occupied Livingstone in the NLC, wiping out the Northern Guard's Maüler Khans regiment in the process. The task force then tried to drive toward the Northern capital of Valeria, the loss of which could have crippled Terra Nova. Disaster was averted thanks to the efforts of the Guard's Rising Cross regiment, which defeated the task force at great costs.





### 2.14.3 - The Turning Point



By the beginning of 1916 it was becoming clear to CEF command that their ground forces were slowly becoming exhausted. They needed reinforcement and resupply and the Terranovans needed to be hit where they were weak. Braving the hail of killer satellites, the fleet returned to close orbit and dropped 80,000 fresh troops (under the command of Colonel Helena Agrippa) onto the Badlands city-state of Port Baja, the equator's only space port.

Von Breslau knew immediately that this was the breaking point of the war. His forces could not withstand the opening of another front, especially if the new CEF troops managed to coordinate with those already on the ground. They could not be allowed to get out of Baja. The Second Western Armored Division (under the command of Brigadier Lang Regina), and the Republican Légion Noire (under the command of Prefect Kenichi Tanaka) were sent into Baja to get the job done. For most of the Spring, the two divisions hemmed the CEF task force and fought their way into the city. They used every ounce of firepower they could, faltering the city in the process. The battle was won, but at the cost of 100,000 Terranovan lives.

In the wake of the victory at Baja, Paxton Arms reentered the war effort. Over the Spring and Summer, it assembled and armed the Peace River Army, a rag-tag force made up of its own small military and the many partisan groups that had sprung up across the Badlands. The Peace River Army, although not large in number, would help tip the scales in favor of the Terranovan defenders.

### 2.14.4 - Victory



The city-state of Westphalia in the Western Desert had, by the end of 1916, become a sort of neutral ground between opposing forces. As the CEF was pushed out of the UMF and Mekong Dominion and the final drive into the Barrington Basin began, Westphalia became the sight of secret negotiations between the defenders and the CEF. These discussions were nothing but secret meetings until the Winter of 1917, when Von Breslau himself pushed a landship fleet into the Barrington Basin and cut off the Western Basin Base (the CEF's ground command post and the future sight of Port Arthur) off from the rest of the Expeditionary Force. When Terranovan forces rolled into the base itself, Von Breslau got what he wanted: an unconditional surrender.

The specifics were worked out over the next two seasons as CEF forces were mopped up across the globe. Many CEF units were operating under radio silence and refused to accept that they had lost, continuing the fight long after the surrender was accepted. Most made their way to the Western Base, where officers and others began to be lifted into orbit to rejoin the fleet. The War officially ended on 9 Autumn 1917 with the signing of the Treaty of Westphalia. Mere weeks later, the CEF fleet vanished back toward Caprice.

The fleet had been severely damaged, however, and not enough ships remained to carry all the troops home. Over 100,000 CEF soldiers, most but not all GREs, were abandoned on Terra Nova.



#### Arland Longchamps



Arland Louis Longchamps was born on the 23rd day of Summer in TN 1850 in Marabou, a large city in the Southern Republic. He grew up on Marabou's immense military base where his father was an instructor. In TN 1874, Arland enrolled in the MILICIA War College at Marabou. After graduating in TN 1878, Sous-Lieutenant Longchamps was assigned to the AST garrison at Bangweulu in the Eastern Sun Emirates.

When the Bangweulu Uprising occurred in TN 1880, Longchamps' Gear squadron was ordered to hunt down Lieutenant Wyatt Manning, an AST infantry commander whose company had defected to the rebel side. For two long weeks, Longchamps and Wyatt fought a running battle in the jungles around the city before Wyatt, cornered, accepted the offer to surrender in exchange for the lives of his remaining troops. It was during these engagements that Longchamps first showed his genius for tactics. Over the next thirty cycles, he rose rapidly in rank. During the late 1890's, Commandant Longchamps' success as a Légion Noire commando gained the attention of the AST high command.

In TN 1904, he was promoted to the rank of Prefect and assigned command of the Southern MILICIA's 3rd infantry legion, known as the Griffin Hunters. His no-nonsense approach to command was appreciated by his troops, who returned the favor through their absolute loyalty. His popularity was so high at one point that Republican intelligence briefly placed him on a list of potential threats, despite his flawless personal record (this remained a secret until well after his death and would have remained that way was it not for a security leak). He stayed with the regiment up to the beginning of the CEF invasion.

Longchamps is best known for his actions during the War of the Alliance. Anders von Breslau, Field Marshal of the CNCs and commander-in-chief of the Alliance, appointed Prefect Longchamps as his senior advisor. Longchamps died in the Autumn of 1916, a mere 37 days before the CEF surrender, when he used his body to shield von Breslau from an assassin's bullet.

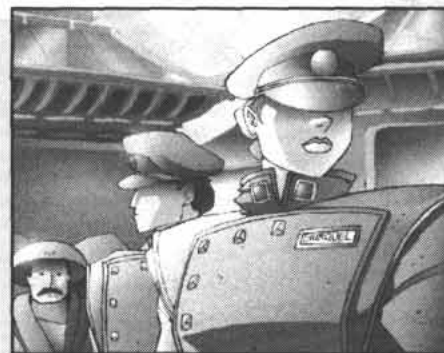


## THE POSTWAR PERIOD (TN 1917-1935) - 2.15

The hard-fought victory of the War of the Alliance was a new beginning for Terra Nova. For the first time in its history, the planet had banded together and defeated a powerful enemy. The legacy of abandonment created by the Age of Isolation was shed — Terra Nova had now *won* its freedom. The planet faced a variety of problems, however, many of which would prove very difficult to overcome.

Much of the Badlands lay in ruins, along with large parts of the Mekong Dominion and the United Mercantile Federation. Several other cities had suffered from orbital bombardment. Over 100,000 Earth troops had been abandoned on the ground, and were slowly filtering to the Western Basin Base — now a huge refugee camp. The CEF's defeat also no guarantee that Earth would give up on its aspirations — a new planetary defense needed to be mounted.

All the while, the tensions that had caused the Judas Syndrome were not yet dead. Desperation and common interest had brought enemies together, but North and South still hated each other and the war had, if anything, created more tensions between them.



## Détente and Rebuilding - 2.15.1

The cycles immediately after the Treaty of Westphalia were a golden time of optimism. Anders von Breslau, the hero of the War of the Alliance, became Norlight president in TN 1918 on a platform of inter-league cooperation. Other war heroes, among them Kenichi Tanaka and Lang Regina, also moved into politics.

This period was characterized by a strong drive to clean and rebuild a planet shattered by brutal warfare. Everywhere, repair crews could be seen clearing old ruins and erecting new buildings in their place. Soon, glorious new constructions marked the cities hardest hit during the war, rather than ruined neighborhoods. Von Breslau and others gave priority for rebuilding to the defense and communication sectors. Fortifications damaged or destroyed by the invaders were repaired in the months following the retreat of the Earth fleet. Communication relays were reactivated at about the same time and integrated with the satellite network now ringing the planet. Indeed, the CEF had installed a highly efficient network of military communications satellites (known as the Hermes 72 network) during the war. The remnant of this network were appropriated by the military and various entrepreneurs and transformed into a wide-ranging global communications network. By the early TN 1920s, many homes were being equipped with Hermes 72 uplinks, receiving entertainment and information from a variety of new channels.

The abortive invasion made clear that Terra Nova needed to pay more attention to interstellar affairs. The few Terranovan Gateships needed to be refitted and contact with the other colonies reestablished — or at least intelligence gathered. This was a difficult proposition since any Gate travel had to go through Caprice, now in CEF hands. Nevertheless, in TN 1919, all seven of the leagues of Terra Nova agreed to the Joint Terranovan Space Initiative (JTSI), an international plan that would refurbish and expand the Gateship fleet and orbital defenses. The JTSI steering committee, based in Lyonnesse in the UMF, would direct space activities in consultation with the CNCS and AST.



### Anders Von Breslau



The name of Field Marshal Anders von Breslau is still closely associated with the victory of the Terranovan forces. Not much is known of the man's early days; he did not like to talk about his private life, a personal quirk that was respected by most reporters following the war. It is known is that he is a Norlight native and that he enlisted at an early age. Von Breslau rose through the ranks through sheer willpower and hard work, and proved himself an excellent soldier and tactician. He was appointed Grand Marshal of the CNCS a mere two cycles before the Earth invasion.

When the Earth shuttles landed in the Badlands, he was quick to determine that extraordinary actions were warranted. He soon forged an alliance with his counterparts in the South. Aware that he would need help, he appointed Prefect Arland Longchamps as his senior advisor. The two men became fast friends and devised some of the more successful assaults and battle plans of the entire war. A mere 37 days before the end of the conflict, an assassination attempt by a Morgana-class GREL went bad and Longchamps was killed, taking the bullet intended for the Field Marshal. Still grieving, von Breslau personally led the assault on Earth's Barrington Basin space port and accepted the final surrender of all Earth Forces by the end of Winter TN 1917.

The Marshal had gathered an enormous popular following for war record, and the Norlight government asked him to become the new president. After much hesitation, he accepted and stepped down from the post of Grand Marshal to become the leader of the Norlight Confederacy. After a single mandate, he lost the elections to his rival Kathië Adjanni, but eventually became friends with her. He continued to visit the Norlight political arena until his disappearance in the Badlands in TN 1931.





## 2.15.2 - Renewed Tension



Unfortunately, it did not take long for the optimism of the immediate postwar cycles to give way to old hatreds and new agendas. While many of the war veterans, who had fought side by side with their old "enemies," still felt the camaraderie of the Alliance, the politicians leading the globe began bickering for power and position. In TN 1921, after a blinding series of back-room intrigues, young politician Louis Philippe deRouen became Prime Minister of the Southern Republic, forging a powerful cult of personality around himself and using a renewed imperialist agenda to gather the army and populace around him. Conflict with the North and others became inevitable.

The 1920s saw the slow breakdown of postwar stability. Von Breslau's Norlight government floundered because its agenda of international cooperation was stalled by UMF reluctance. The Eastern Sun Emirates started sliding into chaos when, in 1920, a popular uprising in the city of Basal was brutally crushed by the Southern Republic Intelligence Directorate. That same cycle, Oliver Masao, the ESE's mad Patriarch, declared that his last surviving child would survive him. Soon enough, his many wives and concubines were slaughtering each other's children in the so-called "Mothers' Massacre."

In the Badlands, some independent cities tried to profit from the lull in warfare. Paxton Arms transformed the Peace River Army into the Peace River Defense Force and declared it was extending a protectorate over much of the Badlands to defend its independence. The Earth refugees formed the communities of Port Arthur and Jan Mayen. Port Arthur came to join with communities in the Westridge Range into the New Coalition (NuCoal). But the space for freedom was shrinking. In TN 1929, the CNCS declared a protectorate over Massada, the holiest city in Revisionist faith and moved troops into the region for the first time. In TN 1931, the NuCoal city of Lance Point was swept by a worker's revolt that was rapidly crushed by the Southern MILICIA (there to guarantee Southern oil reserves). The Lance Point uprising saw the birth to the Badlands Revolutionary Front, a radical pro-labor, pro-Badlands movement that eventually took root in Peace River.

In the North, religious fervor grew in leaps and bounds. Second Follower Thor Hutchison, leader of the Revisionist Church in the North, rose in influence. Using a secretive network known as the Prophet's Shield, he gained power over much of the Norlight political scene and made religion a key issue in the Northern consciousness. For him, the South was an oppressive and evil regime that needed to be defeated.

Détente gave way to cold war and cold war to low level conflict. Northern Guard and MILICIA forces clashed over positions in the Badlands and with every death, the promises of peace were forgotten. A MILICIA drive toward Massada enraged the North even more in TN 1935. The Joint Terranovan Space Initiative was a victim of these increases in tension — both North and South took unilateral action and the steering committee became paralyzed by infighting. Finally in 1935, the CNCS withdrew its support completely and disbanded the JTSI.

The situation in the ESE finally exploded in TN 1931 when Basal rose in revolt once more, this time led by its Emir Nigel Shirow. Two other city-states — Bangweuleu and Okavango — would follow suit in the next few cycles, so that by TN 1935 a full-fledged civil war was under way.

## 2.15.3 - Death in Sorrento



In the Summer of TN 1935, chaos seemed to be sweeping Terra Nova toward war. The Eastern Sun Emirates were in revolt; the Southern Republic was becoming concerned over the loyalty of the Humanist Alliance; Lance Point was plunged into violence once more. Spies and traitors were appearing at every corner in a dark reenactment of the Judas Syndrome. Despite the events of the recent past, authorities did not seem willing to work together again and actively conspired against one another. On 1 Autumn, the fate of the planet was sealed with a few shots.

Second Follower Hutchison was in Sorrento, the center of the Northern branch of Revisionism, to address the globe on the Day of Peace, his faith's most sacred holiday. Before the cameras, his image carried across the Hermes 72 network, he was brutally gunned down by Neel Garner Fulan, a Norlight soldier present there to receive an award. Garner Fulan was killed in turn by the warrior monks guarding Hutchison, but they acted too late: the Second Follower was dead.

The shock of this assassination is still fresh in the minds of Terranovans, but already the aftershocks are being felt. Stories of Garner Fulan's connections with Southern sympathizers are starting to surface, and many feel the death of so august a Northern figure must have been orchestrated by the dreaded Southern Republic Intelligence Directorate. No one stands to gain as much from the elimination of a key Northern figure, or so the word on the street goes. The faithful need someone to blame, and the South is a tempting target.

The Revisionist Church has been quickly taken over by fundamentalists, and they are busy purging the ranks of elements they consider too weak for the coming holy crusades. They are being opposed by traditionalist factions, but only time will tell if this will break the Church apart or radically transform it.



## ON THE BRINK [TN 1935] - 2.16

In the Autumn of 1935, Terra Nova stands a hair's breathe away from warfare. The death of Second Follower Hutchison, although it has yet to be directly linked to the South, is largely thought to be some form of Republican plot to weaken the North. The assassination seems to have given the Revisionist fundamentalists the leverage they needed to gain the upper hand in the battle for control they have been waging with the secular authorities. Even in the militaristic Western Frontier Protectorate and capitalist United Mercantile Federation, the winds of religious fervor are blowing anew. Cooler heads try to impose some sense upon the restless masses, but their voices are lost in the noise and the clamors.

In the South, the situation is just as gloomy, though for different reasons. The alliance is falling into an increasing spiral of chaos. In the Southern Republic, intrigue has reached an all time high. While presenting a unified front, the factions of the Curia strive to betray one another to gain more power, seemingly oblivious to the world around them. The Eastern Sun Emirates seems to be disintegrating, with part of its leadership cast in open revolt against the Patriarch, while the Humanist Alliance plots to find a way out of its bondage in the AST. The merchant princes of the Mekong Dominion are meanwhile waging their own economic campaigns, bidding their time until the perfect opportunity presents itself.

All the while, the Badlands are caught in the middle. Polar troops march across the sands, taking up positions for war and driving local tensions to the boiling point. Forces from either side establish supply dumps, firebases and landing zones for suborbital transport, disregarding homesteaders and occasionally running into one another (often with explosive results). As always, the Badlands are set up to be a battlefield for the polar forces, but this time they have the means to strike back against the invaders.

Danger comes from outside Terra Nova as well: a GREL revolutionary named Soldier Proust has established his own New Human Republic in the Western Desert, threatening to impose his brutal supremacist policies to the planet. The independent city-state of Peace River, the only force that has both the means and the will to impose order in the region, has been swept by worker riots and dangerous intrigues of its own. Its leadership, caught in its own problems, may not be able or willing to provide the show of force required to keep the region safe.

There are those who want to avoid a war, but they are a minority with little say. Too many people and factions have been placed in positions of power after the War of the Alliance, and now the storm of war seem unavoidable. The only question is, where and when will it break out?



### ■ Second Follower Thor Hutchison

Reverend Thor Hutchison was, during his life, the most dynamic figure in the Revisionist Church. He first rose to prominence in the TN 1870s as a young priest as he led a movement for social reform in the Norlight industrial town of Petropolis. Prone to fiery speeches and speaking his mind, Hutchison exposed the horrid conditions suffered by local oil workers and ushered in new standards. The Northern Revisionist Church had, for the last century, been lost in esoteric theology, but Hutchison made faith relevant to the common person. Gathering others who thought the same, he founded the Prophet's Shield in 1880. The Shield would serve to spearhead a fundamentalist renewal of the church and the North as a whole. In Hutchison's vision, Revisionism would help restore the moral center of the hemisphere.

With the help of the Shield, Hutchison rose to become the Senior Reverend of the Irrian Region and was eventually elevated to the post of Second Follower, leader of Northern Revisionism. It was as Second Follower that he, according to many, helped win the War of the Alliance. Broadcast from Sorrento in the NLC, Hutchison's weekly radio messages brought hope to occupied territories and courage to those still under fire. His effect was so great on morale that an orbital bombing strike was aimed at Sorrento in 1914 expressly to shut him down — although it cost Hutchison his right eye, it did not stop him.

In the postwar years, Hutchison's fundamentalist agenda reached impressive heights. The Church slowly moved into the political arena, lead by a growing and ever more secretive Prophet's Shield. With Hutchison's death, his agenda of a religious (or at least religiously guided) state is in the hands of the Shield's leadership. His succession is as yet undecided, but his status as a virtual saint of the church is assured.





## FUNERAL PYRE



"Today is a day of sadness."

A somber silence reigned over the crowd of thousands. The Church of the Third Miracle, was crowded as it had never been before. Thousands more were in the streets of Sorrento, watching the proceedings on trideo and video screens or just listening over loud speakers. This whole, massive assembly was silent.

It was 8 Autumn 1935 and the faithful had gathered to bury Second Follower Thor Hutchison. Abbot Joh Ison stood before the crowd, his back to the draped coffin that stood alone on the large dais of the church. He had no notes; he had not rehearsed.

"Sadness, yes, because we are assembled here to lay to rest a man whose faith and fire brought us so much. But we are also here to remember, even to celebrate, that fire."

Ison hesitated a second and looked at the assembled crowd more closely. In the front row, he saw Reverend Mother Maya Fajil, the leading contender to succeed Hutchison. Ison was not t all sure she had the drive and ability to lead her church through the trying times to come.

"Indeed, in the cycles to come we will all have to work to keep that fire burning, lest the tragedy of Reverend Hutchison's death become an affliction that will paralyze us all."

In the second row, Ison saw the political elite of the North. CNCS Chief Justice Winston Stark sat side-by-side with Norlight President Kathē Adjanni. These were the secular leaders Ison worried the most about. They led the nations of the faithful, but he wondered whether the love of Mamoud really burned in their hearts.

"It was Reverend Hutchison who brought us out of the darkness of indecision and carried us through the night of the War with Earth. We all looked to him for his wisdom, his teachings and his guidance. Now, his enemies have conspired to silence his strong voice and we must deal with the terrible silence."

There were those in the audience, Ison was glad to notice, whose faith was strong. His own compatriots Johannus Stoller and Kaitian Seta were close by. They wielded significant power in their spheres of influence and their dedication tot he cause was beyond question. Further back, Ison saw Ali Rayas and Raja Mondanian, two ministers loyal to the church. Ison hoped that their party would make a good showing at the next elections. But even these people, without Hutchison, were small flames in a sea of faithless darkness.

"We have two choices: We can give up on Reverend Hutchison's dream because he is no longer here to guide us, or we can be courageous and take our own destiny into out hands and lead the lives he would have wanted us to. I, for one, hope we choose the latter."

"Do not have any illusions about this decision, however; it will not be easy. We must now deal with an uncertain future without his strong moral leadership. Our fire and passion must come to pick up where his has left off. Only through us, can his drive continue to burn form beyond the grave."

Abbot Ison walked up the steps onto the dais itself. Turning to face the crowd again, he took a match from his pocket and struck it. He held the small flame above a large inset brazier.

"To remind us all of the passion we will have to carry within ourselves, I dedicate this eternal flame to Reverend Hutchison." Ison dropped the match and the brazier lit immediately, a single tall orange flame burning bright.

"The Second Follower is with Mamoud. Let us keep him in our hearts as well."

"Thank you."





## THE CONFEDERATED NORTHERN CITY STATES (CNCS) - 3.1

The leagues of Terra Nova's northern hemisphere cooperate within the Confederated Northern City-States (CNCS), a loose alliance formed in TN 1692. The CNCS came together because of the blatant expansionist policies of the Southern Republic and its puppet states within the Allied Southern Territories (AST); this threat forced the Northern Lights Confederacy (NLC), United Mercantile Federation (UMF) and Western Frontier Protectorate (WFP) to put their differences aside for the sake of a common defense.

The political structure of the CNCS reflects its history as a reluctant alliance and contains many checks and balances to prevent any one league from dominating the others and to safeguard each member's autonomy. Each recognized city-state sends one delegate to the Inner Council in Valeria and each league sends four additional representatives. The Badlands cities that have joined the CNCS as protectorates (Timmins, Wounded Knee and Red Sands) have also been granted a representative each. All legislation is passed by majority vote. Presently, the Northern Lights Confederacy controls 18 of the council's 43 votes, making it the most influential member-league. The NLC's influence is counterbalanced by the United Mercantile Federation's 15 votes. The remaining votes are divided between the Western Frontier Protectorate and three affiliated independent city-states. The seven votes allotted to the WFP and the three votes held by the independents are often courted by the NLC and the UMF to achieve the critical 22 votes required to achieve a majority in the council. This lends the Western Frontier Protectorate a political clout that it cannot achieve with size alone.

There are no provisions as to how these representatives are named, although they serve seven cycle terms and can serve as many terms as they wish. Most are appointed by league governments or elected by citizens of city-states. Because they generally act as mouthpieces for the league governments, these councilors do not attract a great deal of personal attention. Most Northerners only recognize the Chief Justice of the CNCS Supreme Court (who also chairs the Inner Council) and the Grand Marshal of the Northern Guard as "prominent" CNCS officials. During wartime, the Grand Marshal is granted a special dispensation to exercise dictatorial power. For this reason, the councilors are extremely careful to appoint a politically neutral individual to the post.

Over its 250 cycles of existence, the CNCS has developed an identity of its own. Especially after St. Vincent's War, when the North needed to be rebuilt as a whole, institutions like the Northern Guard and the Supreme Court took on a greater importance. Currently, the CNCS is responsible for most overall trade issues, matters of hemispheric defense, and provides the final court of appeals for all three member leagues. The Northern Guard has become more and more independent of the league armies since the War of the Alliance.

With the planet teetering on the edge of war, the CNCS is taking on even further importance. In case of a war, the Grand Marshal of the confederation gains dictatorial powers over the hemisphere in order to ensure a streamlined wartime leadership; this would theoretically mean a suspension of national elections. Ambitious politicians now realize the CNCS capital of Valeria is the place to be and are actively courting the attention of Grand Marshal Victoria Edden-Smythe.



### Sources of Conflict - 3.1.1

Despite its history of cooperation, the CNCS is not one big happy family. Up until the time of the War of the Alliance, unofficial border skirmishes still broke out between member leagues and more serious conflicts have occurred over "strategic positions" in the Badlands. The UMF and NLC both see themselves as leaders of the hemisphere, while the WFP continues to resent both its neighbors' airs of grandeur.

Religious issues have become sources of conflict since the end of the last war. Revisionism has always been a powerful force in Norlight life, but less so in the UMF and WFP. Ever since the war, however, the Church has been leading a fundamentalist resurgence. Religious outlook has become a critical issue in the NLC and similar sentiments are taking root in the other leagues. The governments of both the UMF and WFP see this as a thinly-veiled assertion of Norlight power and have complained bitterly. The upsurge of religious sentiment in all three leagues in the wake of Second Follower Hutchison's death, however, has caught everyone by surprise.

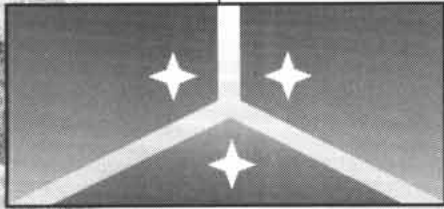
Nevertheless, diplomatic leadership seems to have shifted from Norlight to Mercantile hands. UMF Treasurer Yves Banderas has recently brokered secret meetings between CNCS officials and powerful taipans from the Mekong Dominion. These discussions seem to indicate a break between the Dominion and the Southern Republic, a critical weakness in the Southern alliance that might well be exploited. Norlight diplomacy has not been dormant either and the NLC recently ensured the delivery of Paxton weapons to Eastern rebel Emir Nigel Shirow, despite UMF resistance to the plan. It remains to be seen who will emerge as the dominant league in the cycles to come.

# THE NORTH

3

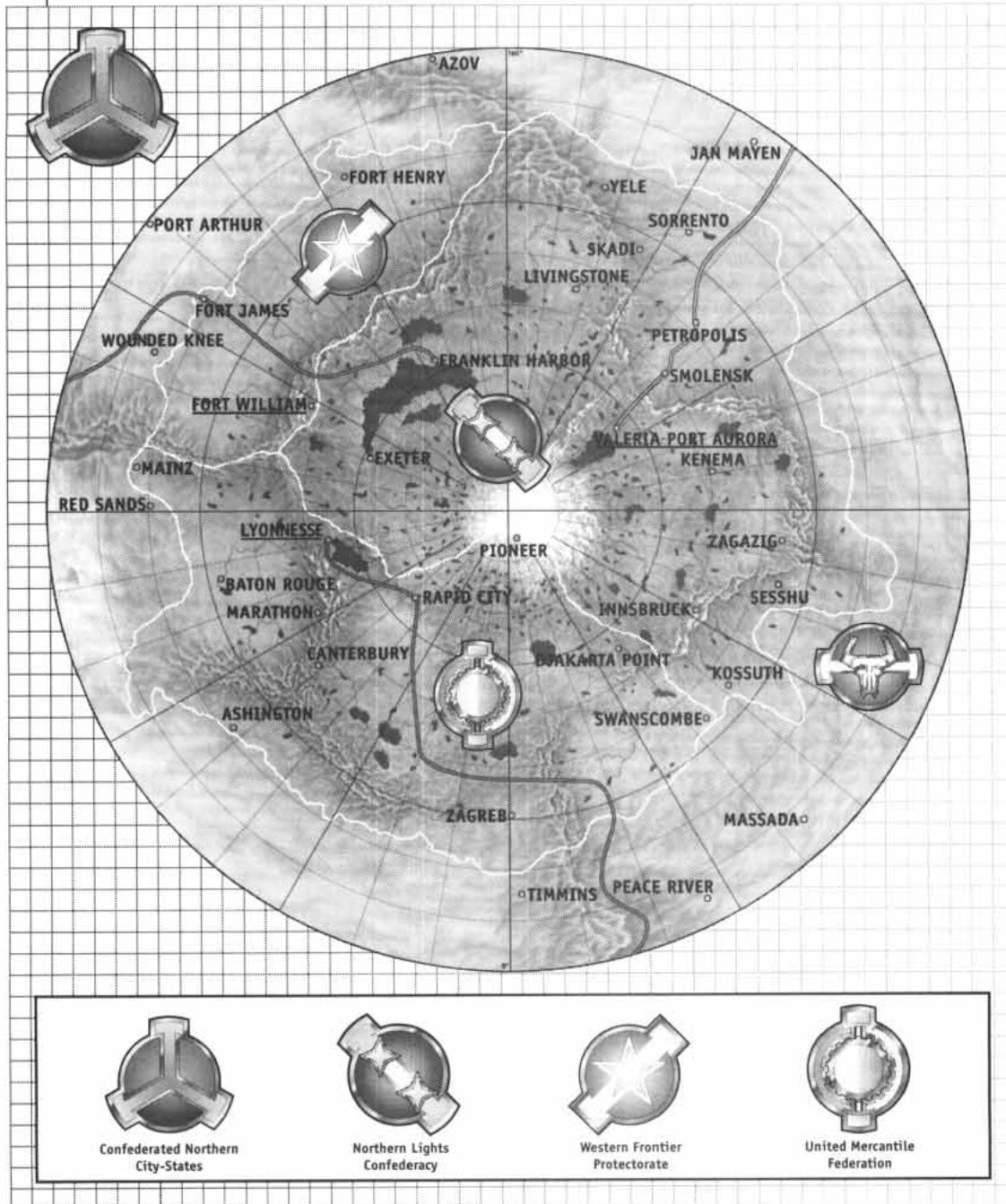


## CNCS Vital Statistics ☐



Founding Date:	TN 1692
Method of Government:	Alliance of independent leagues
Head of State:	Chief Justice Winston Stark
Members:	Northern Lights Confederacy, United Mercantile Federation, Western Frontier Protectorate, various Badlands protectorates (Massada, Red Sands, Timmins, Wounded Knee).
Capital:	Valeria
Population:	78 million

## CNCS Overall Map ☐



Confederated Northern City-States



Northern Lights Confederacy



Western Frontier Protectorate



United Mercantile Federation





## Prominent Northerners - 3.1.2

There are dozens of people — perhaps even hundreds — who wield significant power over the 78 million Terranovans living in the CNCS. National leaders, media figures, religious teachers, corporate executives — all have considerable power. Those who have translated this base into hemisphere-wide influence are a more select group, however. The following four people are among the most influential (each in his or her own way), although others do also hold power.

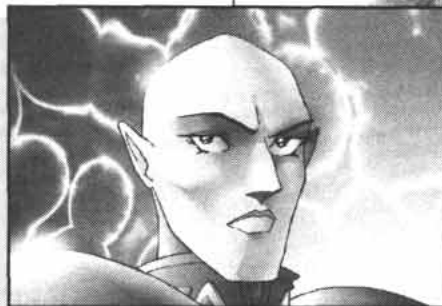
### Chief Justice Winston Stark

The nominal head of the CNCS, Winston Stark has a reputation for being the embodiment of Northern values: stern, sober and just. He hides, however, a long-term agenda of eliminating the political influence of the Revisionist Church. Sitting on the Supreme Court since TN 1913 (and chairing it since 1926), Stark believes the “moral guidance” of the Church to be a disguised form of theocracy and is convinced that only he can put an end to it. He has spent his career hiding behind a facade of impartiality while he gathers allies and participates in intrigues. His secular idealism has long since faded and made way for “cold rationalism” and the certainty that he is the lesser of all evils to guide the North. In the wake of Second Follower Hutchison’s death, Stark hopes to undercut the political power of the church. His greatest fear, however, is that Hutchison’s ally Grand Marshal Edden-Smythe will rise to power before he can do so.



### Grand Marshal Victoria Edden-Smythe

Victoria Edden-Smythe (born in TN 1877) is the youngest woman ever to be named Commander-in-Chief of the CNCS military. Raised in the matriarchal city-state of Swanscombe, she joined the Northern Guard in TN 1903 and found she excelled as a leader. She was a newly promoted colonel when the CEF invaded in TN 1913. By late TN 1917, the war was over and General Victoria Edden-Smythe was one of its most decorated heroes. Soon thereafter, she replaced Anders von Breslau, who would later become a close friend, when he stepped down to assume the presidency of the NLC. In TN 1923, she wed WFP Proconsul Lang Regina. Thanks to genetic engineering, they have four children. Edden-Smythe is a fiery leader who commands respect from allies and enemies alike. She is also a profoundly religious woman and became a close ally of Second Follower Hutchison in the postwar cycles. With his death, she finds herself under pressure from members of the Church to carry on his agenda. She is currently more concerned, however, with preparing her troops for the war she sees as inevitable.



### Reverend Mother Maya Fajil

Maya Fajil was one of Thor Hutchison’s greatest allies and most important followers before his death. She leads the Prophet’s Shield, the unofficial group of priests, monks and lay people dedicated to Hutchison’s fundamentalist agenda. Mere days before his death, Fajil and the Second Follower had a falling out both over Fajil’s inquisitorial methods for dealing with enemies of the faith and over theological issues. Fajil is a follower of the Divine Prophet, a Revisionist sect that believes Mamoud to have been a divine being rather than a messenger from above. Hutchison considered this heresy and was on the verge of casting Fajil out of his inner circle when he was killed. Fajil was shocked by the murder but is busy trying to take advantage of it by reasserting her authority. She hopes to make her views more widely accepted, but secretly worries whether the Church can survive without Hutchison.



### Proconsul Lang Regina

Grand Marshal Edden-Smythe’s wife Lang Regina is one of the greatest Northern war heroes. The proconsul of the Western city-state of Fort Henry, she led Northern forces at the decisive and devastating Battle of Baja in TN 1916. She now leads the Maderan clan faction in the WFP. Her marriage is in failing health both because of the strain military and political leadership has placed on the couple (Victoria stays in Valeria, Regina in Fort Henry) and because of a growing religious and political gap between the women. Regina is not at all convinced the Church should play a dominant political role, nor does she feel a war with the South is necessary or desirable. She is working covertly with her wartime ally Kenichi Tanaka (see p. 73) in the hopes of averting war — she tries not to think of the cost to her family. Personal concerns aside, her discussions with Tanaka could well constitute treason in the eyes of some and she keeps them extremely secret, confiding in absolutely no one.





### 3.2 - THE NORTHERN LIGHTS CONFEDERACY (NLC)



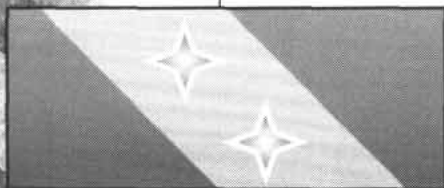
The Northern Lights Confederacy is the oldest and largest of the three leagues that form the Confederated Northern City-States. The NLC was born with the rise of the Sorrento branch of Revisionism during the Reconstruction period (see 2.12.1 *Reconstruction*, p. 27). The new faith brought together the city-states along the northern portion of the beta maglev line and from there the league grew to eventually encompass 14 city-states in all, the most of any one league on Terra Nova. This process was not always peaceful, however. Especially during its early history, the Norlight nation exhibited more than a little religious fanaticism. During the so-called Great Crusade (TN 1530-1537), the new league sent its army out to protect Revisionists in surrounding city-states and, if necessary, annex these cities by force. The Crusade ended when — in the wake of the execution of 55 local Revisionists — Norlight troops sacked the city-state of Yaramir. The city was utterly destroyed and 3500 lives were lost. After this sobering excess, the Crusade ended and Norlight strategy became less overtly expansionist. Other cities joined the NLC thirty cycles later of their own will, to escape UMF expansionism. Ultimately, it would be Norlight initiatives that formed the CNCS.

The fanatical strain remains strong in the Norlight heart, however. During St. Vincent's War, Norlight troops were among the most destructive, and calls for various "holy wars" are never far from the lips of the extremist fringe. The Norlight mainstream has nevertheless built up a tradition of democracy and peaceful outlook, although religious tolerance is somewhat fleeting. Almost all Norlights are at least nominal Revisionist and those who practice other faiths do so quietly. There are significant numbers of Jerusalemites in the Aurora valley and Lake Clearwater regions, but most live in discreet communes. The pressure to be "good Revisionist" has only increased with the fundamentalist agenda of the postwar church and, in the wake of Thor Hutchison's assassination, many Norlights see other faiths as highly suspect.

Politically, the NLC is a multi-party representative democracy governed by a congress of deputies. The league is divided into 77 electoral districts. Each district elects a deputy to represent them in the congress. The 77 deputies then vote among themselves to choose the seven members of the Chamber of Valeria, the league's executive council. While one does not have to be a deputy to be named to the Chamber, over 95% of all Chamber members ever selected were deputies first. The seven members of the Chamber vote to choose the president of the NLC. Once again, the president need not be a member of the Chamber, but historically this is almost invariably the case.

One notable exception occurred immediately after the attempted Earth invasion, when CNCS Field Marshal Anders von Breslau, a decorated war hero and Norlight citizen, was unanimously elected president. Von Breslau served a standard six-cycle term, as do all elected officials in the NLC, but later lost to newcomer Kathë Adjanni.

#### NLC Vital Statistics



Founding Date:	TN 1525
Method of Government:	Representative Democracy
Head of Government:	President Kathë Adjanni
Capital:	Valeria
Population:	34.1 million
Anthem:	Aurora by Esteban



#### President Kathë Adjanni



Kathë Adjanni was born in TN 1866 to working class parents living in the industrial city-state of Livingstone. Although her childhood was generally happy, two tragedies marked her during this period; when she was 11 cycles of age, her father was horribly mutilated in an industrial accident; and when she was 25 cycles old, her sister died from an unusually malign form of neural cancer known to be linked to industrial pollutants. Kathë became a passionate advocate for workers rights and joined the People's Party, a pro-labor conservative political bloc. At 39 (cycles), she ran for election as the congressional deputy for Livingstone East and surprised many, including herself, by winning it.

Adjanni rose quickly within the party and by TN 1906, she became the chairman of the People's Party. Two seasons later she was elected to the Chamber of Valeria. By TN 1924, the post-war euphoria had abated and former Grand Marshal Anders von Breslau's government was in trouble. Adjanni's ran a successful campaign that cycle and rose to the presidency, where she has remained after reelection in TN 1930. Adjanni has built a successful government based on a coalition with the religiously-minded Twin Pillars party, but that basis is increasingly insecure. The Twin Pillars are preparing to stand alone in the TN 1936 elections and radical nationalist parties are also gaining strength. The President is also very concerned with the march toward war, that she fears has been orchestrated by others.

An election is scheduled for TN 1936, and Adjanni and her People's Party are busy trying to secure allies and begin a campaign. The prospect of a war could play havoc with these plans, however, because the election would be suspended. Adjanni does not relish that prospect at all.



## The Norlight Confederacy Today - 3.2.1

The NLC is going through trying times. The omens of war are becoming undeniable and the prospect of sending off thousands of soldiers to die weighs heavily on the minds of politicians and citizens alike. The postwar upswing in religious feeling has reached an all-time high and turned into blazing fury with the death of its architect, Second Follower Thor Hutchison. Rage and sadness have swept through the nation, looking for an outlet. Many conflicts remain unresolved.

### Thor Hutchison's Legacy ◆

Second Follower Hutchison had an incredible knack for leadership. He was able to rouse and control fundamentalist fervor, guiding it to expand the Church's role in an honest attempt to create the moral society he felt Terra Nova deserved. With his death — at the hands of a Revisionist hero no less — the church and its allies have been thrown into chaos. The shadowy Prophet's Shield is in an especially precarious situation. The Shield included a great many powerful people, many of whom were kept in line solely by the strength of Hutchison's charisma. Now many are seeking to assert their leadership, convinced that only they know what is right. The council of Senior Reverends is busy trying to decide on who will succeed Hutchison as Second Follower, while trying to lead the inquest into his assassination.

Hutchison was killed on global live trideo by Colonel Neel Garner Fulan, a decorated war hero who had been leading Norlight troops in Massada. A seemingly devout man, his crime is a great mystery. He was killed by one of Hutchison's bodyguards so the truth may never be known, but rumors of Southern agents having brainwashed him are already circulating. The inquiry has become something of a political morass, involving the Church leadership, the Dorothean Order (responsible for Church security), the Norlight National Police, the Norlight Armed Forces, the Northern Guard Intelligence Service and many other smaller groups. Massada, where Garner Fulan was stationed, is currently being turned upside down.

### Crime and Punishment ◆

The NLC wears a very civilized facade, but has a large criminal underbelly. Norlight morality laws, which make many drugs, prostitution, pornography and other sensitive materials illegal, have created a very healthy black market. Ever since the War of the Alliance, this market has been contested by the Forzi and Kolson smuggling cartels, both headquartered in Wounded Knee (see p. 68). This struggle has become increasingly violent, both in the larger city-states and along the Badlands border where smuggling is endemic. Valeria and Kenema have both seen bloody turf wars with local citizens and police forces caught in the middle.

The Norlight National Police (NorPol) has been leading the battle against both cartels with limited success. Raids on supply depots and the capture of smugglers get headlines, but don't seem to stop the overall expansion in cartel power. NorPol Commissioner Gabrielle Khaleed has had more success with an ambitious program of undercover operations. Deep cover specialists have successfully infiltrated cartel operations and Khaleed believes she is getting close to shutting down Kolson operations.

### Intrigues and Espionage ◆

The South has a reputation as being the center of intrigue on Terra Nova, but even the NLC has more than its fair share of spies and counter-spies. As the planet lurches toward a devastating war, the Judas Syndrome is almost being reborn and spies seem to be everywhere. In the NLC, the undisputed spy master is Brigman Kaine, director of the Norlight intelligence and Security Agency (NISA). Kaine is a long-time secret warrior and is busy readying his nation for war by ferreting out external and internal enemies. He opposes the Prophet's Shield's agenda of political control and has become an ally of Chief Justice Stark, although he does not trust him completely either. External enemies such as the Southern Republic's Intelligence Directorate (SRID, see p. 75) and the Mekong Dominion's Ghost Squads (covert saboteurs) are now his primary concern. He fears that his nation will be all too vulnerable to covert attack and disinformation when wartime comes at last.

### Matters of Faith ◆

The Norlight Confederacy has a generally well-deserved reputation for being a bastion of Revisionism. The vast majority of Norlights are at least nominal members of the Sorrento branch of the Revisionist Church and the church has played a key role throughout Norlight history. It was Revisionism that first brought the league together, and in many ways it is the cement that continues to bind the diverse city-states into a single nation. The last thirty cycles or so have also seen a rise in religious sentiments, especially the feeling that the Church should be directly involved in matters of state. Thor Hutchison's assassination has only increased this.

The Lake Clearwater region — especially the cities of Exeter and Franklin Harbor — features many cooperative Jerusalemite communes. These semi-closed communities support themselves and trade with the outside world. They have, however, come under increasing attack as "foreign elements," even though Jerusalemism has existed in what is now the NLC since colonial times — longer than Revisionism. There are also some devotees of the Blue Crescent Order, a philosophy preaching harmony and peace. The biggest Crescent commune in the NLC is in Kossuth, but there are a growing number of semi-serious adherents among the youth of most city-states. For more information on Norlight and other religions, see 7.1.2 *Religion*, p. 134.



## 3.2.2 - Valeria-Port Aurora (NLC & CNCS Capital)

The ancient twin cities of Valeria and Port Aurora form the largest city on Terra Nova. Surrounded by a dense saguaro forest, they are the meeting place of three rivers: the Madras, the Sitka and the Thorn, which continues on toward Lake Aurora. Residential and commercial Valeria spreads to the west of the Thorn, while industrial Port Aurora lies to the east. The two cities are linked by a variety of transport links, but the most well-known is the huge Twin Cities Bridge. In the days of Reconstruction, the twin cities fought several brutal wars and it was a peace treaty between the two that led to the creation of the NLC. After suffering heavy damage during St. Vincent's War, the city was rebuilt into a truly grandiose capital. From this time forward the twin cities were generally referred to simply as Valeria, much to the chagrin of Aurorans. St. Vincent's Square, the nerve center of the CNCS, is situated on a bluff overlooking the Thorn and Madras. It features several significant buildings: the Chambers of the Inner Council (CNCS legislature), the House of Congress (NLC legislature), the Supreme Court of the CNCS and the Presidential Palace of the NLC.

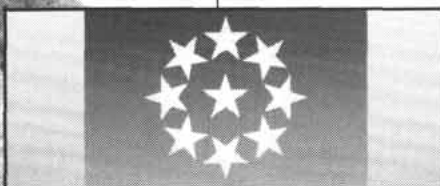
Radiating outwards from St. Vincent's Square are Valeria's eight grand boulevards. Forming concentric rings around St. Vincent's Square are six parkways. These 14 main arteries divide the city into numerous districts: central districts consist primarily of government buildings and residences for civil servants; middle districts are commercial and industrial zones; and outer districts are divided between residential and agricultural regions.

On the outskirts of the city lies the spacecraft landing facility itself. The gantries, launch pads and other equipment are visible from certain neighborhoods. The Port Aurora Spaceport has recently been brought back on-line as a launch facility for the Northern Guard Space Service. The city-state's airport is also nearby as is the CNCS military headquarters.

Although it is quite pleasant to live in and easily accessible, Valeria is far from defenseless. As the nerve center of the Norlight Confederacy, Valeria is well protected against attack. Defensive works are placed between districts, but most are fairly inconspicuous. The most visible fortification is the great wall which surrounds the city. Although armored doors can be used to block the many gates in the wall, they are open most of the time. Most of the city-state's agricultural lands are located just outside the wall, beyond the shanty-towns that have cropped up there over the years.

An extensive network of air and space-defense weapon systems are concealed in the wall and in underground bunkers in the city's vicinity, making it almost invulnerable to a direct air attack (during the war with Earth, the defense system prevented the destruction of the city more than once). In addition, Valeria is home to several military bases that house both Norlight and Northern Guard troops.

### Valeria-Port Aurora Vital Statistics ☐



Founding Date:	TN 700 (Valeria), TN 495 (Port Aurora)
Joined NLC:	TN 1525
Method of Government:	Representative Democracy
Head of Government:	Mayor Fredrik Paust
Population:	3.3 million
Principal Industries:	Service industry, diversified manufacturing, transport, government

### The 28th Gear Regiment - Rising Cross ☒



Formed in TN 1828 as a reserve force for the 9th Armored Division of the Northern Guard, disbanded for the first time in TN 1866 and once more in TN 1882, the 28th Gear Regiment Rising Cross was finally reactivated and given permanent duty in TN 1913 as the Earth invasion forces dropped in on Terra Nova. It was then assigned the task of defending the southern branch of Interstate 76 leading to Livingstone. Under the unorthodox leadership of veteran Colonel Petersean Briggs, it routed the larger Earth force regiments (estimated at approximately 1300 men and 200 tanks) sent to defeat them. Through what Briggs claimed was sheer luck, the Rising Cross stalled the attackers long enough for reinforcements to arrive from Smolensk and Skadi. Although the unit suffered heavy losses, the determination and tenacity of its soldiers earned it a solid reputation and the ranks were quickly filled up to their maximum again.

When the War of the Alliance ended in TN 1916, Briggs was decorated one last time and retired after sixty-three cycles of spotless service in the Guard. He was replaced by Colonel Andrew Barrington, former commander of the Crimson Blades, who is still leading the regiment to this day. The regiment is composed of three Heavy Gear companies (A, C and D Crimson Blades) and one support company (120 technicians and other specialists). Most of the Gears are Hunters, with assorted heavy fire-support, recon and command models. The members of the regiment all bear a blue badge with a red cross over a rising sun, usually worn on the left shoulder. The same badge is repeated on the left shoulder of their Gears. Also, in the Crimson Blades (D) company, all the Heavy Gears are equipped with blazing red-bladed vibroknives.





## Innsbruck - 3.2.3

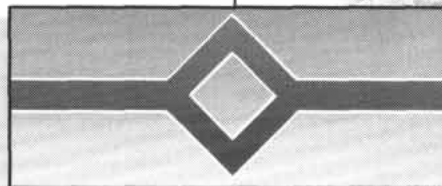
Nestled in the upper reaches of the Tershaw mountains, Innsbruck is the premier mining city of the NLC. The peaks around Innsbruck are laden with many sizable mineral lodes, including gold and silver. Innsbruck also supports a strong industrial base specializing in mining equipment and mineral refining. Innsbruck is best known, however, for another of its products: beer. During the early colonial period, Innsbruck was colonized by numerous central European expatriates. A few of these colonists were amateur brewers. Once on Terra Nova, they began experimenting with local ingredients. Centuries later, the descendants of these intrepid amateurs are now recognized as the premier brewmeisters of Terra Nova. Only the fruity beers of Aquitaine can compare with the dark ales and golden lagers of Innsbruck. Three of the most popular local brands are Cascade Beer (jingle: "Tally Ho! <gulp> Cascade!"), Innsbruck Ale, and Fenris Lager.

The city is also host to the annual Innsbruck Death Track 1000, sponsored by Arctic Bierhäus. The lethal event — which pits the newest Gears on the market against older, more tested models — offers a first prize of 500,000 marks, a second prize of 250,000 and a third prize of 150,000. Halfway between gladiatorial games and car racing, the event takes place in the middle of Autumn, and attracts anywhere between 50,000 and 200,000 tourists. It should be noted that many Gear-design companies take advantage of this event to try out their newest models, sometimes without enough testing. There are enough crazy pilots without Gears out there who would gladly volunteer to have a shot at victory, should someone give them a chance.

Although several racing teams can be found in the city, few are as well known (or as popular) as the Sand Blazers. They established themselves in Innsbruck in TN 1924. The team was already two cycles old, composed of war veterans who could not let go of the thrills of Gear piloting. Their early days were unremarkable, but they did well overall, earning a minor but solid reputation. This all changed with the arrival of the very elegant Lady Jolane Flare, a former song producer, whose marketing skills have made the Blazers known throughout the CNCS. Although the team and its easily marketable stories are very popular with most media sources, it also has its share of opponents. According to some newspapers (the *Norlight Inquirer* for one), the team's star pilots are more style than substance and their current string of victories is owed to nothing more than "plain old dumb luck." The Blazers' amazing performance in the track races, however, where multiple daring maneuvers follow one after another, tends to point to the contrary.

## Innsbruck Vital Statistics

Founding Date:	TN 530
Joined NLC:	TN 1568
Method of Government:	Representative Democracy
Head of Government:	Mayor Jonni Holdsworth
Population:	2.0 million
Principal Industries:	Mining, heavy industry, brewing

Madena Orlov 

One of the Death Track's darlings, Madena Orlov has been in the circuit's top ten for the past five cycles, chewing up her opposition. Orlov is a secretive, taciturn woman. Very little is known about her past. Theories abound, but the only solid piece of information available is that she had a brief stint in the military, presumably as a Gear pilot. This would explain both her machine (a rugged Hunter-class model of indeterminate age) and her proficiency with it.

Madena's peculiar piloting style and the close relationship she has with her Gear are generally thought to be responsible for her current success, although disturbing rumors of race fixing and bribery are a dark shadow on her otherwise impeccable public image. These rumors surface once in a while, but always fade very quickly.

Gustav Stahl 

Now 26 cycles of age, Gustav "Pretty Boy" Stahl is a young star Gear track pilot. A native of Innsbruck, he spent his early days hanging around the race tracks and eventually convinced the owner of a little known team called the Mercury Dancers to give him a chance. Somewhat down on his luck, desperate for new talents and impressed by the kid's stubbornness, the man let him practice on one of his old machines and eventually entered Gustav in low-level competitions.

Stahl came into the public eye during an off-season race where he unexpectedly took first place. His winning move, a dashing and dangerous maneuver that sent the race leader careening into the track's wall at high speed, took everyone by surprise. Many dismissed it as pure luck, but Stahl followed up with a series of victories or impressive placings over the next two seasons. He and Madena Orlov have become bitter rivals on the race court and she is the only major racer he has yet to beat.





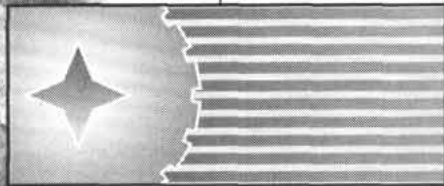
## 3.2.4 - Kenema

Kenema is the motor city of the NLC. As the home of six automotive and defense contractors, including Nova Motors and Shaian Mechanics, Kenema rivals Rapid City as the automotive capital of the North. Kenema is also the site of many smaller manufacturing firms which produce everything from hairbrushes to hand grenades.

Kenema is also one of the unfortunate hot spots of Norlight crime. Keneman street counter-culture is spearheaded by local "bangers," members of street gangs and the underworld movements who inspire many young followers and poseurs. The Kolson and Forzi cartels are fighting a bloody war through banger proxies and street crime is spiraling out of control. The Keneman Police are fighting the good fight, but they are faced with a growing tide of crime. The elite of the police are the Quick Response Teams (QRTs), highly trained SWAT squads, some of whom use Gears.

In late Summer, Kenema plays host to the Kenema Science Fiction Fair, the largest annual special interest convention on the planet. Over 100,000 fans normally show up, booking every hotel room within a 50 km radius. Popular exhibitions include seminars on alien intelligence, personal anti-gravity devices and teleporters. Even during this summer invasion, local residents are easy to identify due to their high-pitched, nasal accent.

The 42nd Infantry Division of the CNCS is stationed in the Smolensk-Livingstone-Kenema region, sharing its brigades — the 26th Infantry, the 38th Infantry and the 50th Heavy Gear — between the three cities. Of particular interest, the 18th HG Regiment of the 50th Brigade is the proud host of the B Company, the Busybees. These elite Gear pilots have learned the fine art of tackling heavier Gears in unarmed combat and disabling them through their very accurate knowledge of the models they are facing. Called in for those missions where "everything else has failed," the Busybees dare to go where others fear to tread — or fight. Although not fanatical, they are highly motivated and have a very strong *esprit de corps*. They will never abandon a fallen companion.



### Kenema Vital Statistics

Founding Date:	TN 908
Joined NLC:	TN 1535
Method of Government	Representative Democracy
Head of Government:	Mayor Allysandre LeStrade
Population:	1.7 million
Principal Industries:	Automotive and defense manufacturing, consumer goods



### Gawaïne Di Smit

Astrophysicist Gawaïne Di Smit first came to Kenema as the guest star at the Summer TN 1933 SF Fair, when she was on behalf of the North Science Foundation, trying to get young people interested in scientific research. She returned the next cycle when she was brought on board by Artemis Systems, a local corporation contracted by the CNCS to upgrade the navigational systems of Terranovan Gateships. When the Joint Terranovan Space Initiative collapsed in TN 1935 and the Northern Guard Space Service took charge of all Northern Gateship activities, Artemis became a large part of their operations. Gawaïne Di Smit is most widely known for her series of books aimed at popularizing science and technology with young children, but, at the tender age of 38 cycles, she is also one of the top minds in her field. In TN 1929 she received the coveted Olympia Discovery Award from the Trentcole Universida for her advanced thesis on the dynamic structure underlying the genesis of the Tannhauser-type space discontinuities. Since then she has used her work to expand upon the Vovelle Corollary to the Principia Universalis to postulate the possibility of microscopic anomalies — additional Gates heretofore undiscovered. Some of her supervisors seem intrigued by this theory and there is talk of equipping the Gateship UMFGS *Laban Emuros* with the equipment needed to search for these new anomalies.

### Artemis Systems

Artemis is one of the CNCS' leading development houses for space technology. Artemis manufactures some vehicles, but does most of its work designing components and developing new technologies for use in orbital, in-system and Gate-capable vehicles. Artemis was founded in TN 1537, soon after Kenema was forcibly integrated into the NLC. Jeremiah Myntel was an engineer who had come to Terra Nova in the last days of the colonial era as a young man. He believed that Terra Nova should return to the stars and built Artemis Systems on that belief. Once the NLC established its claim on two of the remained Terranovan Gateships, Artemis was involved in R&D from the get-go. The company remained small, however, because of the limited use the vessels received. Only during the War of the Alliance did Artemis find itself catapulted to the front rank of government contractors.





## Livingstone - 3.2.5

Livingstone is an old city that dates back to the first century of colonization. Antique stone monuments are scattered about the modern city, creating a striking contrast between old and new. Livingstone's economy is dominated by large, heavy industries. The two most important of these corporations are Noveren Materials, an advanced composites manufacturer, and Brok Enterprises, a machine tool and heavy machinery producer. Generally viewed as a quiet blue-collar town, Livingstone has few cultural centers or exciting attractions aside from the Grascaü Point Museum. Much to their dismay, Livingstonians are stereotyped by other Norlights as undereducated factory workers. This uncultured image is reinforced by the heavily slurred local dialect.

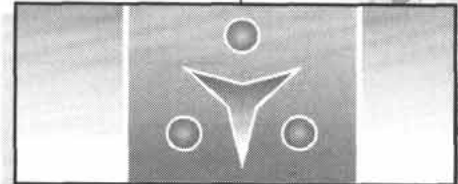
The mainstay of the Livingstone economy has historically been steel, alloy and composite production, although other forms of heavy industry are also quite common. The leading employer is Noveren Materials, responsible for much of the advanced materials used in construction across the North. The factory workers who actually produce these materials make up the bulk of the local population and their labor unions are the most powerful political and social groupings in the city. The People's Party, which currently leads the Norlight government under President Kathë Adjanni, originated in Livingstone and still calls the city its home. Adjanni herself was born and raised in the "City of Steel." The realities of actually running a nation and a government have forced Adjanni and the party to make certain compromises, including occasionally siding with big business over worker interests. This has eroded some of the People's Party's core support, but its record remains strong enough that the electoral races that count in Livingstone occur within the party for nomination. Other parties have little hope of electing candidates. Edith Lawrence, mayor since TN 1929, is a rare exception. A member of the small Progressive Union Party, she was elected during a schism within the People's Party. She has managed to govern effectively and has begun to move political debate out of the party's back rooms and into the public forum. Ironically, her election has led to stronger People's Party unity before the upcoming national elections because of fears they could lose to other compromise candidates. Some national parties have tried to make inroad in Livingstone, with only limited success.

The city, although strategically unimportant, is nonetheless a far neighbor to Valeria. As such, the CNCS has an infantry division protecting the city along with Kenema and Smolensk. For the military history enthusiast, the city offers guided tours to Grascaü Point, the nearby site where the 6th Gear Regiment — Mäüler Khans — was completely eradicated, down to the last man, by an advanced reinforced scouting party of the Colonial Expeditionary Forces, thus buying enough time for the civilians in Livingstone to finish evacuating the city. The event, although tragic, was a welcome act of heroism at a time when morale was down (Spring TN 1915 was particularly difficult for the Terranovan forces) and helped inspire the troops.

The corpses have been removed and replaced by carefully maintained statues, but the Gears that rust on the battlefield are those that were destroyed thirteen years ago. On every 21 Spring, Mäüler Remembrance Day, the open air museum commemorates the sacrifice of those troops led by Colonel Grascaü by having actors recreate the events that led to the destruction of the Mäüler Khans.

### Livingstone Vital Statistics

Founding Date:	TN 552
Joined NLC:	TN 1534
Method of Government:	Representative Democracy
Head of Government:	Mayor Edith Lawrence
Population:	2.7 million
Principal Industries:	Diversified heavy industry

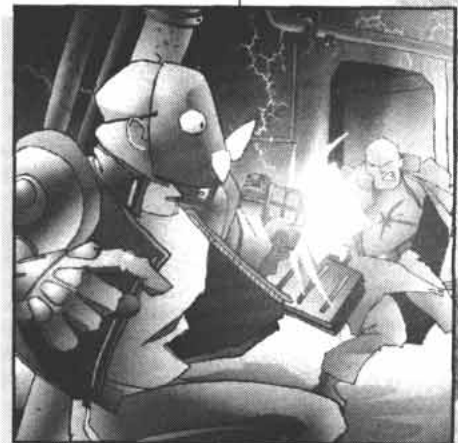


### Taking Back the Streets

The Forzi-Kolson cartel war raging across the Norlight Confederacy has led to several bloody turf wars in the rough streets of Livingstone. The working class neighborhoods, generally lightly patrolled by law enforcement more concerned with pleasing corporate sponsors, proved fertile ground for criminal predations — at least at first. The unions and local community seem both willing to accept a certain low-level criminality (illegal gambling dens, smuggling, etc.) but once the gang war heated up and heavy firepower came into play, the locals were much less tolerant.

Because of close cooperation between the Revisionist Church and the People's Party — Livingstone's most powerful, working class political party — serious community action has been possible against the cartels. Protest marches, general harassment of known cartel associates and neighborhood watch activities have all made serious dents in underworld operations. These have become less effective as both Forzi and Kolson operatives have hardened their lines and resorted to violence.

Locals have very little confidence in corporate-backed police forces and have resorted to vigilante tactics. Masked or unidentified people have attacked cartel soldiers or bag-men with the protection of the neighborhood. The cartels are increasing the pressure, using intimidation and violence to find out who these vigilantes are — but no one has talked yet.





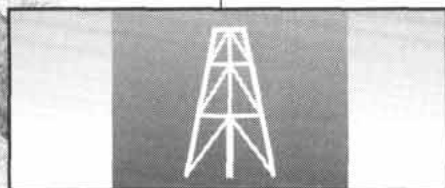
### 3.2.6 - Petropolis

Petropolis was the first city established on Terra Nova's northern plains. As its name implies, Petropolis is situated atop a mammoth petroleum deposit. The entire city is little more than a giant oil pumping station and refinery owned by Northern Petrochem. It supplies more than half of the petroleum consumed by the CNCS. Pipelines and refineries can be found in any district of the city. This reserve has now been tapped for almost 1500 cycles and is still healthy — a testament to Terra Nova's rich biological history.

While this vast oil reserve has brought much wealth to Petropolis, it has also exacted a terrible price. The city is constantly enshrouded in thick yellow smog and permeated with a horrid oily stench. Petropolis was rated as being the "Worst Place to Live" by *Terra Nova* magazine. *Arctic Economist* magazine, however, reports that Petropolis' citizens have the Arctic's "Best Average Income," a figure slightly skewed by the massive salaries of the corporate executives of Northern Petrochem. The Petropolis is livable at all is largely due to the efforts of Thor Hutchison, the recently assassinated leader of the Revisionist Church. Petropolis was young Hutchison's first congregation and he was able to use the church as a rallying point for a powerful reform movement that swept the city in the TN 1870s and TN 1880s. Hutchison's work here gained him the personal admiration of much of the Norlight working class.

Petrochem is nevertheless under continued pressure to further clean up its act, but the voice of environmentalists and reformers are currently outweighed by the strategic value of the oil reserve. Local petroleum is a valuable and vulnerable resource given the growing certainty of war, so the city-state has recently seen itself reinforced. Norlight Armed Forces and Northern Guard troops are now common in the city-state and massive air defense laser turrets (like those in Kossuth) are popping up. Northern Petrochem has agreed to shoulder some of the budgetary burden of these new defense systems with the understanding that President Adjanni will lay off demands to improve worker conditions or democratize the city-state. The President has reluctantly agreed for the sake of national security.

An upswing in industrial sabotage has only underlined the need for increased security. Norlight Intelligence and Security Agency reports indicate that the Mekong Dominion has targeted Petropolis for covert action and links a so-called *Ghost Team* of Mekong saboteurs to the destruction in TN 1929 of Petrochem Refinery 15 and the recent destruction of the Pipeline 12, running through Petropolis' residential and commercial heart.



#### Petropolis Vital Statistics

Founding Date:	TN 499
Joined NLC:	TN 1525
Method of Government:	Corporate
Head of Government:	CEO/President Marie Gauld
Population:	600,000
Principal Industries:	Petroleum and petroleum-based products, industrial cleaners



#### Petrochem CEO Marie Gauld



Marie Gauld took over the Petrochem presidency when former CEO Emil Grozz-Dutrie unexpectedly retired — unexpectedly, that is, to all save Marie Gauld. Gauld is in fact a member in good standing of the Prophet's Shield and, on orders from that shadowy religious organization, she put pressure on and ultimately removed Grozz-Dutrie, who seemed unable to act against the growing criminality within the Northern Worker's Consortium. The NWC is Petropolis main labor union (and one of the largest in the NLC), owes a debt to the Kolson criminal cartel and has been used to launder funds for decades. Gauld used Shield connections to gain status both within NWC and Petrochem by acting as the NWC representative to the Board of Civic Affairs.

In TN 1934, Gauld forced Grozz-Dutrie to retire by threatening to expose some of the shadowy actions he was involved in his rise to power before the War of the Alliance. Resigning from the NWC as a conflict of interest, she then took on the presidency of Petrochem.

Since then, Gauld has focused on reestablishing order and exposing the Kolson link within the NWC. She has cooperated with the Norlight National Police's anti-cartel task force and several NWC leaders have been brought before the courts on counts of racketeering and fraud. Gauld is seen by many workers as a traitor to the cause, but she has deflected such concerns by raising her religious credentials. Petrochem now makes very public donations to local churches and sponsors religious events — which pleases Petropolis' devout working class.

With the death of her religious mentor Thor Hutchison, Gauld no longer feels so tied to the Church's leadership. She has come to enjoy her power in the city-state and is currently concentrating her efforts on keeping it to herself.



## Sorrento - 3.2.7

Sorrento is not a true city-state, but a sprawling agricultural region whose inhabitants, who have been johar farmers for generations, have pooled their resources to build a secure community center for times of need. Sorrento's greatest claim to fame is as the birthplace of Mamoud Khodaverdi, the Gentle Prophet of the Revisionist Church. Since the formation of the Church, Sorrento has constantly been plagued by religious pilgrims. Approximately one-third of Sorrento's current population is constantly in flux as new pilgrims arrive to pray and old ones return home.

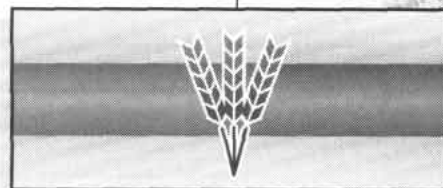
Nathani Reiss, Mahmoud's lifelong companion, returned to Sorrento from Massada after a split with the Prophet's wife and son in the wake of Mahmoud's death. From here, Nathani — calling himself the Second Follower — established the Sorrento wing of Revisionism and ushered in the birth of the NLC. The city-state remains the center of Northern Revisionism.

Pilgrims come to the city to retrace the "first peregrination" from here to Massada and to visit various sites from the Prophet's lifetime, most notably the four "miracle churches." The Church of the First Miracle, also known as the Prophet's Well, is located at the center of Welton Hamlet; it lies over a natural access to the MacAllen network. Legend has it that Mamoud purified the water from this well to irrigate the region's crops. The Church of the Second Miracle, located in Venik Hamlet, was built on the site where Mamoud made the fields of a bitter enemy grow plentiful and healed the man's hatred. The greatest church in Sorrento is the Church of the Third Miracle on Gayras Rise in Sorrento hamlet itself. This monumental cathedral marks the spot where Mamoud was miraculously healed of deadly wounds while in Nathani's arms — as he simultaneously understood his own divine role. The Church of the Fourth Miracle lies in Gemil Hamlet, the southernmost community of Sorrento. It was here that Mamoud turned back a great Badlands tempest that threatened to wipe out crops for hundreds of kilometers around.

In the wake of the assassination of Second Follower Thor Hutchison, Sorrento is in turmoil. Law enforcement and intelligence officers are swarming across the city looking for clues, while the Church leadership struggles to deal with the question of succession. Various sects and monastic orders are taking this time of change as an opportunity to rise in prominence and the Council of Senior Reverends — the Church's governing body — is currently in deadlock.

### □ Sorrento Vital Statistics

Founding Date:	TN 1508
Joined NLC:	TN 1525
Method of Government:	Revisionist Theocracy
Head of Government:	Second Follower
Population:	660,000
Principal Industries:	Agriculture, pilgrimage



### ■ The Order of Dorothea

The Monastic Order of Dorothea is the most famous of the so-called Peregrine Orders — monastic orders with a mission to perform good works in the world at large. The Dorotheans take as their task the protection of Revisionist pilgrims and the routes they take. Over the cycles, this duty has extended to include law enforcement in Sorrento itself and the establishment of a series of desert citadels across the Karaq Wastes — along the traditional routes to Massada. With the Northern protectorate extended to Massada, the order has established more monks around the holy city — although they are still bound not to carry weapons in Old Massada as per the local customs.

Sister Dorothea Forez founded the order in TN 1575 to reopen the route to Massada, closed by desert bandits and robbers. The order has generally cooperated with the Norlight and CNCS armed forces, its members joining the armies to further their mission. The Order has its own forces, however, that protect Sorrento and its own desert citadels and these forces have been growing ever since the war of the Alliance.

The Order's greatest current concern is the assassination of Second Follower Hutchison. The Dorothean guards who failed stop the assassin are currently under review, while other brothers carry out an investigation both in Sorrento and Massada (where the assassin was stationed). Sister Marya Sadal, leader of the order, knows the monks have been dealt a great blow to their prestige by this failure and is determined to find the culprits and see them pay for their crimes. She does not really trust secular authorities to uncover the truth.

The Order's main headquarters are the great Dorothean Monastery, located on a large rise overlooking Pilgrim Way in southern Sorrento. The monastery is a large series of interlocking square buildings, where initiates are trained and the highest ranking monks live. The monastery is reputed to be protected by the Prophet and, according to legend, if it falls, so will the Revisionist church.





### 3.2.8 - Exeter

The city of Exeter is a model Norlight community. In fact, almost every government video displays scenes of Exeter to prove how patriotic NLC citizens are. Exeter's streets are invariably clean. NLC flags fly on almost all private residences. Exeter's city hall is a beautiful white marble building gilded with gold leaves. The city's crime rate is almost non-existent and public disturbances are rare events. In fact, the city is so "pleasant" that it unnerves almost any visitor.

Exeter is a favorite topic among Northern conspiracy theorists. Some suggest that the city's water supply is tainted with an untraceable drug that sedates the entire population. More outlandish individuals whisper about the government testing mind-control drugs on Exeter's populace. At least once a month, a Northern tabloid headline screams about "Alien Mind-Control Lasers Dominating Exeter." While all this attention irritates some residents, most chuckle to themselves and occasionally try to spook a nervous tourist.

Exeter's economy is heavily reliant on agriculture, especially the dairy industry. Exeter's most notable export is "Pride of Exeter" brand premium ice cream. Numerous Pride of Exeter shops have opened up all around the CNCS over the past forty years. Sales recently decreased, however, after the *Norlight Inquirer* reported that the Pride of Exeter brand ice cream was laced with mind-controlling substances. The ice cream's manufacturer is currently suing the *Northern Inquirer* for libel and lost sales.

The city's defenses are light but adequate. Given the Norlight Confederacy's formal alliance with the United Mercantile Federation (Exeter's closest neighbor), the government sees little need for increased military spending, even with the current state of affairs. The 18th Armored Regiment stationed in the city, along with the defensive fortifications, are deemed sufficient to guard the city against would-be attackers.

#### Exeter Vital Statistics ☐

Founding Date:	TN 990
Joined NLC:	TN 1570
Method of Government:	Representative Democracy
Head of Government:	Mayor Laurent Belli
Population:	700,000
Principal Industries:	Agriculture, dairy production, fishing

### 3.2.9 - Franklin Harbor

Franklin Harbor, the smallest city-state in the Northern Lights Confederacy, was originally founded as the northern terminus of the gamma maglev line when it was extended in the TN 750s. Located on the south shore of Lake Clearwater, the northern hemisphere's largest body of water. Franklin Harbor appears to be an idyllic mountain community. In reality, the city is a bustling tourist site, always on the move. Almost all Terranovan travel guides expound the therapeutic effects of Franklin Harbor's numerous health spas and resort facilities. Every year, millions of tourists come to the shores of Lake Clearwater to enjoy the healing virtues of mud baths, mineral springs, saunas and fresh mountain air.

The only major non-tourist industry in Franklin Harbor is the production of health foods. Everything from bottled water to all-natural saguaro paste is produced here. Entire health meals are prepared by skilled chefs, then are vacuum-sealed and sold to health conscious people everywhere on the planet. Presently, the most fashionable of these health products is "Mountainfresh" bottled spring water. The water is put in convoluted polymer bottles and shipped by whole crates to various city-states throughout the Northern hemisphere. It is even said that in the Badlands, serving this spring water to honored guests is considered a sign of great wealth.

Franklin Harbor is currently one of the hotbeds of religious conflict in the NLC. The site of several prominent Jerusalemite communes and the home to many Revisionist looking for an idyllic getaway, the city has seen ugly outbursts of intolerance in recent cycles. The death of Second Follower Hutchison has only made matters worse. Indeed, Autumn of TN 1935 witnessed a brutal attack on the Overlook Commune, the most prominent Jerusalemite cooperative in the city itself. Unidentified hooligans entered the commune and used molotov cocktails to start several fires; over two dozen residents were injured and three killed before the fire was brought under control.

#### Franklin Harbor Vital Statistics ☐

Founding Date:	TN 755
Joined NLC:	TN 1571
Method of Government:	Participatory Democracy
Head of Government:	First Citizen Nathaniel Leechecks
Population:	240,000
Principal Industries:	Tourism, health food





## Kossuth - 3.2.10

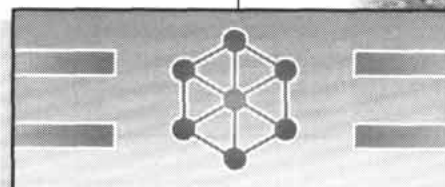
Kossuth is a perfect example of efficient bureaucracy. Soon after the formation of the NLC, many city-states entered an economic boom. The rapid expansion during this period over-taxed the league's available electrical sources. As a solution, the governments of the NLC and the Tershaw Cooperative Alliance (a league that then existed between the NLC and UMF) helped establish a massive combined wind and solar power station at Kossuth, a bankrupt farming community cursed with poor soil. When the TCA came under pressure from the UMF, Kossuth was the first to join the NLC and remains one of the league's biggest energy producers — along with Petropolis.

Kossuth has over ten thousand square kilometers of nearly continuous wind and solar farms. Sturdy hollow-frame windmills tower over countless photoelectric plates. In the center of this technological wasteland lies the city of Kossuth, a giant service station surrounded by private homes and a few energy-hungry industries. The entire region is the property of Norlight Power, a state-owned power corporation. While Kossuth is highly efficient in providing the NLC with ample electrical power, it is also the most likely site for bombardment during any conflict. It required four cycles of constant repairs to bring the facility back on-line after the War of the Alliance. The facility only escaped total destruction through the use of its extensive laser defense network. The Norlight Confederation, not one to leave its assets unprotected, installed a network of ferroconcrete towers at the same time the facility was built. Each tower contains a chemical laser within its axis, which can fire through a turret on top. The tower's fire arc is restricted by the turret's design, leaving a dead angle near the base of the structure. More turrets were destroyed by overload during the war than by enemy fire.

Kossuth is also notable as the site of the largest Norlight commune of the Order of the Blue Crescent. This pacifist philosophy has attracted a lot of attention in youth culture, but is generally frowned upon by Revisionists. Wearing the shaved head and crescent tattoo have become an easy way for Norlight youths to rebel.

### Kossuth Vital Statistics

Founding Date:	TN 609
Joined NLC:	TN 1576
Method of Government:	Self-Perpetuating Bureaucracy
Head of Government:	Chief Administrator Tanja Szabo
Population:	420,000
Principal Industries:	Power production



## Sesshu - 3.2.11

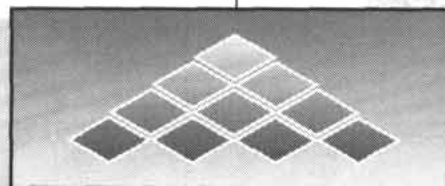
Sesshu was one of the last cities to join the NLC. The city was established as an independent duchy late in the 57th century by an exiled Earth aristocratic family. For centuries, the dukes of Sesshu squandered their city's resources until in TN 1570, burdened with heavy debt, the eighth duke of Sesshu was forced to join the NLC to defray his city's debt. The crafty duke managed to negotiate a deal which left the NLC responsible for his city's existing debt and any debt incurred by later social policies. At the time, a border war with the UMF made Sesshu an important strategic location. NLC negotiators, eager to secure this hole in their defenses, hastily signed the agreement. Since that day, the city of Sesshu has been a constant drain on the resources of the Confederacy.

Sesshu's social programs are outrageously generous. Many Sesshites are aspiring artists of one sort or another, drawing most of their income from pensions offered by the duke. This habit of supplementing their income with a government pension has earned the Sesshites a vile reputation among other residents of the NLC. Kinder individuals simply call Sesshites lazy while critics have harsher ideas in mind. Sesshu remains in the league largely because, although few would admit it, it serves its purpose. The Sesshite Academy of the Arts gives the NLC some very fine artists. The Sesshite Dispensation District (where morality laws are suspended) also provides a useful outlet from the morally strict Norlight mainstream and Sesshu receives a great many tourists.

Sesshu is home to a fair number of Northern Guard forces (most notably the 32nd Infantry Division) and locals tend not to make soldiers feel welcome. While the more level-headed intellectuals and artists recognize the need for a defensive force, others lash out at every opportunity, organizing protests, marches and publishing pamphlets denouncing the "useless spending." There have also been instances of sit-ins at the fences of the local base, with some protesters going as far as chaining themselves to various pieces of military hardware.

### Sesshu Vital Statistics

Founding Date:	TN 1277
Joined NLC:	TN 1570
Method of Government:	Hereditary Aristocracy
Head of Government:	Duke Tomas Mortimer
Population:	730,000
Principal Industries:	Finance, fine arts, media, tourism, luxury goods, lumber





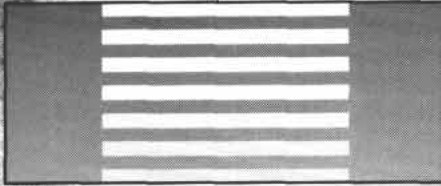
### 3.2.12 - Skadi

Many tourists claim that the entire city of Skadi is permeated with the sweet smell of fresh cut saguaro wood. While this is an exaggeration, it is true that Skadi is the lumber capital of the NLC. Huge saguaro forests are nurtured and cut down every year in the countryside around Skadi. Dozens of lumber mills and factories transform Skadi's forests into furniture, building materials and paper products. Skadi's lumber companies avoid deforestation problems by logging in a planned, systematic manner and by fertilizing the local soil to help the rapidly growing saguaro trees grow even faster.

The people of Skadi have a reputation as a loud, boisterous crowd. Despite their rough lumberjack persona, Skadians are known for their biting wit and their fine palate. Many of the North's best gourmet cooks graduated from Skadi's Culinary Academy. The school is best known for its specialty of roasted treeclimber lizard in hot sauce.

Among the Northern Guard forces stationed in Skadi (most notably the 12th Gear brigade) is the 55th Gear regiment, the Gun Dogs. The Dogs is a regiment of convict-soldiers, assigned to drudge work to work off the rest of prison sentences. The Dogs are boisterous crowd kept in line by the iron will of Colonel Gaël Malabar-Synn. The Dogs are currently under a great deal of pressure because of rising tensions with the South. In wartime, the Dogs are a front-line unit often thought of as disposable, and most of the troops think they are about to be transferred to the front lines. In the meantime, the soldiers are trying their best to have a good time — and some have even taken to deserting. The Colonel has had to double her MP contingent, but already some soldiers are on the run from military justice.

#### Skadian Vital Statistics ☐



Founding Date:	TN 990
Joined the NLC:	TN 1531
Method of Government:	Representative Democracy
Head of Government:	First Citizen David Madsen
Population:	1.9 million
Principal Industries:	Lumber, tourism

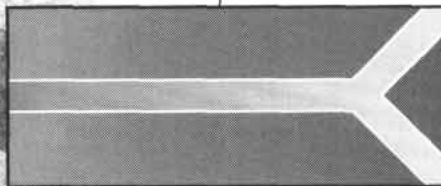
### 3.2.13 Smolensk

Seen from the air, the city of Smolensk looks like a gray island in a sea of gold. Smolensk is the NLC's most important grain center. The city is surrounded by hundreds of smaller agricultural communities. The grain harvested by these villages is shipped to Smolensk using a complex network of grain pipelines. These pipelines resemble wind tunnels with additional solar powered blowers added every few hundred meters. The farmers simply dump their freshly harvested grain into their local pipeline junction and receive instant payment based on the mass of their crop. Large cereal corporations based in Smolensk pre-purchase each harvest a year in advance. Smolensk is also the rail capital of the Confederacy: the state-owned NLC Rail corporation has its main headquarters in the city-state, and much of their maintenance and storage facilities. NLC Rail is primarily a bulk shipping firm, but a subsidiary, Northern TransRail, offers passenger service across the entire CNCS.

The representatives of the 42nd Infantry Division in Smolensk is the 26th Infantry Brigade, which is traditionally associated with Smolensk. Its sole Gear regiment — the 27th Regiment Gear Grinders — is a solid, sturdy and reliable unit. They are often in competition with their sister regiment, the 22nd Armored Regiment Hardshells. Unfortunately for the Hardshells, who have had a series of failures lately, the Gear Grinders are currently in favor. The 5th Airborne Division also has some of its forces stationed in Smolensk, making it a heavily protected city. The 16th Gear Brigade has only two Gear Regiments, the 54th Gear Regiment Scorpio Stingers and the 71st Gear Regiment Strike Sharks.

Among the multiple squadrons of the 54th Gear Regiment, the 32nd Recon Squadron (calling itself Lightning Lance) is known throughout the B (Gear) Company of the 54th as the squadron with the best overall strike times. Their surgical hit-and-run record time is 2:41 minutes (from the first strike to the end of the battle) during an unexpected attack near the end of the War of the Alliance in TN 1916 versus a light hovertank force. Reportedly, their losses were heavy, but the mission was successful.

#### Smolensk Vital Statistics ☐



Founding Date:	TN 1503
Joined NLC:	TN 1525
Method of Government:	Representative Democracy
Head of Government:	Mayor Gaston MacCrae
Population:	1.3 million
Principal Industries:	Agricultural products, rail transport





## Yele - 3.2.14

On Terra Nova, the name Yele is synonymous with medicine. Yele is the most important pharmaceutical production center on the planet. Hundreds of different medicinal plants are raised by local farmers and processed by Yele's giant drug companies. Yele is also home to the Yele Medical Center, reputed to be the best hospital on Terra Nova. The YMC has been responsible for dozens of medical innovations since it was established in TN 956. The hospital is able to perform the most advanced medical treatments known to Terranovan medicine, including genetic reconstruction, viral surgery, tailored anti-pathogen viruses and advanced cryogenics.

Yele started off as one of the new colony's medical centers. Early exploration revealed the presence of the medicinal plants, prompting the development of the city as the prime Terranovan manufacturing site of medical supplies. At the time, it was cheaper to create a manufacturing center — even in a remote zone of the planet — than to import the necessary supplies from distant Earth. Besides, since many of the plants found near the site provided certain pharmaceutical products at a fraction of the cost required to synthesize them in a laboratory, a limited export trade began. By the time Earth withdrew from Terra Nova, Yele had already been a self-sustaining city for quite some time.

The presence of the Yele Medical Center has, in modern times, made the city-state a municipality with its fair share of wealth and prestige. Cutting-edge medicine is the province of the rich and doctors and patients alike are very wealthy, indeed. Students at the YMC have developed an unsavory reputation as hardened party animals, relieving the stress of long hours with recreational drugs of their own devising. This cottage industry is very difficult to regulate and few parties happen without chemical enhancement. The current king of the drug market is a very potent hallucinogen/stimulant called spike (or sometimes hit).

## Yelan Vital Statistics

Founding Date:	TN 856
Joined NLC:	TN 1529
Method of Government:	Representative Democracy
Head of Government:	Chairman Marcus Dowling
Population:	530,000
Principle Industries:	Pharmaceutical manufacturing, medical research and treatments



## Zagazig - 3.2.15

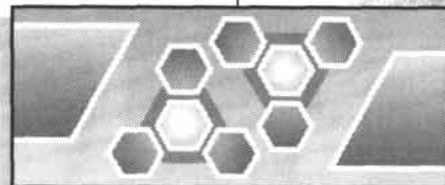
Some deride Zagazig as "the most boring place north of the equator," but most locals enjoy living in a quiet community. Indeed, this medium-sized city is a popular retirement spot, boasting an unusually mild regional microclimate. The city-state is also surrounded by many large medicinal plant fields, making it a major pharmaceutical production site.

Zagazig has two interesting features. The first is Wententhal University, a prestigious school, famous for its engineering and architectural programs. Although a cycle of studies at WU costs over 20,000 marks, there are subsidies and bursaries available to promising students. The second is the presence of the CNCS' main landship shipyards. Virtually every CNCS landship was built here and Northern Guard Base Kuron provides security. The city also boast civilian shipyards and the headquarters of Overland Cruise Lines. OCL owns a fleet of fifteen luxury cruise landships and offers numerous vacation package deals including trips to Massada, Sorrento, Valeria, Lyonesse and Canterbury.

NGB Kuron is home to a variety of units belonging to the 9th Heavy Gear Brigade. The most notable is the 7th Gear regiment, the celebrated Cat's Paws. Considered the best of the best of the Northern Guard's Gear units, the Cats expert pilots use cutting edge machines (Cheetahs and Jaguars most especially) and have gained a reputation for precision and efficiency. The Cat's Paws' commanding officer, Colonel Stacey Diggs, is a brooding and stern woman, with very dissident opinions — which may be why she has not gone up in ranks in the last ten cycles. She is well liked by her troops, however, because she does not hesitate to take personal risks in combat to ensure their safety. The Paws have a legendary hatred of the Southern Republic's Légion Noire (an entire division of special forces units) and have been known to go out of their way to face Légion units in combat, often calling for duels as well.

## Zagazite Vital Statistics

Founding Date:	TN 499
Joined NLC:	TN 1569
Method of Government:	Representative Democracy
Head of Government:	Mayor Irene Mugabe
Population:	1.0 million
Principal Industries:	Pharmaceuticals, education, transport, landships





### 3.3 - UNITED MERCANTILE FEDERATION (UMF)



The Federation is the second largest member-league of the CNCS and is the most heavily industrialized league on Terra Nova. Its factories produce nearly half of the manufactured products sold in the CNCS. The United Mercantile Federation is the successor of the Lyonesse League, a more traditional federation born in TN 1528 that allied the city-states of Lyonesse, Rapid City, Marathon and Canterbury. The League collapsed in TN 1550 amidst riots brought on by corruption and fiscal incompetence at the highest levels. To prevent a civil war, an alliance of major corporations staged a coup d'état, backed by their substantial security forces. They reformed the league as the United Mercantile Federation, putting fiscal efficiency above all else. The UMF is best described as an economically driven representative democracy. Unlike most democracies, the right to vote in a UMF election is a privilege, not a right.

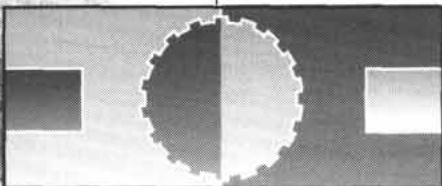
Essentially, the UMF is patterned after a corporate organization. Citizens are encouraged to invest in the league by buying electoral vouchers, a form of temporary share. During any Federation election, a citizen receives a number of votes equal to the number of electoral vouchers he owns. Vouchers may be purchased at any time, cost 1000 marks each and expire after five cycles. Any legal entity with UMF citizenship, including corporations and organizations, may purchase electoral vouchers. Additionally, vouchers are considered to be legal property. They may be bought from or sold to any UMF citizen, person or legal entity. Electoral vouchers may be seized by financial institutions during foreclosure proceedings. Much of the Federation's economic power arises from the pro-business environment built into its constitution. Taxation and tariffs are unconstitutional; all Federal state revenue is collected on a voluntary basis, through the sale of electoral vouchers and lottery tickets. The complete absence of taxation not only encourages investment, but it helps nurture a fierce patriotism among the United Mercantile Federation's human and corporate citizens.

The main decision-making body of the Federation is the caucus. The nine members of this executive board, called secretaries, are each responsible for one aspect of government: defense, foreign relations, justice, culture, natural resources, finance, infrastructure, human resources and economic development. The secretary of finance is commonly known as the treasurer and acts as the chairman during caucus meetings. Legislation is passed by majority vote in the caucus. Caucus secretaries serve simultaneous terms of office and are re-elected during the Grand Plebiscite which is held every five cycles. During this election, votes may be cast for any candidate for any office. Each election voucher, however, may be used to cast only one vote during the entire plebiscite. Thus, if Joe Citizen has only one voucher and votes for Ima Greatguy in the defense vote, he cannot cast any other votes in any other election. Thus, citizens tend to concentrate what voting power they have in electoral races that directly concern them. Farmers usually cast most of their votes in the natural resources race. Social activists concentrate their votes in the human resources and justice elections, and so on.

The UMF caucus is assisted by a remarkably small bureaucracy. In the UMF, being in the civil service carries a stigma. Public servants are considered to be social parasites, earning them the derogatory nickname "leeches." The UMF military is also small, but well equipped and trained. Military personnel have a better public image than other servants of the state, primarily due to their efficiency and admirable public relations staff.

#### UMF Vital Statistics

Founding Date:	TN 1528 (as Lyonesse League); TN 1551 (as UMF)
Method of Government:	Capitalistic Democracy
Head of Government:	Treasurer Yves Banderas
Capital:	Lyonesse
Population:	27.7 million
Anthem:	<i>Ad Eternam</i> by Sheng



#### Treasurer Yves Banderas



Yves Banderas always wanted to be an actor. His childhood in Marathon was spent dreaming about being a leading man. In TN 1886, at age 25, Yves packed his bags and moved to Canterbury. After two years as a struggling actor, Yves took on a job as assistant to Hadeley Fenn, an up-and-coming director. Fenn saw potential in the young Banderas and took him under his wing. Twenty cycles later, Yves Banderas was accepting awards for his blockbuster movies. In TN 1911, Banderas became CEO of Polaris Pictures; within 8 cycles, he doubled the company's profits. Many of his associates urged him to get into politics and use his exceptional management and PR skills for the good of the Federation. In TN 1921, he successfully ran in the Finance Department elections and became Treasurer of the UMF.

Banderas is a great manipulator of people, both in person and as a public figure. His charisma has made him a rallying point for many of the other secretaries, allowing him to form a quasi-official political party. Banderas' voting bloc dominates the caucus, controlling most aspects of life in the UMF. Of all Northern leaders, Treasurer Banderas is definitely the most friendly toward Southerners, particularly Mekong businessmen. Over the past few cycles he has striven to link the UMF and Mekong, Terra Nova's two commercial giants, into a powerful trading compact. This alliance would be powerful enough to rival either the NLC or SR for planetary supremacy.



### Birth of the United Mercantile Federation - 3.3.1

The United Mercantile Federation emerged from the ashes of the Lyonesse League, an alliance between the city-states of Lyonesse, Marathon, Rapid City, Canterbury and Baton Rouge. This league was but one of the new nations born during the early sixteenth century, forming only a few cycles after the Northern Lights Confederacy, and was a more traditional indirect democracy, with a governing council elected by the people through their city governments. The League suffered from serious fiscal woes in its short existence, however. By the TN 1550s, the national coffers were in shambles and in an effort to reduce the massive deficit, the national government suspended funding for the national apprenticeship program that was at the base of the labor system. Faced with rising taxes and with their best prospect for employment being taken away, the working class (and many others) took to the streets in the Apprenticeship Riots. The government opted to use the military against the rioters, completely alienating the public at large and forcing the soldiers to open fire on crowds they sympathized with.

Before the city-states of the League plunged into complete chaos, their major corporations decided to take decisive action. Gaining allies within the military, they engineered a quick and largely bloodless coup. Removing the corrupt and incompetent bureaucracy, they tore down the Lyonesse League and built the efficient, capitalist United Mercantile Federation in its place.

### Expansionism - 3.3.2

The internal problems that plagued the Lyonesse League could not be solved overnight, so the new caucus of the UMF set its sights on its neighbors, reasoning that the new league needed new markets and resources. Critics and historians also believe the caucus used external expansion to distract the populace from internal problems. Neighboring city-states became the targets for acquisition, through aggressive diplomacy and, at times, conquest. The diplomatic service of the UMF employed a revolutionary strategy aimed at making membership in the Federation attractive to outsiders: the UMF would stay largely out of internal city matters. Cities were allowed to maintain their social systems — at times even maintained with federal aid — as long as they joined the league and integrated their production and consumption patterns with the corporate whole. The religious matriarchy of Swanscombe, the monarchy of Ashington and the pseudo-Communist state of Zagreb all took the UMF's diplomats up on their offer. Other cities were subjugated by force — such as the mineral rich Djakarta Point — or joined under friendly terms, fully integrating into the corporate nation.

Aggressive expansionism brought the UMF into conflict with its neighbors, and the new league fought several wars in the sixteenth and seventeenth centuries. The Tershaw Cooperative Alliance was a small league in the region between the UMF and the Northern Lights Confederacy and soon became a target for expansion. While diplomatic means worked in Swanscombe, Djakarta Point fell to armed invasion in TN 1567. This strategy unfortunately alienated the other cities of the TCA, leading Kossuth, Innsbruck and Zagazig to join the NLC. Constant border conflicts with the Norlight Confederacy and the Western Frontier Protectorate would occur from this point on. Conflict with the WFP occurred mainly over rights to the city of Mainz/Fort Charles.

The seventeenth century saw an upswing in conflict. In the TN 1660s, UMF troops occupied Kossuth, NLC, and laid siege to Fort William, WFP. These two leagues allied to form the Northern Alliance Defense Organization in order to put an end to the "Mercantile threat." In TN 1669 they led an expeditionary force into the city of Pioneer to teach the UMF a lesson, but were fought to a standstill by an innovative use of Hardhat Gears retrofitted for military purposes.

The UMF fought its last war as a truly independent power from TN 1686 to 1688. The Merchant War saw the Federation in conflict with the newly formed Allied Southern Territories over trading rights in the Westridge region of the Badlands. The powerful military of the Southern Republic, backed by the industrial power of the Mekong Dominion, overwhelmed the UMF's army and sent it home in defeat. This defeat was a serious blow to the Mercantile psyche and finally sent them to the negotiation table to get help from the Confederated Northern City-States. Since then, the UMF has largely concentrated on corporate wars and economic expansionism rather than military might.

### Deals with the Dominion - 3.3.3

Treasurer Yves Banderas is currently embarked upon a dangerous game of shadow diplomacy aimed at making the UMF the leading power in the North. Banderas understands that the unprecedented North-South cooperation that occurred during the War of the Alliance has opened up new opportunities, despite renewed conflicts. While the leading powers of North and South may be dead-set on warfare, the other leagues could well find a more profitable course for themselves. Banderas has set his sights on the Mekong Dominion, the South's corporate league, convinced that a UMF-MD alliance could shake Terra Nova forever.

In the last few cycles, Banderas and his agents have carried out secret negotiations with Mekong leaders sympathetic to such an arrangement. Banderas had hoped to sway Speaker Miyako Sogabe (see p.84), the Dominion's leader, but has instead found a more receptive ally in her main rival, Taipan Arron Logan of the Mekong Development Corporation (see. p. 85). On 1 Winter TN 1935, Banderas hosted a secret meeting between himself, Logan and Victoria Edden-Smythe, the Mercantile woman who serves as Grand Marshal of the CNCS. At that time, Logan communicated that the Mekong Dominion was not anxious to fight a war with the North and might withdraw its support from the AST were that to happen. Banderas sees this information as a real coup that will mean the UMF can emerge as the hero of the upcoming war.

It remains to be seen if he is right.



### 3.3.4 - Lyonesse (UMF Capital)

Lyonesse is a relatively recent city-state by Terranovan standards. It was little more than a small industrial town on the shores of Lake Tristan when Earth cut off its colonies. Over the next few decades, the Administrators of Lyonesse were instrumental in forming the United Mercantile Federation. Soon after the founding of the Federation, Lyonesse underwent a tremendous boom period. The Federation government decided to make Lyonesse a showpiece city to demonstrate the glory of their new league. The entire city was redone using neo-gothic architecture, a style which looks striking even in Lyonesse's perpetually rainy weather. The best example of this style is Building A, commonly known as The Cathedral, an imposing stone structure ten times larger than any Earth second millennium gothic edifice. This huge building houses the UMF caucus and the headquarters of United Mercantile Federation Army (UMFA).

Because it is the showcase for the league and the center of government, Lyonesse has become the heart of Federation high society. All major corporations have at least a branch office in the city and much of their time is dedicated to lobbying and counter-lobbying the caucus or dealing directly with the other corporations. In addition, most of the league's major industrialists own at least one residence in the "Rainy City." Because of this concentration of lobbyists and powerful individuals, socializing is a way of life in Lyonesse. The upper crust takes part in a seemingly endless succession of balls, dinners, theater premieres, garden parties and other events. There is a tendency for these affairs to blend into one another, for the 40th Annual Marathon Club Banquet to look identical to the Lake Tristan Awards Diner. Skillful hosts respond to this tendency by creating truly memorable events featuring media stars, special attractions and festivities. The Yang Dancers, a famed Kabuki troop from the Mekong Dominion, has made several successful tours of Lyonesse and been the toast of many memorable occasions. Little do the hosts suspect that the dancers are also spies for Mekong Speaker Sogabe.

Much of Lyonesse's economy is based upon government spending and luxury goods production. Lyonesse once featured a healthy forestry industry as well, feeding on the lush temperate saguaro forest around the city. When Lyonesse was restructured as a showpiece, however, the lumber camps were moved out of town and the forest near the city became protected parks, all part of the "desired image." Over the centuries, these wilderness parks have slowly been eroded and become the site of luxury housing developments. Although these new homes are usually designed to preserve a large part of the woods, they have created a disruption in the fauna. Saguaro fern trees are still plentiful, but woodspringers and other large animals have become rare in the area. Some call for environmental action to restore the forests, but few take this problem seriously.

#### Lyonesse Vital Statistics

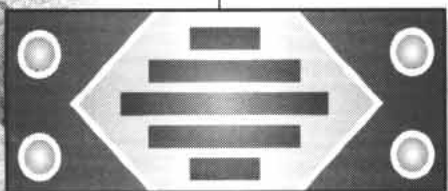
Founding Date:	TN 1327
Joined UMF:	TN 1528 (Lyonesse League); TN 1551 (UMF)
Method of Government:	UMF District
Head of Government:	City Administrator Tessa Niedlich-Lywin
Population:	3.0 million
Principal Industries:	Luxury goods, government, service industry

#### The Cathedral and the Pit

Building A, the massive neo-gothic structure that dominates the center of Lyonesse, serves as the central edifice for the entirety of the Federation's administration — including its military. Solomon Davi, Director of the UMF Army and Secretary of Defense, has his main offices in the military wing of the Cathedral and sits on the caucus in another chamber. Until the TN 1920s, the military wing served not only as the administrative center of the UMFA but as its core command facility. During the dark days of the War of the Alliance, however, the UMFA suffered a serious setback when Building A was severely damaged by CEF orbital artillery. After the war ended, the UMFA decided it needed a more secure command facility, one that could resist almost any attack.

The Pit, as the facility is affectionately known, was built in the TN 1920s, 400 meters underground in the Lyonesse area. Its exact location is a closely guarded secret, but a rapid (and very well hidden) underground rail link connects it to the Cathedral. Director Davi is thought to shuttle back and forth between the two locales. The Pit is designed to withstand orbital, thermonuclear and anti-matter attack and is said to be a marvel of advanced computer design, resplendent with back-up systems. Its communication links are thought to be the most secure in the whole of the UMF.

Much of these rumors remain unconfirmed, however, because the facility is strictly off-limits to civilians and those assigned to the Pit are the subject of rigorous security checks. The security is so tight, some say, that even Northern Guard officials are not allowed into the facility. This is unlikely to be true, but it plays into Davi's reputation for not cooperating with the CNCS. Davi has let out feelers that he might grant a carefully selected media team controlled access for public relations reasons, but nothing has come of it as yet.





## Marathon - 3.3.5

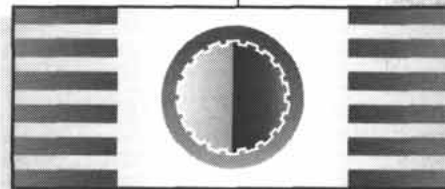
Upon entering the city-state of Marathon, visitors are greeted by billboards proclaiming, "Welcome to Marathon, the city that thinks for itself." While this claim is somewhat exaggerated, daily life in Marathon almost invariably involves interaction with a sophisticated neural net computer system. Marathon has a city-wide multimedia network which is connected to every communications device in the city. This mind-boggling information grid is monitored by a multitude of NNet system operators and a small group of human trouble-shooters. Because of the tight integration of the information media in Marathon, almost everything is computerized. Video mail has replaced written letters. The city database has replaced the municipal library. Network terminals have replaced home computers. Even the physical ballot has been replaced with electronic voting. This highly integrated system has produced a constant, rapid exchange of ideas, leading to continuous technological improvements.

The Marathon network is the brainchild of Abaline Research, the largest and most powerful NNet manufacturer and trainer in the northern hemisphere. Abaline produces NNets for numerous applications, ranging from on-board vehicle computers to the near-sentient powerhouses that govern the Marathon net. As a show of goodwill, Abaline provides the city with its NNets at a fraction of their production costs. In turn, the city serves as a final test bed for their new neural net models.

Abaline Research first gained prominence during the design of the first military Gear, the Hunter Mark I. Abaline was contracted to create the sophisticated computer control system for the Hunter and applied its breakthrough optical neural net (ONNet) technology to the project. These astonishing learning computers gave the Hunter the computing power and flexibility it needed to automate most of the on-board systems. Since that success, Abaline has remained the leader in the field and applied ONNet technology to a wide variety of applications. The Marathon network is their showpiece, an example of the possibilities of widespread application of computer technology to everyday life. Abaline is aware that some of its ONNets are prone to malfunctions that resemble independent actions; in some cases, a few nets have achieved a degree of sentience said to be equivalent to a smart dog. Abaline has suppressed a lot of information about this phenomenon, both because it fears bad press because of unpredictable NNet behavior, and because it wishes to be at the forefront of the artificial intelligence research that could grow out of these "malfunctions." Several learning NNets have been attached to the Marathon network for field tests.

### Marathon Vital Statistics

Founding Date:	TN 701
Joined UMF:	TN 1528 (Lyonnesse League); TN 1551 (UMF)
Method of Government:	Representative Democracy
Head of Government:	Mayor Gavril Bonner
Population:	2.5 million
Principal Industries:	Computer systems, high technology



### Life in the Smart City

Visitors to Marathon are often overwhelmed by the Marathon net. Indeed, this network of thousands of NNets and other computer systems is present in almost every aspect of everyday life in the city-state. Computers and all terminals, vidmail, trideo comm links and other wonders reserved for the corporate elite elsewhere on the planet are all commonplace in Marathon. Most homes are equipped with a sort of private majordomo, an expert system that regulates household needs and communicates with the rest of the network. Groceries are automatically ordered based on past consumption patterns, news arrives pre-filtered based on the viewer's interests, entertainment programming is similarly tailored.

Abaline uses the network to showcase a variety of levels of computerization possible for everyday life. Some neighborhoods are zoned by municipal order as "low profile network" zones. In these areas, the network is still present, but monitoring systems are concealed behind one-way mirrors or use micro-cams. In these areas, home-interfaces are subtle personal terminals designed to look like standard personal computers. In "high-profile" zones, the network is present to an incredible degree. Public information screens flash advertising on city-streets (these can be accessed to serve as public terminals as well), citizens wear corporate-style datagloves, and floating drones survey the streets and relay data. The network helps to serve its users by tracking their patterns of activity through a multitude of cameras and other tracking systems. These can be accessed by the local police force for crime prevention purposes.

Rumors persist that Abaline makes a healthy profit by selling access to these databases, allowing those with enough money and the right contacts to find out virtually anything about a local resident. A small number of private firms provide privacy services, keeping their clients files separate from the network and confidential.





### 3.3.6 - Rapid City

Rapid City is the center of the Federation's industrial heartland. Situated in the foothills of the Quinn mountain range, Rapid City overlooks the Fossenwood and the Byerst Plain. The city is blessed with a temperate climate and mild weather. Despite its high level of industrialization, Rapid City's environment is relatively healthy due to the city-state's unusually severe pollution laws. The sprawling metropolis is the focal point of the UMF's military-industrial complex; chief among the military contractors is Northco, the manufacturer of the Hunter and Jaguar Gears. The city is also the main manufacturing site for most Northern military aircraft and landships. Since most of Rapid City's military contractors are automotive and aerospace firms, it is also the center of the UMF's civilian vehicle production. Also located here are the headquarters and central yards of Federated Railways, a powerful private rail corporation. In mid-summer, the city sponsors the Rapid City Motor Expo. Hundreds of new vehicles, both military and civilian, are marketed and sold at this trade show. The purchase of military vehicles is restricted to Northern governments, friendly Badlands city-states and recognized soldiers-of-fortune (read pro-North). The Expo attracts thousands of sightseers and business people every year, creating a temporary boom in the city's weak tourist industry.

From a military standpoint, Rapid City is important because it houses the main production facilities for Northco as well as many other key industrial assets. Along with Ashington, Rapid City is also the port of call for much of the UMFA's landship resources. Although the UMFA does not field a huge number of these mammoth ground effect vehicles, even a small number of the ships account for a great deal of armed might. This gives enemies yet another reason to target Rapid City. The defenses of the city include the presence of two complete brigades from the UMFA as well as additional Northern Guard forces. The city itself is surrounded by a 35-meter wall with gun emplacements. The wall, however, only protects the old city, the industrial core of Rapid City. The residential areas that have grown up outside the battlements are less well defended.

Despite the presence of so many soldiers, average citizens are more aware of the many corporate security agencies that defend industrial facilities from espionage, theft and sabotage. Northco's security service is especially visible. It tries to project an image of friendly policing, operating hand-in-hand with the Rapid City Police Department, but the needs of corporate security have led to several incidents of heavy-handed tactics unfortunately broadcast by the local media.

#### Rapid City Vital Statistics

Founding Date:	TN 553
Joined NLC:	TN 1528 (Lyonnesse League), TN 1551 (UMF)
Method of Government:	Nominal Representative Democracy (de facto corporate fiefdom)
Head of Government:	Mayor Arkady Petrov (de facto leader Northco CEO Natalya Korolov)
Population:	2.8 million
Principal Industries:	Vehicle and weapons manufacturing, diversified industry

#### Northco

Formed in TN 1618 by the merger of Northern Metals and Concordat Systems, Northco Heavy Industries is currently the largest corporation in the northern hemisphere. Northco is most famous as a military contractor, having produced the first Hunter Gear and now responsible for a majority of all Northern military vehicles, but it also produces a variety of consumer products, civilian vehicles and other mass-market goods. Northco also has an excellent research and development track record and has played a part in many of the technical breakthroughs of the last 250 cycles. The company's main factories and offices are located in Rapid City.

The size and power of Northco makes it a dominant player on the Federation's political scene and a virtual overlord of Rapid City. Northco itself, however, is not necessarily a corporate monolith, as the public perception would have it. It includes several largely-independent design firms, such as Elementech (construction vehicles) and Applefish (aircraft). Northco encourages these design houses to have their own identities and pushes them to compete with one another. Many of these firms work in the huge Northco facilities in Rapid City, but the company also has assets in almost every major city of the CNCS.

Northco's CEO, Natalya Korolov, is regarded by many as the most powerful person in the UMF, more so than Treasurer Banderas or anyone else. It was Korolov's support that got Banderas elected, but he has been slowly alienating her over the last few cycles. His visions of an accord with the Mekong Dominion are very worrisome to Korolov, who sees her company suddenly faced with very aggressive competition from the Southern league. Korolov is not known for letting problems linger and many think she will deal decisively with Banderas in the near future. She is thought to have recruited UMFA Director Solomon Davi as a close ally.



## Ashington - 3.3.7

The city-state of Ashington was the last to join the UMF. The city was originally founded as a nation-in-exile by an outcast European prince. The princes of Ashington were reluctant to join the UMF for fear that they would lose their privileges. The UMF agreed — as in several other cases — not to interfere with internal politics, however, and the Prince was eventually lured by economic benefits. Over the centuries, some democratic ideals have been introduced into Ashington society. This has led to a series of reforms granting the prince's subjects relatively high personal freedom and the power to elect an advisory council to aid the prince in decision-making.

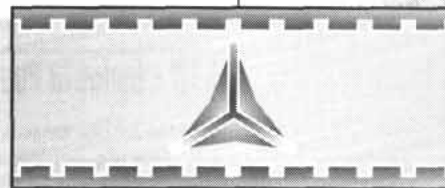
Ashington is basically a self-sufficient city-state with one primary export: electricity. Prince Hans William Ash VI is the president of the Ashington Power Corporation, the largest power utility in the Federation. While not as large as the gigantic Norlight power plant at Kossuth, Ashington uses hybrid wind and solar farm technology for power generation and is thus somewhat more versatile. Unlike Kossuth, Ashington also has fertile land, allowing the local residents to grow their own food in the fields, between the windmills and solar collectors, rather than buy costly imports.

Ashington's history has not been peaceful. It's power plants make for tempting military targets and they have been hit in most of the UMF's military conflicts. During the War of the Alliance, Ashington was literally overrun by the CEF and turned into a battleground. Five major engagements were fought in and around the city-state, causing massive damage. The city also has an unfortunate reputation for disloyalty. Royal pride often leads Ash family members to feel that their city-state should be wholly independent. Bloody uprisings have twice rocked the city and the spy who leaked plans of the Hunter to the South (codenamed Charity) was a minor member of the royal line. The regiments of the UMFA stationed in Ashington are said to be more loyal to Prince Hans William than to Lyonnesse.

The Prince, his predecessors and several of his cousins, have made great efforts to make royal culture somewhat fashionable in the UMF. This public relations exercise largely counteracts the reputation for disloyalty. The Prince hosts a grand ball at least once a season, inviting much of the league's corporate elite, along with foreign dignitaries. He organizes hunting safaris into the Badlands and other events with a desirable list of guests. Several members of the corporate elite have even begun to emulate royal fashion and mannerisms, making the Ash family one of the centers of national fashion.

### Ashington Vital Statistics

Founding Date:	TN 922
Joined UMF:	TN 1620
Method of Government:	Monarchy
Head of Government:	Prince Hans William Ash VI
Population:	500,000
Principal Industries:	electrical power generating



## Baton Rouge - 3.3.8

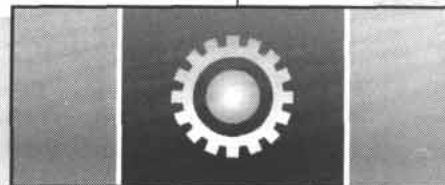
Baton Rouge was founded as an agricultural community by a small group of Creole homesteaders in TN 1072. Today, despite being home to more than 800,000 people, it has not lost its sedate, agricultural way of life. Unlike most city-states, Baton Rouge lacks a definable core or downtown. It is best described as a conglomeration of many small homesteading villages with scattered industries and municipal buildings. Each of the town's twenty main boulevards is over fifty kilometers long. Even in the heart of the city, one's closest neighbor might live a few hundred meters away.

This giant village is the primary agricultural city in the UMF, producing everything from grain to vegetables to dairy products. Numerous factories process and package the local produce for sale across the Arctic. A small part of Baton Rouge's farmland is dedicated to growing medicinal plants, making this city the main pharmaceutical producer in the Federation.

Baton Rouge is most famous for its artwork. The city has traditionally been a haven for folk artists, especially metal smiths. In an era where factories produce metal goods cheaply and efficiently, old fashioned metal smithing has become an art form. Everything from horseshoes to ancient and traditional Japanese katanas is produced by the artists of Baton Rouge, but the most famous pieces are the elegant gold and copper sculptures from the suburb of Orion.

### Baton Rouge Vital Statistics

Founding Date:	TN 1072
Joined UMF:	TN 1531 (Lyonnesse League); TN 1551 (UMF)
Method of Government:	Representative Democracy
Head of Government:	Mayor Wallace Martin
Population:	830,000
Principal Industries:	agriculture and fine arts



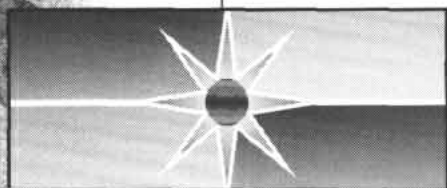


### 3.3.9 - Canterbury

Canterbury is the theater and movie capital of the Arctic. The city's entire economy is based upon entertainment and the tourism that accompanies it. The city boasts a veritable who's who of Northern celebrities. Every major UMF video and trideo corporation is based in Canterbury and all Norlight and Western ones have major offices there. A few of the major Southern networks even have branch offices in the city.

The city of Canterbury is a manicured grid of entertainment studios, glamorous residences and expensive tourist traps. Six different theme parks can be found in Canterbury. The two most popular are *EarthLand* and *AquaWorld*. *EarthLand* is a huge museum chronicling the entire history of Earth. A special ride accompanies each major time period. Crowd pleasers include the virtual reality ride in the Creation of the Earth area and the sled rides across the glaciers in the Ice Age area.

*AquaWorld* is a more serious affair which acts both as a tourist attraction and a zoological preserve. Numerous forms of Earth and Terranovan aquatic species are kept in the dozens of artificial lakes that make up *AquaWorld*. The park houses the only whales on Terra Nova. About a dozen whales of various species are kept in the largest of *AquaWorld*'s lakes. These whales rarely reproduce and are usually created using advanced recombinant DNA techniques. These majestic sea mammals mystify the people of the dry planet to the point that, for many Terranovans, a trip to see the whales of Canterbury is a quasi-religious pilgrimage. Whale song recorded in the main lake is considered soothing for the nerves and is popular as background music across Terra Nova. It can often be heard in waiting rooms and elevators.



#### Canterbury Vital Statistics ☐

Founding Date:	TN 1161
Joined UMF:	1528 (Lyonnesse League); TN 1551 (UMF)
Method of Government:	Representative Democracy
Head of Government:	Mayor Nial Levitus
Population:	1.7 million
Principal Industries:	Entertainment, tourism

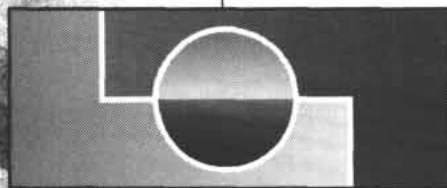
### 3.3.10 - Djakarta Point

High in the Tershaw Range is Djakarta Point, a city with only two resources: gold and silver. Humanity's thirst for these two precious metals seems unquenchable, and *Djakarta Point* is located near some of the largest gold and silver deposits on Terra Nova. The city's economy is dominated by the two metals. Mining and refining are the two largest industries. Many small luxury goods manufacturers transform the refined precious metals into cutlery, jewelry and works of art.

This mineral wealth made Djakarta Point a desirable target for the growing UMF. The city was a founding member of the Tershaw Cooperative Alliance, a small league between the UMF and NLC. It was nevertheless a target for acquisition and, when it refused to be swayed by diplomatic efforts, Djakarta Point found itself occupied by the UMFA. With little choice, the local government sued for peace and took its place in the UMF.

Djakarta Point has the unusual custom of minting its own currency. Whereas most transactions on Terra Nova involve either electronic transfers or paper currency, Djakartans prefer to use coins. The city mints silver coins in small mark denominations. Other common bills are replaced by gold coins. Although subject to fluctuations in the commodities markets, all Djakartan coins are approximately worth their face value in precious metals. While Djakartan coins are considered to be oddities in other cities, most businesses will accept them on par with CNCS mark notes.

Unfortunately for the people of Djakarta, their city's vast wealth has attracted a strong criminal element. A significant portion of the city's revenues are spent on supporting an elite anti-theft police unit. This protectiveness has earned the citizens of Djakarta Point a reputation as misers who are unwilling to share with their less fortunate neighbors. The fact that the vast majority of the city's mineral wealth is exported to these neighbors seems to be conveniently overlooked.



#### Djakarta Point Vital Statistics ☐

Founding Date:	TN 857
Joined UMF:	TN 1567
Method of Government:	Corporate
Head of Government:	CEO/President Kaori Ganendra
Population:	860,000
Principal Industries:	Gold and silver mining





## Mainz - 3.3.11

Mainz was originally known as Fort Charles and was claimed by the newly emergent Western Frontier Protectorate., with which it shared much cultural heritage. The UMF coveted the rich ranching lands around Fort Charles, however, and did not want to see the WFP move into the Marathon Basin region, which it considered its heartland. In TN 1551, the UMF moved into the region to assert its authority, with the tacit approval of the NLC — it was concerned about reigning in the WFP. Fort Charles was integrated into the Mercantile Federation and renamed itself Mainz soon thereafter. This led to a series of nasty border wars between the UMF and WFP, but Mainz remained in Mercantile hands.

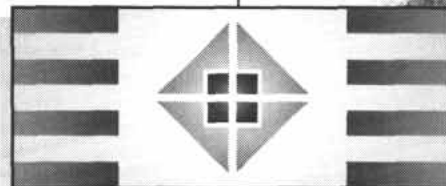
Today, the city is the center of the UMF's ranching culture. Animal production, processing and packaging completely dominates this city's economy. The city's slaughterhouses process countless springers, barnabies, hoppers, snakes and cattle every year. No part of the animal is wasted. The hides are processed into leather and fur products, the meat is sold for consumption, and the bones and viscera are ground into fertilizer.

Mainz is possibly the least popular tourist site in the Arctic. The city reeks of death. This stench only disappears when a breeze comes down from the nearby Westridge mountains. Most native Mainzites are oblivious to the smell under normal conditions, but even they notice it during the city's hot, humid Spring.

Mainz is also the headquarters of MainzFood, the largest fast food conglomerate in the CNCS. Their restaurants can be found almost every neighborhood across the Arctic. MainzFood's most widespread restaurant chains are MainzBurgers, MainzZa (pizza and sandwiches), MainzKebabs, and MainzCourse (*gourmet* fast food).

### Mainz Vital Statistics

Founding Date:	TN 866 (as Fort Charles)
Joined UMF:	TN 1551
Method of Government:	Self-Perpetuating Bureaucracy
Head of Government:	Mayor Kendall Shirol
Population:	720,000
Principal Industries:	Ranching, foodstuffs



## Pioneer - 3.3.12

Pioneer is an old, well-established city-state which never saw the phenomenal growth rates of many Northern cities. Pioneer is often said to have an "antique" charm because of its winding cobblestone roads and mountain villas and chalets. Due to its proximity to the north pole and its high altitude, Pioneer's average temperature ranges between -5°C and 5°C. The peaks around Pioneer are constantly snow covered, allowing the city to offer visitors the rare treat of winter sports.

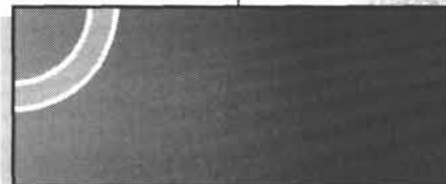
Pioneer's economy relies upon two key industries: tourism and hydroponics. The city is the largest ski resort on Terra Nova. Local entrepreneurs also organize other cold weather activities such as snowshoeing expeditions, cold weather camping and snowball fights. Since Pioneer is also one of the most expensive resorts on Terra Nova, most visitors only come here on special trips such as honeymoons or wedding anniversaries.

Because of their city's frigid weather, the citizens of Pioneer are forced to grow their food in hydroponic greenhouses. In order to make these greenhouses economically viable, the locals cultivate many Earth plants that cannot normally be grown on Terra Nova. One of the unusual local foods is honey. Immense clover and flower-filled greenhouses house honeybee hives. Some of this honey is blended with spices, bottled and allowed to ferment while buried in the local snow to produce mead, one of the most expensive drinks on Terra Nova.

Pioneer is also attractive to enthusiasts of military history. On 19 Summer TN 1669 an armored force of Western and Norlight troops attacked Pioneer as part of a campaign to put an end to the "Mercantile threat." The UMF Army was taken off guard, most of its forces having been stationed to protect the capital of Lyonesse, and could only reply with a small force. Among these forces, however, were modified engineering walkers — Hardhat models — that proved deadly on the broken tundra of the pole. Over the next four days, the walker pilots of the UMFA played the deciding role in repelling the enemy force. The Mercantile military immediately launched a program to build a dedicated military walker — the program that would create the first Hunter Gear.

### Pioneer Vital Statistics

Founding Date:	TN 792
Joined UMF:	TN 1571
Method of Government:	Representative Democracy
Head of Government:	First Citizen Iryne Cruikshank
Population:	550,000
Principal Industries:	Tourism, hydroponics





### 3.3.13 - Swanscombe

Swanscombe is the site of an unusual about-face in the history of discrimination. Swanscombe was originally the site of a rather large Roman Catholic convent that housed several hundred nuns. Over time, a city grew from the small village established around the original convent site. Most of the city's leaders were evacuated on the last shuttles when Earth abandoned her colonies, leaving behind a highly volatile power vacuum.

During the ensuing Reconstruction period, a radical matriarchal government took power, backed by the city's now numerically superior female population. Almost overnight, the status of men changed. They were now denied the right to own property or hold public office, thereby reducing them in status to second-class citizens. This was for the community's own good, the government said, as men in power brought nothing but conflict and greed. The government's policy's were and still are clearly discriminatory, but after ten generations, a chauvinistic ideology has become widespread among the city's population. Every once in a while, a few disgruntled men lead a revolt against the government. These uprisings are brutally suppressed by the city-state's all-female police force.

Like many of the other cities that joined the UMF after its founding, Swanscombe signed a deal allowing it to keep its existing municipal government while adopting the democratic league framework. This offer was made as part of the UMF expansion into the Tershaw Cooperative Alliance (TCA), the buffer league of which Swanscombe had been a member. Mercantile diplomats proposed that Swanscombe could limit male impact by maintaining the female monopoly on property — and hence electoral vouchers. This final argument, along with the implied might of the UMF, brought Swanscombe into the Federation and led directly to the collapse of the TCA. Even today, men may only cast votes if they are asked to proxy for some of the votes owned by their wives, mothers or sisters.

Swanscombe's matriarchy remains Jerusalemite in faith, following a "reformed Roman Catholicism," as they call it. This has caused some conflict between Swanscombe and the Revisionist mainstream in the North, with some people seeing a Jerusalemite theocracy as unacceptable. Grand Marshal Victoria Edden-Smythe, military leader of the CNCS, is a native of Swanscombe who converted to Revisionism in her teens. A hero of the War of the Alliance and the most powerful women in the CNCS, she is a heroine to many locals, but her fervent faith makes the Mother Superior and her entourage suspicious.

#### Swanscombe Vital Statistics

Founding Date:	TN 692
Joined UMF:	TN 1567
Method of Government:	Matriarchal Oligarchy
Head of Government:	Mother Superior Frances Hamilton
Population:	390,000
Principal Industries:	agriculture, trade

### 3.3.14 - Zagreb

Zagreb was one of the last city-states to join the UMF. During negotiations, the city's authoritarian government received a written guarantee of its continued existence in perpetuity. This agreement produced a very unusual result. Zagreb is an island of extreme socialism in a highly capitalist society.

Zagreb's economy is based upon grain production. All citizens are expected to work on the farms in order to improve their society. Rebellious voices are sought out by the city's "Moral Guardians," a form of thought police, and are sent to re-education camps where they are brainwashed with pro-government dogma. These practices are strongly opposed by the majority of the UMF population, leading the governments of the UMF and the CNCS to pressure the city-state to alter its ways. Much to the league's and confederation's dismay, their actions tend to strengthen the city's resolve.

In response to the various pressure tactics, Zagreb has allied with Timmins and a few minor Badlands city-states to form the Social Economic Pact, a far leftist miniature league. The CNCS and UMF have both voiced their stern disapproval of this act, some going as far as calling it sedition. The CNCS has moved more troops into the border regions around Zagreb to ensure that political disagreement does not become an opportunity for the enemy. The Northern Guard Intelligence Service is also thought to be very active in Zagreb.

#### Zagreb Vital Statistics

Founding Date:	TN 1017
Joined UMF:	TN 1611
Method of Government:	Self-Perpetuating Bureaucracy
Head of Government:	Chief Censor Johan Duvall
Population:	530,000
Principal Industries:	agriculture



## THE WESTERN FRONTIER PROTECTORATE (WFP) - 3.4

The smallest member-league of the Confederated Northern City-States is the Western Frontier Protectorate. The WFP controls the Great Western Plain, a long strip of grassland that borders on the Badlands, making the Protectorate a dry, grain- and johar-producing agricultural region. This huge basin is cradled by the Westridge Range and borders on the great Barrington Basin desert. The flat, windy plain is excellent for growing johar and wheat, and for ranching barnabies and springers, but is a poor natural defense. Western cities have historically been targets for attacks by rover bandits from the Badlands and hostile neighbors from across the mountains. This vulnerability led to the region's city-states becoming heavily defended forts featuring massive defensive walls. It also led to a rise of the military as the main national social institution in the West, guiding the nation to better organize its defense. It can rightly be said that the Protectorate's society is based on its army.

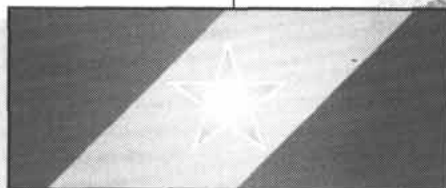
Ever since the sixteenth century, only individuals who have served at least five cycles in the WFP Army (WFPA) have the right to call themselves citizens of the Protectorate. Ten cycles of service in the CNCS military or twenty cycles of service in an allied league's military is considered to be an acceptable substitute when applying for citizenship. All other inhabitants are called residents. Historically, only an average of one-quarter of the population bear the title of citizen at any one time. Presently, the numerous veterans of the War of the Alliance have boosted the ratio of citizens to nearly one-third of the population. With ever-increasing tensions with the South and the presence of Port Arthur in the Barrington Basin, the WFPA is at an elevated fighting strength, further increasing the citizen-to-resident ratio.

Only citizens have the right to vote during the election of the military councils that rule each city-state. The seven-member councils are led by the highest ranking officer elected, who receives the title of proconsul. When multiple officers of equal rank are tied for highest rank, a council vote is called to determine who will be proconsul.

The three proconsuls form the high council. All four councils, including the high council, pass legislation by majority vote. During their term of office, councilors and proconsuls are exempt from the normal military chain of command, preventing higher ranking officers from ordering them to perform any task. All councilors receive a rank equivalent to WFP major generals while individual proconsuls are considered equivalent to lieutenant generals. It should be noted that the orders of the high council supersede even the authority of the commander-in-chief of the WFP Army.

### WFP Vital Statistics

Founding Date:	TN 1527
Method of Government:	Militaristic Democracy
Heads of Government:	Proconsuls Zucco Adamo, Lang Regina and Hasegawa Ichiro
Capital:	Fort William
Population:	13.9 million (4.3 million citizens and 9.6 million residents)
Anthem:	1812 Overture by Tchaikovsky



### Proconsul Zucco Adamo

The proconsul of Fort William, Zucco Adamo, is the most recent member of the powerful Zucco family to hold the post of proconsul. When not acting as proconsul, Zucco is also the Field Marshal of the WFP. He has a powerful public image and has proved to be an excellent leader. Zucco is famous for his strong sense of honor and volatile nature. He is one of the most vocal anti-Southern leaders in the CNCS, and rarely holds back from openly slandering Southern leaders, especially Patriarch Oliver Masao. Adamo is the leader of the Zuccite faction, a militant political combine centered around his family and its allies.

Adamo was born in TN 1855. He had a difficult childhood, constantly shuttled between military schools and the family estate. As the heir apparent to the most powerful Zucco line, Adamo was expected to be a "proper Zucco" and excel at everything he did. A weaker individual would have been destroyed by the pressures Adamo faced as a child, but he thrived in this stressful environment by taking charge and using every resource available to him. In TN 1884, Zucco graduated magna cum laude from the Western Military Academy and proceeded to receive several rapid promotions. Always, he made his family proud.

By the time the War of the Alliance broke out, he was a lieutenant general in command of the 3rd Western Border Division (nicknamed the "Dragonslayers"). At the end of the war, Zucco had been promoted to General. Nine cycles later, he succeeded Maderas Roland as Field Marshal of the WFP. Later that cycle, he ran in Fort William's elections, was elected by a landslide and became one of the league's three proconsuls, achieving his childhood goal. Since then, Zucco has seemed at a loss for what to do next and his explosive temper has become even more unstable.





### 3.4.1 - Western Clans

In the days of colonization and reconstruction, the extended ranching families of the Western Plain used blood-relations and marriage as a way to cement alliances and count their friends in rough times. These extended family units, over time, have solidified into large clans. Clans consist of several family groups, related by marriage or through common ancestry. The largest clans — like the Zucco and Maderas — count over a thousand living members, while the smallest may have only a dozen or so. Most clans have one or two hundred members. The oldest person in the clan is usually the nominal clan leader, although he may name a younger person to serve in this role. All members of a clan are identified by the same surname, which is usually placed before the given name as a mark of respect and honor.

The family clan concept is so strong in Western society that one's reputation and good name often depends on that of one's clan. Needless to say, the clan's honor and reputation are exceedingly important, since any disgrace suffered by the family as a whole has repercussions on all its members, regardless of any personal deeds. Each clan takes great pride in its history, keeping records of famous members and incidents; most publish lavish authorized histories that play up the clan's glory and downplay (or outright ignore) disgraces.

Clans themselves often enter into lasting alliances with each other, usually cemented by a marriage. A powerful clan will almost always be the patron of several lesser ones, and many will have an even more powerful patron themselves. Ever since the 1870s, this web of relationships has been relatively solid, with most clans allied into two major alliances: the Zuccite faction (headed by the Zucco clan) and the Maderan faction (headed by the Maderas clan). The Zuccites are generally seen as "hawks" (always ready to seek military solutions, very nationalist) and the Maderans as "doves" (preferring a conservative, diplomatic approach). Proconsul Zucco Adamo currently leads the Zuccites; Proconsul Lang Regina leads the Maderans.

Clan status is a relatively ephemeral thing, based on past glories, the sheer number of clan members, the number of members with citizenship, the economic resources of clan members, and their internal unity. A sharp distinction exists, however, between clans formed before the Protectorate itself (called "first clans" or sometimes "true clans") and those formed from later immigration (called "new clans"). First clans have a great deal more status, although some new clans have risen to prominence. One easy (if somewhat imprecise) way to distinguish first and new clans is language. First clans tend to teach their children Equatorial Hispanic, the main language of the WFP, as their mother tongue; new clans usually speak Anglic and learn Equatorial Hispanic in school. Similarly, first clans tend to have Equatorial names.

Lucky immigrants do not form their own clans, but get adopted into first clans either through marriage or a simple agreement. The most famous adoptee in the league is Lang Regina, current head of the Maderan faction and proconsul of Fort Henry; born in the Northern Lights Confederacy, she later immigrated to Fort Henry and was adopted by the Maderas clan.

Events have at times put loyalty to clan and to nation in conflict. When a clanmate is accused of treason, wanted by the law, or otherwise becomes an enemy of the state, the rest of the clan often feels torn between aiding their relative and obeying the laws of the land. The official policy of all clans is that loyalty to the state comes first, regardless of the situation. The WFP Army does its best to recruit from all clans and make sure units do not have heavy clan concentrations (although there are notable exceptions) and this reinforces to citizens that the state is deserving of honor and obedience. Residents, who are dependent on family relations for a voice in national affairs, tend to focus on clan above nation and may provide assistance to fugitive members. In times of tension, these conflicting loyalties can lead to deadly conflicts, although the strength of national ties and the prevalence of external threats have thus far avoided any civil wars.

### 3.4.2 - Fort Architecture

The city-states of the Western Frontier Protectorate all share a similar architecture: they are fortified to serve as defensive hubs for large regions of the Western plains. Each city-state hides behind a complex array of walls and defensive works, interspersed with large air defense laser batteries. The former will stop all but the most determined overland assaults, while the latter can knock down enemy missiles and aircraft before they can attack.

Because these fortifications were built over a long period of time (starting with basic perimeter fences during the early days of the settlement), each city has a somewhat chaotic, unplanned look to it. Streets are narrow and winding, though large and tough enough to support armored vehicles. Armored gates block the streets at many points, and tank traps are visible in the outer neighborhoods. Houses and other buildings are likewise reinforced, though the inhabitants often decorate them with murals or personal items to liven up their drab and functional appearance.

All three forts have undergone serious renovations and repairs since the War of the Alliance. The WFP suffered under CEF orbital and ground assault during much of the war. Large chunks of outlying territory effectively became enemy territory, but none of the forts ever fell — despite repeated attempts. Postwar construction has been well-planned and organized, but has nevertheless added to the chaos of fort architecture. Colonial-era walls now have new sections and moats, and hopper bays and helipads have been installed in many of the highest structures for launching fast-attack aircraft against enemy targets. As well, smaller forts have been built in the country-side, based around medium sized communities and army bases. Although not as impressive as the three main forts, these bases help protect the agricultural heartland of the Protectorate.





## Fort William (WFP Capital) - 3.4.3

Fort William is by far the largest city in the Western Frontier Protectorate. It was the first of the three small cities that were fortified during the creation of the Protectorate. The city-state is a massive construct emerging out of the land, bold and very noticeable. The capital of the WFP reflects the character of its people: harsh, open and honest. Overlooking Fort William atop a high cliff is the Fortress, the military and legislative headquarters of the WFP. Near this space-age castle is the walled campus of the Western Military Academy, the top military college in the CNCS.

The city's economy is diverse but the most notable local industries include mining, metal refining, and weapons production. Thanks to the great fields found on the land of the Protectorate, the city is self-supporting. The WFP military-industrial complex is unusually large for so small a nation. Many of its products are sold to allied nations or independent Badlands cities (preferably on the other side of the globe to avoid potential backlash). The most prominent military contractor in Fort William is Riley Weapon Systems, the largest weapons producer in the CNCS.

Williamites are generally an impatient lot. They tend to be short-tempered and aggressive. In order to help reduce conflict, the people of Fort William are usually very polite. It is likely, however, that any breach of etiquette will be interpreted as an insult. By far the most volatile segment of Fort William's population is its youth. As with most youngsters, the adolescents of Fort William delight in doing the complete opposite of what their parents wish. Thus, this conservative city has one of the strongest youth counter-cultures of any city on Terra Nova. Much to the embarrassment of the Western Frontier Authorities, Fort William is the center of the underground shock music phenomenon and the international peace movement. Fort William shock musicians seem to have a natural advantage since their guttural local accent is perfect for the growling lyrics of shock music.

Fort William, despite its brusque and impatient atmosphere and its shock underground, is also a bastion of Western tradition. The first of the three forts, it is considered the home to many of the most prominent first clans. The largest is the Zucco clan, the single most powerful clan in the WFP. Ciudad Castel ("Castle City") is one of the oldest parts of Fort William and was originally the colonial-era Zucco homestead. Other prominent first clans based in the city include the Gutierrez and Ramirez clans (allies of the Zucco) and the Aznar clan (allies of the Maderas). Because it is the national capital, Fort William is also the destination of significant immigration and so is home to many new clans, most prominently the Sidhra clan. The Sidhra hail from the Irrian Plain and are merchants. They are close allies of the Zucco, however, because it was a Sidhra clergyman who converted Zucco Adriano to Revisionism in TN 1697.

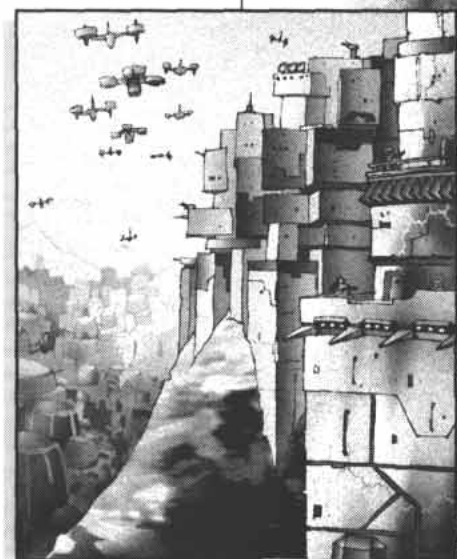
### Fort William Vital Statistics

Founding Date:	TN 1011; fortified in TN 1527
Joined WFP:	TN 1527
Method of Government:	Militaristic Democracy
Head of Government:	Proconsul Zucco Adamo
Population:	1.4 million
Principal Industries:	mining, metal refining, weapons production



### The Fortress

Overlooking the city of Fort William, in a high cliff of the Westridge Range, the Fortress looms like a huge armored castle. Built in the tough times of the sixteenth century and renovated, expanded and improved every few cycles ever since, the Fortress is an impressive testament to the military might and resilience of the Western Frontier Protectorate. The complex bears the unimpressive official title of Western Central Command and Government Facility, but virtually everyone calls it the Fortress. Made up a series of fortified buildings and bunkers, some above- and others underground, the facility includes the central command for the WFP and the central administration for the WFP, including the seat of the high council itself. The distinction between these two facilities is not as sharp as one might think. Western civil administrators are technically members of the military, although service in this branch is considered equivalent to that in the Northern Guard for citizenship purposes. Security is very strict in the Fortress, with elite units on-site to insure security and cutting-edge electronic surveillance. The structure is linked to the outside world through several communication links. Two winding roads provide surface access and feature collapsible sections for dealing with sieges. Underground tunnels and elevators provide secure surface access as well. A railroad runs underground toward Fort William, as does a maglev line connection to the gamma line. This maglev "tributary" is operated by the WFP and not Terranovan TransRail. The Fortress also has a military airbase that is home to much of the West's air power. Proconsuls Lang and Hasegawa travel from their home cities to the Fortress via supersonic air transports for meetings of the high council. Some meetings are done through secure satellite trideo conferencing, but the possibilities of eavesdropping are too great for most important meetings.





## 3.4.4 - Fort Henry

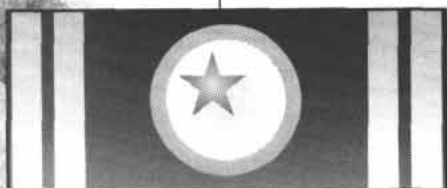
Fort Henry is a much quieter town than Fort William. This city is a large military stronghold surrounded by vast fields dotted with armored factories. The dense urban setting required to nurture the shock music counter-culture simply does not exist here. Fort Henry is primarily an agricultural town; many different food crops and medicinal plants are grown in the surrounding farms. In addition, most farmers have covered their more barren fields with wind and solar energy farms. The municipal authority buys this power at a set rate and resells it to those without power-producing facilities.

The city has two major landmarks: the Fort Henry Medical Hospital and the Fort Henry Weapons Testing Range. The first is a leading medical research center where many of the treatments used to cure wartime injuries were developed. While not as well known as the Yele Medical Center, the research performed in Fort Henry proved crucial during the War of the Alliance. The second landmark is the only remaining mass-destruction weapon test site in the CNCS, placed in a desolate valley a good distance out of town (it owes its name to the fact that no other settlement is closer than Fort Henry). Three cycles ago, for the first time since the War of the Alliance, weapon trials began to test prototype antimatter bombs based upon captured Earth technology.

Fort Henry is home to powerful Maderas clan, known for its more conservative, careful approach to politics and diplomacy. Several other first clans also call Fort Henry home, including the Hernandez and Cristobal clans, both close allies of the Maderas family. Because it is not a major immigration post, Fort Henry has fewer new clans, although several of Badlander extraction are present. The most prominent of these is the Dupree clan, descended for Badlanders who hail from Wounded Knee. The current Captain of that smuggler's den is Jeremiah Dupree (see p. 68), a distant relative of the Fort Henry Duprees; many in the WFP believe the family to be participant in the operations of the Kolson smuggling cartel.

Although it is nowhere near as remarkable as the hospital or testing range, Fort Henry is also home to the Third House Dojo. This small Shodokan karate school is sponsored by Proconsul Lang Regina, reputed to be one of the finest martial artists on Terra Nova, and run by her student Hernandez Simon. The dojo is reputed to be the best schools of its type and it has a massive waiting list of students. Hernandez and Lang choose the students themselves. Most, but not all, are Westerners. Lang is unaware that Hernandez has become disgruntled; he gave up a military career to run the dojo for her, but has not truly been brought into her inner circle. Since TN 1933, he has been feeding information to a man he knows a Juno Karl, whom he believes to be an agent of the Zucco clan. Juno is in fact a cover for Thierry Balsamo, and agent of the Southern Republic Intelligence Directorate.

### Fort Henry Vital Statistics



Founding Date:	TN 1075; fortified in TN 1528
Joined WFP:	TN 1527
Method of Government:	Military Democracy
Head of Government:	Proconsul Land Regina
Population:	700,000
Principal Industries:	food crops, medicinal plants, power generation

### Fort Henry Weapons Testing Range



Despite its name, the Fort Henry Weapons Testing Range (FWTR) is located far from the city proper and encompass hundreds of square kilometers. Tall walls run around the compound to prevent the foolish from entering the zone where the Protectorate's army conducts live fire tests and practices every season. Bases located on the periphery of the zone house the units that come to train or requalify. The FWTR also has the dubious honor of being the site of the only ongoing Terranovan antimatter bomb tests. Protectorate scientists detonated a micro-yield warhead on 12 Summer TN 1932 amongst heavy protest from foreign governments and peace activists. The bomb was built using designs copied from the CEF's technology. Although the warhead contained only a few anti-molecules — most of its bulk was made up of field generators holding the antimatter — the explosion was seen dozens of kilometers away. Four other tests have occurred since then, each time increasing the yield somewhat. With the rush toward war, the tone of foreign protests have shifted. The Norlight Confederacy and United Mercantile Federation have reduced protests to almost nothing, leading to rumors that the WFP has agreed to share technology; meanwhile, the AST has continued to call the testing provocation.

Rumor has it that the Southern Republic has its own antimatter weapons program, but that it has met with significantly less success. Others claim the program has been very successful, but that testing has been carried out in space to conceal it from prying eyes. Port Arthur has been strangely silent on the whole issue, despite the fact that at least one Western politician remarked that an antimatter weapon should be dropped on the Earther community to "solve the GREL problem once and for all." Some fear the former CEF troops may have antimatter weapons of their own.





## Fort James - 3.4.5

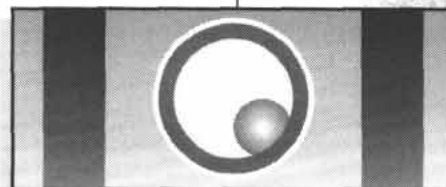
In orbital photographs, the city of Fort James looks like the center of a giant spider web. Dozens of railroad junctions lie just outside the citadel of Fort James. Controlling this web is Western Railways, one of the largest railroad corporations on Terra Nova. Western offers inexpensive transport for both passengers and goods across the WFP, the western reaches of the Norlight Confederacy and part of the United Mercantile Federation. Fort James is also the main cereal processing site in the Protectorate: grain from all over the Great Western Plain is shipped into Fort James by rail and transformed into flour, ready-to-eat foods and animal feed. A small portion of the best grain is bought by local bakeries. The city's chefs are famous for blending different types of flour to produce their rich, aromatic breads and pastries. Fort James style baked goods are considered to be a delicacy across the Arctic. Some of these pastries are flavored with liqueurs or "Fort James Special," a sweet whisky produced by a local distillery. These pastries are in great demand in Valeria.

Because of the gamma maglev and the numerous railways and roads that link Fort James to the outside world, and because of its proximity to the Badlands, the smallest of the three Western forts has the highest proportion of new clans in the league. Several first clans remain important in the city, most notably the James clan that gives the fort its name, but new clans are numerous enough to be essentially equal in standing in the city-state. The most prominent new clan in the fort James is the Peters. This clan arrived in Fort James in TN 1540 has gained a reputation for status-climbing ever since. Peters family members are put under huge pressure to join the military in order to gain more citizens for the clan, and the clan itself always seems to be on the lookout for new acquisitions. This avarice has gotten the clan into more than a little trouble historically.

The most flagrant example of this trouble is the clan's claim to Karlton Ranch, a small but successful oil producing town in the Badlands, just south of the WFP. The settlement was originally settled by a Peters member who unsuccessfully ran a ranch there until he sold the land to Karl Hadrian, a local. Hadrian's descendants found oil on the site and have become quite wealthy as a result. The Peters clan claims the land-sale to Hadrian was not legal because the clan elders in Fort James never cleared it, and have been trying to regain Karlton ever since. This has led to assassinations and occupations, with casualties and losses occurring on both sides of the dispute. Currently, clan elder Peters Laurenz claims that Karlton's mayor Elena Hadrian-Jando is a Southern sympathizer and spy. He wishes to see the town occupied by the WFP.

### Fort James Vital Statistics

Founding Date:	TN 1127; fortified in TN 1529
Joined WFP:	TN 1527
Method of Government	Militaristic Democracy
Head of Government:	Proconsul Hasegawa Ichiro
Population:	690,000
Principal Industries:	transport, foodstuff



### Proconsul Hasegawa Ichiro

Ichiro was born in Fort William in TN 1859 to a family of businessmen. Although Ichiro's childhood was fairly unremarkable and content, he shocked his family and friends in TN 1885 by breaking with clan tradition and entering the military instead of the family business. Enlisting as a simple private, Hasegawa was quickly recommended for a commission and transferred to Fort James. Hasegawa's excellent judgment and remarkable patience earned him the nickname "Caesar" among his troops. By TN 1912, Ichiro was a well decorated colonel.

Over the course of the War of the Alliance, Hasegawa earned more awards than any other Western soldier and rose to the rank of lieutenant general. Near the end of the war, a dispute with a superior officer over a poorly planned offensive nearly cost him his career. Ichiro was demoted to brigadier and sent home in disgrace. At the end of the war, Ichiro's troops returned home to Fort James and began praising Hasegawa in an attempt to restore their former commanding officer's reputation. This unsolicited publicity campaign was successful beyond anyone's expectations and a year later, Hasegawa Ichiro was the proconsul of Fort James.

Ichiro is associated with neither of the two major political families of the Protectorate and because of this, he lacks strong political allies. Only his extreme popularity in his home town keeps him in power. The election of a brigadier as proconsul and Hasegawa's tendency to root out corruption has aggravated many in the army's powerful general staff. These fat cats view Hasegawa as an irritating upstart and intend to demolish his career as soon as he loses an election and returns to the rank of brigadier. Ichiro is aware of this and is becoming increasingly concerned because his popularity back home slowly begins to drop off.





### 3.5 - CNCS BORDER TERRITORIES



Although the league concept came about rather early in the independent political history of the planet, not all city-states have seen fit to formally ally themselves with others for trade and protection. Three of the Confederated Northern City-States's members are not part of any league, but rather associate directly with the confederation as a whole. The city-states of Red Sands, Wounded Knee and Timmins are located beyond the edges of the confederation, in the Badlands. These settlements, along with the land they control around them, form the Border Territories of the Confederation.

Each city-state has its own government and is free to control its internal policies. The territories surrounding each settlement are officially under the nominal protection of the Northern Guard, the CNCS joint military. In truth, the Guard does little more than keep the peace, letting each city-state govern itself and its holding as it wishes, as long as it contributes to the CNCS' coffers.

The border territories are wild places where life is much rougher than anywhere else in the confederation. Although the city-states claim total control over the land and settlements surrounding them, the truth is that the real power in the countryside is held by local chiefs, land owners and petty tyrants, many of whom keep the Northern Guard off their back by paying a seasonal tribute to the local Guard commander.

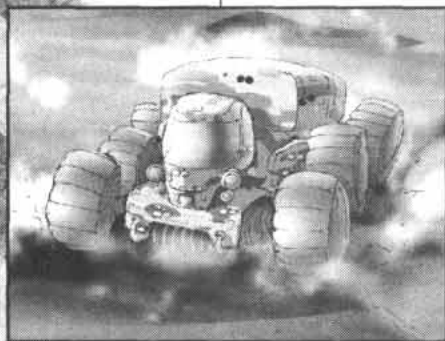
For protection, the city-states are hidden behind large makeshift fortifications (or holed up inside a crashed spaceship hulk, like Wounded Knee) and tightly control who and what come and go through their armored gates. Most of the habitations are simpler and more functional in both looks and design than the houses and estates found in the city-states further up north. Generally, the habitations are all huddled together in the shadow of the city's great walls like frightened little children behind their mother's skirt.

#### CNCS Border Territories Vital Statistics ☐



Founding Date:	TN 1724
Method of Government:	CNCS Protectorates
Head of Government:	Grand Marshal Victoria Edden-Smythe
Members:	Massada (non-voting), Red Sands, Timmins, Wounded Knee, various smaller desert communities
Population:	2.4 million (approximately)
Anthem:	none

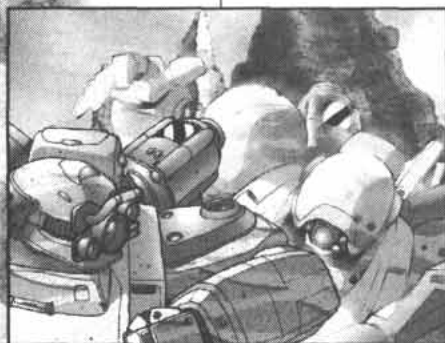
#### Roads ☐



Far from the main axes of transportation, the small communities of the border territories must make do with an extensive network of summarily maintained roads that criss-cross the countryside from one town to the other. While each city-state is theoretically responsible for the maintenance of the roads in the region they control, in practice there is little done.

Paved roads, often ill-maintained, extend from the main border territories into the savannahs and dunes of the Badlands. These fade into packed sand, gravel and cleared sections of desert rock several hours out of the main city-states. The major roads through the Badlands joining these communities are also caravan routes and the traders undertake some effort at maintenance, if only to ensure they can get through to market. Massada is a special case because it is the nexus of pilgrimage routes from the North and Badlands (and a few from the South). The main routes — leading to Peace River and Kossuth — are well-maintained and guarded by citadels of the Dorothean Order of Revisionist monks (see p. 47). With current tensions, major roads are also now often patrolled by Northern Guard forces.

#### Border Clashes ☐



The Border Territories are a volatile place when compared with the relatively peaceful regions controlled by the city-states further North. Much of the land surrounding the settlements is a barren wilderness with little signs of human presence. The Border Territories naturally are a haven for hi-tech bandits, petty dictators and power-mongers of all sorts. While the situation is not as extreme as in the Badlands, the voyager soon learns that caution is not a luxury in these parts, and neither is a sidearm or rifle.

The Border Territories also serve as an excellent arena for shows of force, because they have very little overall strategic importance to the leagues and any collateral damage will be minimal. What's more, the Border Territories are a very discrete place. Often, groups will come here to oppose each other over a worthless piece of land or a local lord's "empire," fighting the northern and southern leagues' wars by proxy — often unknowingly. Also, much to the CNCS' chagrin, many people in the Border Territories hold only a passing loyalty to the Northern confederation. Usually, profit is what counts.





## Massada - 3.5.1

Atop a high mesa in the Karaq Wastes lies the citadel of Massada. This enormous stone fortress was built during the early 54th century by an isolationist cult. In TN 1188 (5601 A.D.), when the universe failed to end, the cult disbanded and abandoned Massada to the elements. Over the next two centuries, the empty settlement attracted various misfits and malcontents, becoming one of the first independent Badlands city-states.

In TN 1486, a young man named Mamoud Khodaverdi walked out of the desert and through the gates of Massada, changing the city forever. By TN 1495, Mamoud had gained such a large and powerful following that he was popularly declared the city's ruler. The reforms which he introduced over the next few cycles, until his death in TN 1507, shaped Massada into the city it is today. Massada is now a giant commune, led by Mamoud's successors, always called the First Follower. In memory of the Gentle Prophet, the city offers sanctuary to any who enter its doors, regardless of allegiance or past deeds. Pilgrims constantly swarm the various shrines, Churches, temples and monasteries crowd the streets.

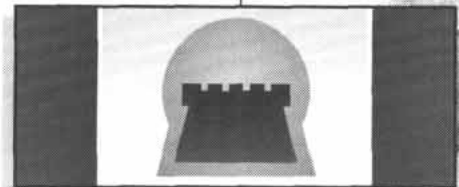
Life for the citizens of Massada is rather unusual. Their city is perpetually under siege by pilgrims, tourists, and travelers. Massada's economy is based on a mix of agricultural and tourist activities. Hydroponic farms abound under the rocky surface of the city, fed by the underground river that runs under the mesa. Hotels, restaurants, souvenir shops, and shrines line the city's streets, providing employment for thousands of Massada's residents.

In TN 1929, First Follower Dreven Capac agreed to have the city become an unofficial CNCS protectorate because of concerns that it would be targeted by the South. A single regiment, the Norlight Armed Forces Blue Angels, were assigned to defend the city. Predictions of Southern aggression came true in Spring of 1935 when the Blue Angels repelled an assault by the Southern MILICIA in a bloody standoff. The CNCS and NLC immediately sent an entire brigade (the 2nd Norlight) to Massada.

Now, the city is gripped by chaos. Colonel Garner Fulan of the Blue Angels shocked Terra Nova by assassinating Second Follower Thor Hutchison on live trideo. Massada is now swarming with military intelligence and security officers, all trying to discover just what drove a decorated, religious soldier to commit such a heinous crime.

### Massada Vital Statistics

Founding Date:	TN 807
Joined CNCS:	TN 1929 (no voting privileges)
Method of Government:	Revisionist Theocracy
Head of Government:	First Follower Dreven Capac
Population:	120,000
Principal Industries:	Tourism (pilgrimage), trade



### First Follower Dreven Capac



First Follower Dreven Capac is a small, harmless-looking man. He is capable of remarkable compassion and tenderness and seems to completely lack a sense of malice or spite. He is also the main religious leader of the Revisionist Church. He lives a solitary and austere life within the confines of the Badlands citadel of Massada. Most of his days are spent ministering to the poor or instructing priests of the church in Mamoud's teachings.

Dreven Capac was born in TN 1880 to a merchant family in Massada. Even as a child, he was always attracted to the Church. During his adolescence, he began working as a missionary, aiding poor or sick pilgrims in and around Massada. As he became an adult, he began organizing others to do the same. Dreven's good works came to the attention of First Follower Berengar Green. The church leader took Capac under his wing and began instructing him in private. A decade later, Green became terminally ill and named Dreven to be his successor. Since then, Capac has become an international celebrity by sponsoring famine relief operations around the globe, especially in the ESE and remote Badlands communities.

The aftermath of Thor Hutchison's assassination has been very difficult on Capac. Although, he did not always agree with the fiery Second Follower, Capac is profoundly saddened by his death. Also, his holy city has been turned upside down by Northern soldiers and security officials, and Sister Melissa Noble, Capac's close advisor and Neel Garner Fulan's lover, has already been arrested on suspicion of being a Southern agent. More and more Northerners with little respect for the sanctity of the "city of peace" are swarming all over the place, and the planet is weaving toward global war. Capac has tried to serve as a voice of reason, emphasizing the need to respect the holy city and not jump to conclusions about Garner Fulan's motivations, but the truth is, even the First Follower is at a loss to understand the assassination.





### 3.5.2 - Wounded Knee

Wounded Knee is quite simply the most bizarre looking city on Terra Nova. Built in and around the semi-intact hulk of a huge crashed space cruiser, Wounded Knee resembles a giant termite colony. Most of the city's populace and businesses are housed inside the wreck of the HCS *Antigones* or some of its sections. Only the poorer or more transient residents live outside the kilometer-long vessel, in shanty towns made of whatever they have managed to scavenge out of the surrounding land.

Wounded Knee is nominally a Northern city, but realistically the city is outside CNCS legal authority. This makes the city a haven for smugglers and black marketers. City authorities permit the transport of any material so long as the security of Wounded Knee is not threatened. Most smugglers are happy to pay the light duty that is levied upon their goods in return for the protection provided by the city's efficient police force. Another of the city's attractions is Wounder rotgut, a vile form of moonshine. Although popular with many smugglers and Badlanders, the drink is banned for health reasons in the CNCS.

These activities have earned the city's residents, called "Wounders," a very poor reputation. Wounders face open discrimination in most cities and are often labeled as criminals or drunks. Most Wounders take this in stride, taking every opportunity to belittle their "dainty and stuck-up" Northern allies. Despite its rough-and-tumble atmosphere, in which most citizens are openly armed, Wounded Knee is not a insignificant desert town of cutthroats. In Wounded Knee, the cutthroats have made it big. Indeed, the city-state is the center of Terra Nova's largest criminal organization: the Wounded Knee smuggling cartels. These twelve criminal organizations reach across the globe (and even into space). Their main business is smuggling illegal goods into the polar leagues, but the most successful are involved in almost every type of criminality across the globe.

Not every Wounder is a smuggler, of course, but virtually everyone pays some form of allegiance to one cartel or another. The election of the city government is really just a poll as to the relative power of the cartels within Wounded Knee itself. The Captain is always a cartel head and Jeremiah Dupree, the current Captain, is no exception: he heads the Kolson Cartel. Dupree appears like a refined, smiling bandit, but is actually utterly ruthless, ready to do anything to advance his and his cartels' fortune and power.

#### Wounded Knee Vital Statistics

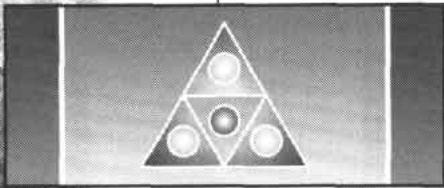
Founding Date:	circa TN 1600
Joined CNCS:	TN 1724
Method of Government:	Nominal Representative Democracy
Head of Government:	Captain Jeremiah Dupree
Population:	350,000
Principal Industry:	Smuggling

#### The Cartels

Taken as a whole, the Wounded Knee cartels form the largest criminal empire on Terra Nova and wield economic power on the scale of a league. Of course, the twelve cartels do not cooperate and are often stuck in vicious competition, but the most important cartels nevertheless wield criminal and economic power on a global scale. Little organized crime occurs on Terra Nova without at least a few marks or dinars ending up in Wounded Knee.

The cartels grew in Wounded Knee because of the opportunities inherent in the Northern leagues. All three, but most especially the NLC, legislate what their citizens have access to. Be it drugs, pornography, black market electronics, or weapons, there are laws blocking imports and sale. This means, of course, there is a healthy profit to be made by those who can make it around these limitations. The Kolson and Forzi — the two most powerful cartels — control organized crime of all types across the NLC and much of the rest of the North. Cartel members operate within these leagues, serving as crime lords and funneling profits back to Wounded Knee. The two cartels are currently in the grips of vicious war over control of the Norlight underworld. Roman Forzi and Kolson lieutenant Sundra Turai are using both subtle and bloody means to eliminate one another. Livingstone and Kenema have suffered most especially, as the various cartel-backed gangs take the war to the streets. The Forzi's fortunes have been on the rise ever since the War of the Alliance, when they established a highly profitable network moving goods, people and information in and out of CEF controlled territory. Some have accused them of collaboration, but the Forzi also smuggled Terranovan spies into enemy lands. They have also made alliances with the powerful Republican Rostov crime family.

The Yokan cartel has made its profit from a close alliance with the Yakuza of Hsi Tsang (see p. 87), so close that some accuse them of being pawns of the Mekong crime lords. In the Badlands itself, the Granis cartel wields great power by maintaining a widespread protection racket aimed at trade caravans. Many rovers gain employment as Granis enforcers.





## Red Sands - 3.5.3

The city of Red Sands is a remarkable sight — thousands of squat, one story, reddish brown, mud-brick buildings each capped with a stained glass dome. Aerial views of the city at night resemble a living mosaic as indoor lights shine through the colorful glass roofs. This extraordinary architectural style dates back to the early 13th century when the owner of a local glass factory built a stain-glass dome over his mansion's main hall. The domes remained fashionable for so long that they eventually became part of the local culture.

Needless to say, Red Sands is a major glass production site. Local factories transform the region's iron oxide-laced sand into everything from soda bottles to optical lenses to the works of art that roof the city. Although glassware is a major industry, the bulk of the population is involved in large scale agriculture. Ranching and grain farming are common occupations in Red Sands, especially in the outlying regions of the city-state.

Visitors to Red Sands should expect some difficulty in communicating with the natives. The local dialect is very choppy and tends to omit occasional vowels. Fortunately, Redsanders are very hospitable and will often speak slowly and enunciate more when they know they are talking to a non-resident.

Red Sands lies near the border of the UMF, which has made its relations with that league somewhat torturous. In the seventeenth century the city was the subject of border wars between the WFP and UMF. In recent times, Red Sands has become part of the Mercantile border defense strategy and the site of both UMF Army and Northern Guard bases. Locals have learned to accept this, preferring it to rover attacks or Southern gunboat diplomacy.

## Red Sands Vital Statistics

Founding Date:	TN 1387
Joined CNCS:	TN 1799
Method of Government:	Representative Democracy
Head of Government:	Mayor Nikka Olos
Population:	420,000
Principal Industries:	Glass blowing, arts and crafts, trade



## Timmins - 3.5.4

Whenever some item falls apart due to shoddy workmanship, Northern residents often exclaim, "Must've been made in Timmins!" Originally a survey outpost, the small border town of Timmins lacks resources. It has nevertheless managed to become economically viable by producing low-quality imitations of many Northern and Southern goods. Wares from Timmins can be found in any flea market or discount store on Terra Nova.

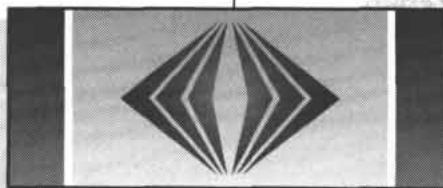
The government of Timmins is a small communist party. Surrounded by large, powerful capitalist nations, the Communist Party of the Independent City-State of Timmins (CPICST) is probably the most paranoid government on the planet. Over a century ago, they joined the Confederation of Northern City-States because they feared the Southern Republic's expansionism, even though the Republic is half way across the planet. Timmins was also a founding member of the Socialist Economic Pact, a small sub-league which includes the city-state of Zagreb and a few minor towns of the region. Membership in the Pact makes its members eligible to various rebates and reduced trade taxes when dealing with other Pact members.

The people of Timmins are notorious for their wicked sense of humor. Timminites are most amused by the fact that their shoddy goods sell so well, even though the buyer knows what he is getting. They also find their leaders' paranoia amusing and see no reason to replace them with a potentially worse government. Only a fraction of the population work in Timmins' notorious copy-cat factories — the rest farm waterroots and many other desert plants to feed the city-states.

Timmins has a tense relationship with the UMF in particular and ironically joined the CNCS largely to avoid further punitive raids by the Mercantile Army. Some elements within the UMF still want Timmins knock-offs off the market by any means necessary, however, and call the Pact a cover for importing pirate goods through Zagreb.

## Timmins Vital Statistics

Founding Date:	TN 1222
Joined CNCS:	TN 1820
Method of Government:	Communist Oligarchy
Head of Government:	Party Chief Gabriel Orlik
Population:	270,000
Principal Industries:	Diversified industrial production, low-quality consumer goods





## A NEW ASSIGNMENT



Caporal Lindo Spence had been looking forward to this day for more than a cycle. He had joined the MILICIA to get ahead, his ambitions fueled by his father's stories of military glory and political prestige. He had suffered the indignities of basic training in the hopes of a glorious career. He had even been promoted to Caporal — perhaps because of his father's connections. But then he had come to Hsi Tsang. The humid cesspool of a city was run by brigands and mercenaries and full of slaves. It stank. It was a dead end.

Spence had put in a request for transfer and had waited patiently. Now, only a week after a desperate phone call to his father in Marabou, the Commandant was calling him into his office and the rumor was that he was packing his bags. He walked in, confident that his future was bright indeed.

The creaking of a rusty, old ceiling fan broke the silence of the small, dusty room. A painting of the Battle of Baja hung on the wall beside a tattered photograph of an attractive rover girl. Behind a wooden desk sat a stocky man in his late fifties, wearing a MILICIA officer's uniform. The Commandant said nothing, but handed him an envelope.

Transfer papers. No more Hsi Tsang. Next stop...

"Basal!" cried Spence, staring at his orders in disbelief. He was suddenly thankful for Hsi Tsang's tropical heat. At least no one would notice the sweat that was suddenly beading on his brow.

An uneasy silence hung in the room, broken only by the creak of the fan, while both men stared at each other. Both old officer and young soldier knew what Basal meant. The center of four cycles of rebellion in the Eastern Sun Emirates, this once beautiful city was a burnt ruin that dealt with wave after wave of fanatical Patriarchal forces. The local forces — little more than guerrillas — fought for their city by any means necessary. In the middle of this war zone stood a MILICIA garrison, there to defend Southern interests from all sides. Both sides hated the MILICIA and patrols were subject to land-mines, sniper fire and every other form of attack. MILICIAmen serving in Basal or the other rebel Emirates spent their time waiting for the terrorist or fanatic who wanted to kill a foreigner for the hell of it. This was a place where minds fractured and careers died.

"Yes, Caporal. Basal. I trust you'll perform your duty to your utmost... as always." Commandant Cyr looked up at him from his desk. His eyebrows twitched. He was the kind of man whose face bore a perpetually annoyed expression, as if a noisy fly was constantly buzzing in his ear.

"Oui, mon commandant!" exclaimed Spence, hoping that Cyr had not noticed the wavering in his voice. Fear leads to failure, failure leads to death, he kept reminding himself in silence, gritting his teeth. Fortunately, the aging officer had already returned to his paperwork.

"Dismissed, Caporal." Once again, the young Caporal noticed Cyr's irritated frown.

Spence felt his knees buckle as soon as he left the office and his stomach was doing flips by the time he got down the hall. Hsi Tsang, with its slave markets and underworld killers had been bad enough.. Now he was off to the bloody East. Was it really last cycle that he had dreamed of a glorious military career? For a second he considered going AWOL, heading for the Badlands and never looking back. The sight of the MP at the end of the corridor changed his mind. And anyway, what would his father think?

"Adieu, mon pauvre..." Cyr muttered back in his office. This was upsetting. Spence had shown promise. He would have made a good soldier and now he was being shipped off to the worse hellhole this side of the equator. It was better to focus on his work and not think about it. Best not to think about it at all.

Cyr opened his desk and reached for the flask of feu de nuit liquor. One more wasted life.





## THE ALLIED SOUTHERN TERRITORIES (AST) - 4.1

The CNCS' counterpart in the Antarctic is based upon military might, not mutual trust. The Allied Southern Territories is a puppet state controlled by its creator, the Southern Republic. Formed after the southern war of TN 1680, the AST is a defense and trade alliance reminiscent of several past organizations, such as the German Reich of the 19th century, the Warsaw Pact of the 20th or the Asian Conclave of the 44th.

The Alliance itself is a sham, a puppet organization ruled by the government of the Southern Republic. In theory, the AST is ruled by a legislature known as the Curia. The Curia is composed of 25 members called Lord Councilors, each of whom serves a seven-year term of office. Four Curia members have special positions and titles. Three, known as Lord Chancellors, are entrusted with guiding the three subject leagues of the confederation. The leader of the Curia, directly representing the Southern Republic, is known as the Lord Protector. All members of the Curia are appointed by the Estates-General of the Southern Republic. Most appointees are respected Republican military officers or bureaucrats, while a few token councilors are pro-Republic citizens of other leagues. Only citizens of the Southern Republic are eligible for the titles of Lord Chancellor or Lord Protector.

The Allied Southern Territories legislation is decided by majority vote in the Curia. It should be noted however, that each Lord Chancellor gets three votes and the Lord Protector gets nine. In addition, each Lord Chancellor has unlimited veto power over the governments of the member-leagues they are assigned to "guide," while the Lord Protector has unlimited veto power over the Curia as a whole. It is an unwritten rule that the Estates-General of the Southern Republic has a veto over any and all lords of the Curia.

Each cycle, the member cities and leagues of the AST send representatives to a week-long summit to discuss external policies and air their differences. This summit has no legislative authority whatsoever and serves only to relieve internal pressures by allowing the vassal leagues a forum. The summit can suggest policy to the Curia. Two noteworthy summit recommendations were the formation of the Medical Court to arbitrate the use of medicine and the creation of an integrated AST defense force with new uniforms and standardized equipment, the Southern MILICIA. Both served as a rallying point for the different populations of the leagues composing the confederation.

While the Curia officially rules the AST, its day-to-day affairs are controlled by its large, inefficient bureaucracy. Awash in red tape, this bureaucratic colossus is viewed with dismay and disgust by most citizens of the confederation. There are only a few places where the bureaucratic red tape gives way to efficient management, and these are the few places where a skilled administrator takes a personal interest in day-to-day affairs. The ESE Lord Chancellor's office is one such place.



### The Southern MILICIA - 4.1.1

The Allied Southern Territories field a combined armed force called the Southern MILICIA, to which every member city-state must contribute men and materials. While officially serving under the lords of the Curia, the MILICIA is little more than a glorified foreign legion for the Southern Republic. The Southern MILICIA is composed of troops from all four member-leagues and is about half the size of the Republic's military. In order to support this monstrous army, a military tax is levied on many non-essential products and services sold throughout the leagues of the AST. Also, a good portion of the leagues' budgets is diverted to finance the Southern MILICIA.

MILICIA is an acronym for MILitary Intervention/Counter-Insurgency Army. These troops are used to staff border outpost and perform various counter-insurgency duties in the three vassal leagues. Despite being considerably larger than the Northern Guard (their closest equivalent in function and form), poor morale and a lower ratio of armor to infantry generally hampers the MILICIA, making it far less powerful on the field than it is on paper.

### A Fragile Hegemony - 4.1.2

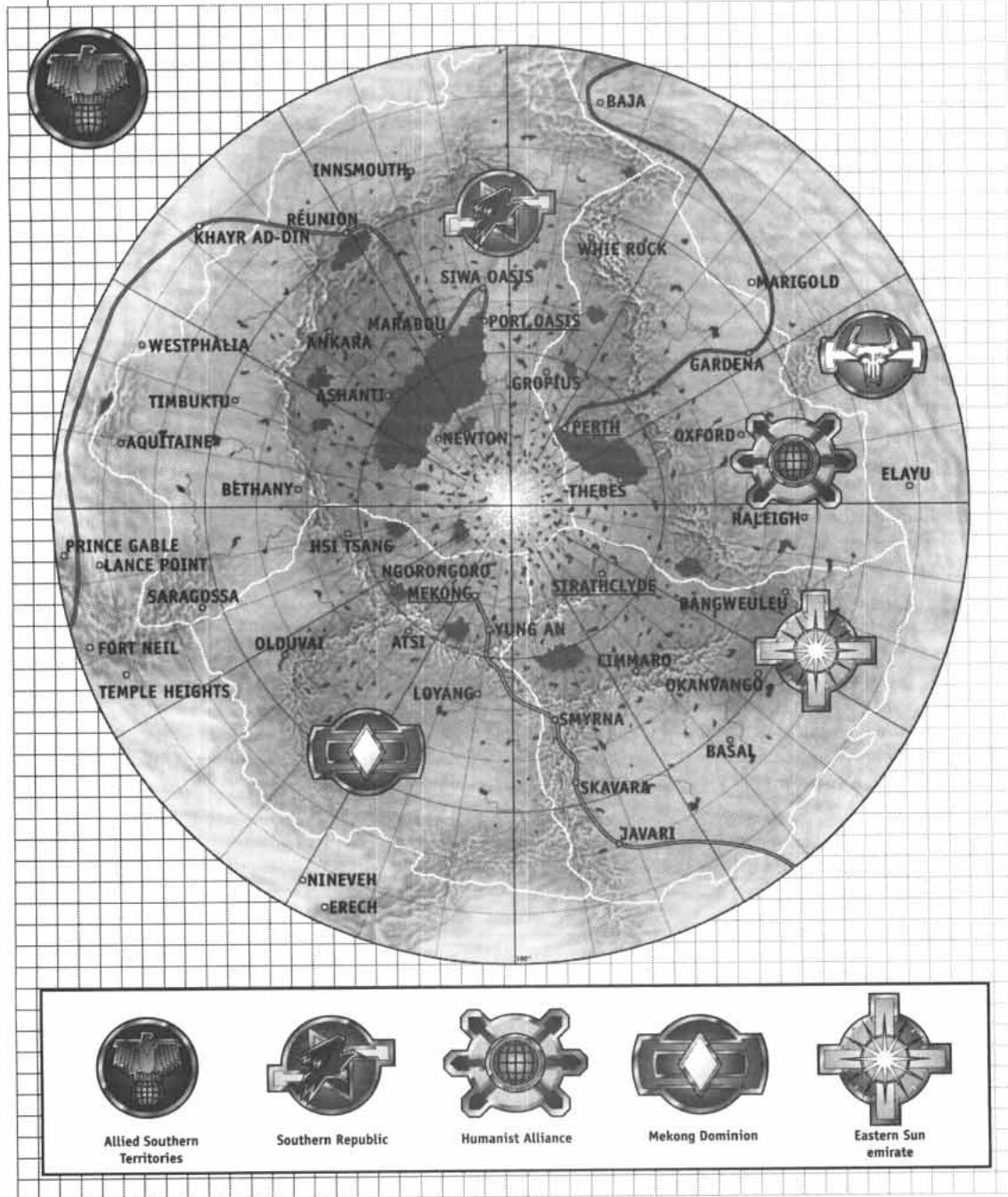
The Allied Southern Territories is nowhere near as stable an empire as the Southern Republic would like. The city-states of Basal, Bangweuleu and Okavango (in the Eastern Sun Emirates) are in open revolt against the status quo. Although they claim not to be fighting against the AST, but only seeking liberation from the ESE's Patriarch, this revolt is a vexing example of the dissatisfaction prevalent in the vassal states. The Mekong Dominion has long sought to control the South through financial means and some say the AST is no longer a worthwhile investment for its corporate taipans. The Humanist Alliance, meanwhile, has used its omnipresent social control methods to protect itself from Republican "corruption" and has undertaken a long-term plan to survive Republican domination called Operation LongNight. The Republic is becoming aware of just how fragile their house is and they may be forced to take drastic actions to keep the vassals in line.



## AST Vital Statistics

Founding Date:	TN 1681
Method of Government:	Alliance of Satellite Leagues
Head of Government:	Lord Protector Jacques Molay
Members:	Southern Republic, Mekong Dominion, Eastern Sun Emirates, Humanist Alliance, various Badlands satellites (Azov, New Baja, Westphalia).
Capital:	Port Oasis
Population:	156 million

## AST Overall Map ☐



Allied Southern Territories



Southern Republic



Humanist Alliance



Mekong Dominion



Eastern Sun emirate



## AST Officials - 4.1.3

The AST and its Curia are officially ruled by the Lord Protector and three Lord Chancellors, officials granted sweeping powers over the alliance and its vassal states. Historically, the posts have been somewhat ceremonial, the officials serving as mouthpieces for the Southern Republic. Since the War of the Alliance, however, the officials of the AST have become quite independent from the Southern Republic, something that worried Prime Minister deRouen to no end.

 **Lord Protector Jacques Molay**

The head of the AST, Jacques Molay was once a field agent of the Southern Republic Intelligence Directorate (SRID) and rose to be the director of that dreaded agency. Although his history within the agency is hazy, he has been linked to dozens of violent covert operations and assassinations. The most famous of these operations earned him his gruesome nickname — the Butcher of Basal — when, in 1920, he ordered the grisly execution of hundreds of civilians after suppressing a lower-class uprising in the ESE city of Basal. The execution was performed by locking the rebels inside their headquarters and bombarding the building with incendiaries. Molay became Lord Protector in 1922 and has ruled the Curia with an iron fist ever since. He operates almost entirely with *carte blanche* from Republican Prime Minister deRouen because the two rose to power together, based on a secret pact. The two have become enemies, however, each waiting for the other to make a fatal mistake.

 **Lord Chancellor Etienne Durocher**

Etienne Durocher was once the director of Les Témoins (The Witnesses), the widely feared Republican secret police and informer network. It was his excellence in this post that earned him the post of Lord Chancellor of the Mekong Dominion. Since his promotion he has become one of the most corrupt and decadent individuals on Terra Nova, second only to Patriarch Oliver Masao of the ESE. He takes every opportunity to profit from his post and leads a lavish lifestyle in his palace in the free city of Hsi Tsang. He has successfully extracted an oath of loyalty from the city's oyabun and rules the city as his very own petty kingdom. Only Lord Protector Jacques Molay earns Durocher's respect and obedience. Rumors abound that Durocher takes bribes from Mekong Speaker Sogabe in exchange for staying out of Mekong affairs. He is also said to be actively involved in the Hsi Tsang illegal slave market and keeps a harem of concubines under perpetual house arrest in his palace.

 **Lord Chancellor Kenichi Tanaka**

The Lord Chancellor for the Eastern Sun Emirates, Kenichi Tanaka is forced to work with the self-indulgent emirs who rule the ESE. These pampered aristocrats are a great source of aggravation for Tanaka, a strict disciplinarian with a distinguished military record. During the War of the Alliance, Tanaka led the Légion Noire, the Southern Republic's elite special forces unit. The Légion turned the tide of numerous battles and, along with the 2nd Western Armored Division, they were crucial at the Battle of Baja. Tanaka retired after the war, but was called to serve as Lord Chancellor. Since then, he has often shown sympathy for the common people of the ESE. In the past, he has had two emirs publicly flogged for abusing their people. As few of the aristocrats care to suffer similar humiliation, most have grudgingly begun to reform their administrations into more humane organizations. Tanaka, having seen the horrors of war, doubts a conflict with the North will serve anyone except politicians.

 **Lord Chancellor Farzad Hemami**

Farzad Hemami is a pawn in a covert war between the Humanist Alliance and the Southern Republic. A skilled administrator he was placed in charge of the Alliance as a reward for his brilliant management of the AST's budget during the War of the Alliance. He arrived with his wife Lysia Masao (one of the few respectable sisters of Patriarch Oliver Masao of the Eastern Sun Emirates) as something of a perplexed tourist. The Lord Chancellor found the citizens of the Alliance very alien and had great difficulty relating to them. Slowly, however, he made friends with the Illuminatus and other Humanist officials and settled in to life in the league. He also created an extra-territorial zone around his residence where Republican laws and customs hold sway. Over the cycles, Hemami has been the victim of slow and subtle brainwashing by his Humanist friends. They have convinced him of their cause and he now works covertly to help the Alliance resist Republican domination.





## 4.2 - THE SOUTHERN REPUBLIC (SR)



The Southern Republic is an odd contradiction in terms. A democracy where the right to representation and personal freedom are ingrained in the constitution, the Republic is also the most tyrannical, imperialist nation on Terra Nova. The rationale for this dichotomy lies in the supremacist philosophy of SR society. Republicans simply believe themselves to be culturally superior to all other peoples on Terra Nova. They view their annexation of the other Southern leagues as an act of kindness, allowing their neighbors to share in their greatness. The exploitation of their neighbor states allows the Republic to boast the highest standard of living in the Antarctic. Unlike the northern leagues, the Southern Republic cares very little about human rights. Rather, it promotes conformity through an expensive, carefully designed propaganda program.

This self-congratulatory philosophy has made the Republic a true tyranny of the majority, capable and willing to crush any deviance from the norm. Rebellious voices are silenced by the general population. Criticism is nearly unthinkable. Opposition to the system is futile. This trend is most apparent in the numerous political parties. Their policies are so similar that only an experienced political scientist could understand the subtle nuances that distinguish them. Lacking variety in policy, political parties rely solely upon their public image and the charisma of their candidates. It is no wonder that many politicians spend fortunes consolidating their public image and ensuring that scandals are quickly quelled. Of late, however, a growing sentiment towards the way politics are made has been spreading through the population, most likely stemming from closer contact with the north during the War of the Alliance.

The actual decision-making body of the Republic, and in turn the entire AST, is the Estates-General. This five-hundred member parliament is led by the prime minister (currently, Louis Philippe deRouen), the leader of the party who controls the greatest number of seats in the Estates-General. Members are elected to represent their electoral counties for three-year terms. The prime minister then selects a cabinet of ministers from among the members of the parliament. The actual title and responsibilities of each minister varies with each new government. Traditionally, the prime minister changes the members of his cabinet every two years or so, promoting those he favors and demoting the members who have failed to meet his expectations. While the cabinet decides the general policy of the Republic, any member of the Estates-General may propose new legislation. All legislation is passed by majority vote of the Estates-General. Although the prime minister does not have an actual veto on the legislation that are proposed in the parliament, his enormous influence is often just as convincing. Historically, no legislation was ever approved by the Estates-General before it was first sanctioned by the prime minister.

The prime minister also appoints ambassadors to each league. In the South, these individuals are shadow governors, ruling by veiled threats, while in the North, they serve a combined diplomatic and intelligence-gathering function. In the southern leagues, consuls are also appointed to each city-state. Their official duties are to help the city-states better manage their affairs by making them benefit from the superior experience of the Southern Republic. Naturally, they often take advantage of their position to strongly influence the city-states' decisions.

### SR Vital Statistics ☐



Founding Date:	TN 1545
Method of Government:	Nominal Representative Democracy
Head of Government:	Prime Minister Louis Philippe deRouen
Capital:	Port Oasis
Population:	53.0 million
Anthem:	<i>Carmina Burana</i> by Orff

### Rook Prime Minister Louis Philippe deRouen ☐



Louis Philippe deRouen was born in TN 1881 in Newton. As a child prodigy with an astronomical I.Q., he always felt like he was different from others around him. Eventually, he came to the conclusion that he was different because he was superior. This was the beginning of deRouen's megalomania, the personality trait that has dominated his life as an adult. He is absolutely ruthless and considers the people around him as pawns in his power game. DeRouen came to power under unusual circumstances. In early TN 1919, he was a successful young lawyer who had just joined the Liberal Republican Party. Two seasons later, after a baffling series of scandals and backroom powerplays, deRouen emerged as prime minister of the Republic, earning him a reputation as a political genius.

DeRouen is believed to have one chink in his otherwise invulnerable political armor: his daughter Louise. The Prime Minister's enemies claim, with a fair amount of certainty, that deRouen intends to have Louise succeed him in office. What few reports have sneaked past the army of bodyguards that protects her indicate that she is at least as brilliant as her father and may possibly outshine him. DeRouen's chief rival for power is believed to be Lord Protector Jacques Molay. Since his appointment as Lord Protector, Molay has been acting with unprecedented independence from the Estates-General. Political analysts are unsure whether Molay is blackmailing deRouen or if Molay's ascension is all part of one of deRouen's schemes.



## Southern Republic Intelligence Directorate - 4.2.1

The Republic has built up quite a reputation in its nearly four hundred cycles of existence. Wars of conquest have given its army a fearsome reputation. Its industrial and trade assets give the Republic economic might. A virtually unparalleled propaganda machine makes the state out to be invincible in every arena and the Republican supremacy of the southern hemisphere seems to attest to the truth of these claims. There is one agent of the state, however, that has a reputation even more terrifying than the Republic itself, and that is its intelligence and security agency, the Southern Republic Intelligence Directorate (SRID). SRID is not the only intelligence and covert operations service in the Republic — military intelligence, the army's Légion Noire and the MILICIA Special Intervention Unit all have roles to play — but SRID is the most feared.

The Intelligence Directorate provides two services for the Republic: intelligence gathering and internal security. The former function is what foreigners know SRID for and the function that gave it its name. SRID has agents in every foreign power, actively gathering intelligence or turning locals into spies. Historically, SRID has been responsible for many spectacular intelligence victories, most notably the theft of the Hunter prototype, leading to the creation of the Southern Jäger. SRID also wields an impressive analysis service, transforming raw data reported by field agents, satellites, monitored communications and public information sources into detailed reports on virtually every aspect of Terranovan life, politics and business. SRID also has a powerful covert operations wing responsible for a number of kidnappings, assassinations and other dirty tricks every cycle.

SRID's face within the Republic is the Public Interaction Unit (PIU), which serves as the league's national police. Uniformed, plain-clothes and undercover SRID agents operate across the league with the authority to supersede local law enforcement. This arrangement dates from the early days of the Republic and theoretically gives the Estates-General additional power to control the league. Over the centuries, however, the PIU has become an efficient and respected police force. Dedicated officers often resent having to overlook crimes by people who are protected by patrons in the Estates-General.

The current director of SRID is Justinian Salazar. A protégé of Lord Protector Molay, Salazar is ready and willing to use his resources to protect his patron.

## Les Témoins - 4.2.2

The shadowy partner of SRID, Les Témoins (or "The Witnesses") is a league-spanning network of secret police and informers. Témoins operatives operate in hiding, gathering dossiers on fellow citizens and filing them with handlers. When a criminal investigation begins, Témoins hand over files on suspects, victims and witnesses to the investigating officials. These files are considered factual testimony in Republican courts of law.

The actual number of Témoins operatives is unknown, although most are thought to be simple citizens who receive a stipend for reporting on their neighbors. Dedicated agents are a rarer breed, controlling other common agents or undertaking special investigations. Rumors persist that the Témoins hold a great deal of damaging information on powerful members of the Estates-General and Curia, giving them a great deal of power. Lord Chancellor Etienne Durocher, a former director of Les Témoins, may well be privy to these secrets.

## The Dark Fox - 4.2.3

The Dark Fox is the code name of a shadowy operative in Republican politics. The Fox has spent the last few cycles leaking damaging information to the enemies of Prime Minister deRouen, making life very difficult for him. This agent is backed by the Order of the Falcon, a secret society with roots that go back to the initial battles that founded the Republic. The Order of the Falcon was born from the conflicts between Marabou and Port Oasis and became the secret road to political power in the Republic. Members of the Order served as prime ministers, lord protectors and high-ranking ministers up until the rise of Louis Philippe deRouen. DeRouen dismissed the Order as antiquated and, working with SRID Director Molay, assassinated or otherwise eliminated most of its membership in his rise to power.

Now, the Order of the Falcon is reborn. The Dark Fox gathered powerful men and women with an ax to grind against deRouen, including a few relatives of old Order members, and resurrected the Order with the express purposes of retaking power. For the Fox, however, this is not a matter of reestablishing tradition, but of accelerating her own rise to power. Indeed, Prime minister deRouen would be shocked to know that his most dangerous enemy is in fact his beloved daughter Louise. Louise deRouen knows she is her father's favorite, but also knows he has a long career ahead of him. Being an heir apparent who will only get to rule in her old age is not an option that appeals to her and she has decided to bring her father down prematurely. She moves carefully, however, because she must undermine him secretly, so that other enemies do not push her out as well.

Lord Protector Molay is the wild card in Louise deRouen's plans. An enemy of her father, he has his own basis of power in SRID and the AST and may not be happy to see the rise of another deRouen. She has carefully avoided confronting him thus far. She is aware of much of her father's illegal dealings with Molay in the TN 1920s, but such a wide scandal might not be beneficial to her cause and could also bring a SRID hit squad to her door one night. Slowly, the Fox has come to realize she must dispose of Molay before she can hope to get rid of her father.



### 4.2.4 - Port Oasis (SR & AST Capital)

Port Oasis is the name of one of the original two spaceports built on Terra Nova. The launching facilities are still in limited use, despite being heavily damaged by orbital strikes during the War of the Alliance. The spaceport is believed to be the most heavily guarded location on Terra Nova. The Southern Republic's 4th Infantry Legion (the Watchmen) and three capital-class landships are permanently assigned to protect it. At least one entire regiment is on active guard duty at all times.

The city of Port Oasis actually lies some 30 km away from the old port facilities. The older districts of the city are ringed by thick blast walls that feature, at regular intervals, laser turrets. Newer suburban and industrial districts surround the walled "Old City." Public parks and green spaces abound outside the walls.

In the center of the old city lies Port Oasis' town square, the Champs de Mars. The Curia and the Estates-General face each other across the square. Port Oasis' main boulevard, the Grand Processional, leads from the Champs de Mars to the waterfront where a giant statue of Buddha surveys the harbor.

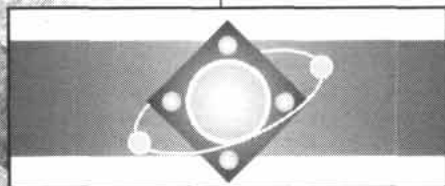
The architecture of Port Oasis is typically Republican. Imposing Neo-Greco-Roman arches, amphitheaters, museums and forums litter the landscape. All major roads, including the Grand Processional, are lined with stylized colonnades. As is the case with most major cities, numerous (and expensive) tourist traps await the hapless travelers. The city itself, however, has far more hidden and subtle beauties than what appears to the casual observer.

As the capital of the Republic, Port Oasis has become a center for arts and entertainment. The dozens of museums and private galleries set the trends in the Southern art world. Classical music is favored by the residents of the capital while popular music is more prevalent elsewhere. Over thirty Hermes 72 entertainment networks have their headquarters in Port Oasis, more than any other city in the South.

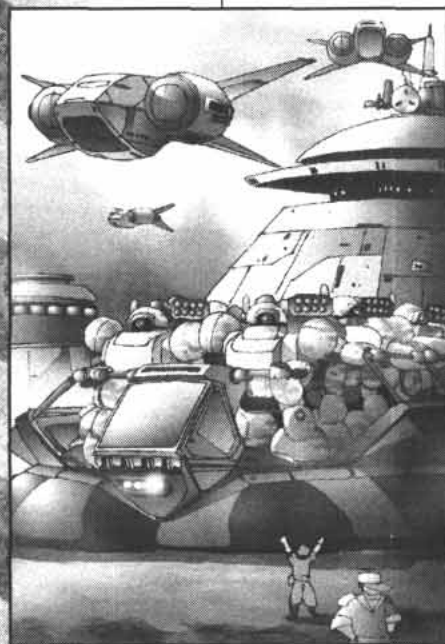
While Port Oasis is primarily a government town, its economy is also bolstered by many luxury goods manufacturers. Most famous clothing, scent and jewelry designers have studios and boutiques along the Grand Processional. As the financial center of the SR, Port Oasis is home to myriad banks, brokerage firms and insurance agencies.

#### Port Oasis Vital Statistics ☐

Founding Date:	TN 492
Joined SR:	TN 1545
Method of Government:	Southern Republic District
Head of Government:	Capital Minister Sylvie Tabouia
Population:	3.2 million
Principal Industries:	Finance, entertainment, politics



#### The 4th Infantry Legion — Watchmen ☐



The 4th Infantry Legion is one of the oldest military units in the Southern Republic. It has a long and distinguished service record which can be traced back to the early days of the Republic and the formation of the Allied Southern Territories. The 4th is composed of two infantry brigades (the 5th and 6th Infantry Brigades) and one rapid-deployment armored infantry brigade (the 9th Gear Brigade Iron Defenders). The 5th is actually deployed within Port Oasis itself, its three regiments housed in barracks that are part of the inner city walls. One Gear company, the Royal Guardsmen (also known informally as Last Ditch Heroes) are permanently attached to the Curia. Gear pilots who join the Guardsmen are veterans who have a spotless record and who have cumulated over thirty kills over the cycles. Their gleaming gold and red Black Mambas can often be seen standing guard on the Champs de Mars, where tourists like to pose with the war machines. The Guardsmen's current commander, Cimman Inné, is a decorated Légion Noire veteran and his seemingly unshakable cool only adds to his considerable reputation.

The 6th Infantry Brigade and the Iron Defenders are stationed at the spaceport, 30 km from the city. In an emergency, the Gears of the 9th can reach the outskirts of the city within 10 minutes, ready to provide assistance to their colleagues already within the walls. Their Gears (mostly Jägers, with the odd Spitting Cobra mixed-in) are loaded onto high-speed transport hovercraft that swiftly bring them to the front. Races between the hover transports' crew are frequent and always provoke bets and brawls amongst the soldiers. While the 9th's commanding officers officially frown on such events, they figure it is good practice (it seems to work — response time has improved by 8% over the past ten years). Although the markings on each vehicle vary according to its exact position in the command structure, all Watchmen proudly show their allegiance to the Legion by displaying the Legion's symbol: twin silver halberds, crossed on a medium blue field or band.





## Marabou - 4.2.5

Marabou is the second largest city-state in the Republic. Because of its location on the northern shore of Lake Esperance, it became a major fishing port. Marabou's military base serves as the headquarters, main training facility and central barracks for the Southern MILICIA, making it the largest military facility on the planet. Thousands of Gears, tanks and various military vehicles are produced there every year. It comes as no surprise that Marabou is the host of many high-tech military providers.

Three infantry regiments, two armored regiments and one border regiment of the MILICIA are stationed on the base at all times, undergoing training, refit and R&R. They are rotated every three months to ensure equal opportunity for all MILICIAMen. Also, because Marabou is located near a large body of water, it has become the ideal training camp for aquatic operations. Additionally, it is the host of traditional water-based aircraft and Gear carriers. There is always one such ship docked near the city.

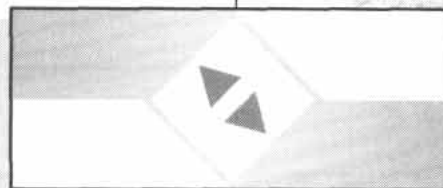
The population is largely composed of military personnel and their families. About half a million AST troops are stationed here, a full third of the MILICIA. Because of this diverse military population, the civilian citizens of Marabou have learned to respect the ways of the people of the neighboring leagues and there is little or no prejudice. The work force of Marabou is nearly evenly divided among the military and the fisheries. Marabou also hosts the headquarters of Reisen Materials, a conglomerate specializing in military supplies.

The cosmopolitan nature of Marabou's urban landscape is in marked contrast to the quiet life in the surrounding rural areas. Called fiefdoms out of tradition, these local counties are home to over a millions fishermen, farmers and simple traders. The acceptance of outsiders common in Marabou proper has filtered into the fiefdoms, but the rural inhabitants are more conservative. Vassals of the fiefdoms (a ceremonial title only) do come to the city proper to trade, but most eventually return to the slower life in the country.

The Marabou landship construction docks, first built inside a quarry in TN 1793, were moved into Lake Esperance itself in TN 1884 when the ships grew in size and became less manageable. The docks are always heavily protected by one cavalry company and no civilians are allowed into it without proper authorization. Since each landship is highly classified, multiple security measures are taken to prevent industrial espionage. The docks produce on average between 5 and 10 tons of finalized ship per week.

### Marabou Vital Statistics

Founding Date:	TN 504
Joined SR:	TN 1545
Method of Government:	Representative Democracy
Head of Government:	Mayor Jennifer Kulin
Population:	2.7 million
Principal Industries:	Military, fishing, shipbuilding



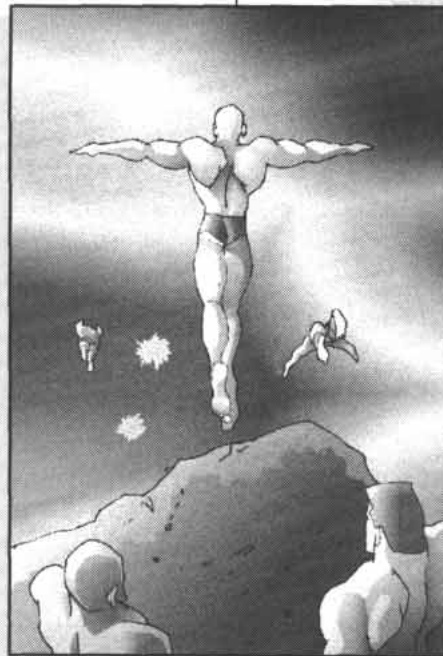
### The Ironman Competition

In late Summer, Marabou hosts its Ironman event, a daredevil's dream come true. This Olympic nightmare involves multiple trails and failure to complete (or survive) the attempt results in disqualification. The first of these trials is a two kilometer military-style obstacle race. As soon as this grueling run is complete, the competitors must dive off a 42-meter cliff, then swim three and a half kilometers across waters teeming with venomous jellyfish. At the other side of the lake, they must climb right out of the surf and straight up another cliff. Once they reach the top, they immediately have to turn around and redo the course in reverse.

Only about ten percent of the 50 to 100 annual participants — 90% of whom are AST troops stationed in Marabou — ever finish the race. Those who do are usually veterans of the event. Any MILICIA trooper who finishes the race is usually treated to a full week of debauchery by his unit — mortality rates from this "victory week" are almost as high as those of the race itself. Any MILICIA soldier who wins the race is awarded a special medal, a "victory week" and a one month leave of absence to recover from these celebrations. These who do not finish, however, must promptly report for duty the next morning.

The Ironman is an extremely taxing competition, both physically and mentally. Applicants must be in excellent physical shape and perfect health; having some knowledge of survival and athletic techniques is very useful, and in most cases necessary to have even a minor chance of winning. Both men and women can compete in the same run. The only piece of equipment permitted is a combat knife, which may *not* be used against other participants.

The current champion is Corporal Norman Bilo, a MILICIA infantry trooper. Bilo credits his victory to his two cycles of duty in the ESE near the rebel city of Okavango. Being forced to swim the deadly waters of the Okavango Swamp on several occasions prepared him for the rigors of the Ironman.





## 4.2.6 - Saragossa

Saragossa was originally the capital of the Saragossa Conclave, a small southern league. The Conclave was conquered and absorbed into the Republic in TN 1636. The city was never properly integrated into Republican life and still causes the government many difficulties to this day with continuous demands and protests. Saragossa's population is generally pro-South, but anti-Republican. They want independent status or at least membership in the AST. Since the Republic views Saragossa as a city-state within its borders, it categorically refuses all suggestions of autonomy, hoping to eventually integrate the city's population into the Republican mainstream.

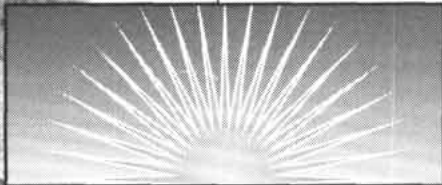
For the past three Terranovan centuries, the Saragossa People's Front for Independence (SPFI) has been fighting a terrorist campaign in an attempt to achieve freedom. This terrorist group has relatively little popular support, mostly due to their radical views and indiscriminate choice of targets. Despite this lack of encouragement, the SPFI continues to battle those they see as foreign aggressors. Many military analysts suspect that either the Norlights or the CNCS has been secretly providing the SPFI's soldiers with arms and training, but, thus far, no one has any evidence to support this claim.

Saragossa is governed, literally, by the 5th Republican Cavalry Legion, known as the Knights of Saragossa. Their prefect rules the city under martial law. The Knights are generally hostile towards the local population, reserving a special form of hatred for SPFI terrorists, who they call "Spiffies."

Despite their aggressive demeanor, the prefects of the 5th Cavalry have consistently encouraged local enterprise in an attempt to win over local business leaders and tie Saragossa's economy more securely into that of the Republic as a whole. The local economy is agriculturally based and is supplemented by power generation and various types of light industry.

### Saragossa Vital Statistics ☐

Founding Date:	TN 1532
Joined SR:	TN 1636
Method of Government:	Southern Republic District
Head of Government:	Prefect Ethan Lo Samant
Population:	320,000
Principal Industries:	Power generation, mining, agriculture



### Saragossa People's Front For Independence ☐

The SPFI has no regular organization. It is composed of cells which have little or no contact with each other, making them far less vulnerable to government investigation and infiltration. The SPFI's leader is a shadowy figure known simply as "Damian." Although many claim to have met him, no one gives the same physical description, which presupposes either regular cosmetic surgery or multiple leaders.

The SPFI's main weapon is terror. While they will try to avoid damage to the city and people of Saragossa, they will not hesitate to sacrifice their fellow citizens if they think they can gain more than they lose. Unfortunately, even the death of a few lowly Republican soldiers is often deemed a sufficient justification for a huge, city block-sized explosion.

Although its location is unknown, the organization is rumored to have a training camp located somewhere in the Badlands, near the frontier of the Republic. All efforts to discover it, either by satellite detection or the interrogation of SPFI sympathizers, has failed thus far.

### The Knights Of Saragossa ☐

The 5th Republican Cavalry Legion is a mixed infantry/armored legion, with the odd Gear unit thrown in. While it is rare to have a whole Legion dedicated to one single city-state, the near-constant unrest in Saragossa more than warrants the 5th's presence.

The 5th Cavalry is currently led by Prefect Ethan Lo Samant, a veteran of the War of the Alliance. At age 61 (cycles), Samant is tired and somewhat numbed by the horrors he witnesses each week. He is a stout Republican and while his ideals are starting to wear thin, he firmly believes in his duty to restore order to the city.

Two of the Knights' three brigades are infantry units equipped with APCs and minimal IFV support. Due to the near-constant stress and brutality prevalent in the city, most of the young soldiers have been forced to mature very rapidly. The Knights also have four Gear companies for special missions. Their Jägers have an additional shoulder-mounted grenade launcher (used to launch tear-gas grenades) and usually carry a 9mm rapid-fire chaingun on a swivel-mount instead of the standard light rocket pod.





## Timbuktu - 4.2.7

"If you need it, we build it!" boasts Timbuktu's entry in the Southern Travel Guide. The city's economy is dominated by light industry, especially automotive and defense. Many important Southern firms, including Territorial Arms, Republic Industries, Obelisk Electronics, Mandeers Heavy Industries and Windhill Engines have head offices or factories in or around Timbuktu.

Another major firm based in the city is Republican Allied Rail, a private railway company which has been profiting from the state railway's gross incompetence. Republican Allied also runs a special unmanned underground cargo railway between Siwa Oasis and Timbuktu. These drone trains carry raw materials to Timbuktu's factories in a speedy and efficient manner. Because of this privileged trading line between the two cities, Timbuktu benefits from a reduced export Health Tax from Siwa Oasis.

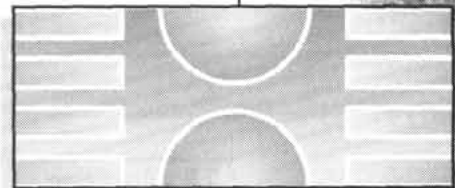
Timbuktu's dialect is highly distinctive. The city-state's residents tend to blur Anglic and Universal French into a local patois. This thick accent is difficult for any non-resident to understand unless they are fluent in both Anglic and Universal French.

Timbuktu is also famous because of its local Industrial Dueling Circuit. Professional Gear dueling (mock Gear combats and games) is a popular mechanized sport across the Republic and much of Terra Nova. The Republican Federation of Duelists (RFD) is the premier national circuit, bringing together teams from every Republican city-state. Timbuktu, as the capital of Gear manufacturing, often dominates the RFD and holds internal competitions between manufacturers to fill the Timbuktu slots on the RFD roster. These local competitions are formalized in the Industrial Dueling Circuit.

Territorial Arms is the leading manufacturer in the IDC, but other locals like Mandeers Heavy Industries and Dynamic Systems are contenders as well. For the past several cycles, the darling of the IDC has been Rork Griffin, a pilot for TA.

 Timbuktu Vital Statistics

Founding Date:	TN 888
Joined SR:	TN 1589
Method of Government:	Representative Democracy
Head of Government:	High Commissioner Valerie Grognaud
Population:	1.1 million
Principal Industries:	Diversified heavy manufacturing

 Territorial Arms

Territorial Arms is the largest Gear and military vehicle manufacturer in the Southern hemisphere and considered by many to be the counterpart to the UMF's Northco (see p. 56). TA began its life as Misericord Weapon Systems and renamed itself after the creation of the Allied Southern Territories. Shortly thereafter it won the contract to massproduce the Jäger Gear and has been a successful concern ever since. It has faced some serious competition from Mandeers Heavy Industries and others in the past, but currently has a stranglehold on the Southern Gear market. Indeed, its Iguana, Spitting Cobra and Black Mamba designs have all displaced older, competing models like the Basilisk, Python and Sidewinder. The Southern military seems committed, in these troubled times, to the TA designs that proved their mettle in the War of the Alliance.

Territorial Arms' most advanced division is its so-called Skunk Works. Largely independent from the rest of TA, the Skunk Works — technically the Special Projects Division — works on the most secret of TA's military projects. They are best known for the development of infiltration and stealth Gears. Both the Chameleon and Snakeye Black Mamba are produced by the Works. The Black Mamba itself was originally a Skunk Works design that received approval for mass production. The Works also produce other cutting edge Gears, most famously the devastating King Cobra heavy assault Gear. Rumors that the Skunk Works are hard at work on a series of newer and deadlier Gears are rampant in Territorial Arms.

On the global economic and political scene, TA is a power to be reckoned with. Managing Director Alan Litherland recently announced that TA was joining the Coalition for Rightful Environmental Exploitation, a powerful industrial lobby group within the Southern Republic. TA took a position of power within CREE, displacing several long standing members in its hierarchy. Most people in the know think that Litherland will displace CREE chief Jan Mach in the near future and effectively make CREE a fiefdom of TA, perhaps as the prelude to a round of corporate takeovers. In fact Litherland has brought TA into CREE in a bid to acquire corporate allies to protect himself from Arron Logan and his Mekong Development Corporation (see p. 85). Logan has a personal hold over Litherland and has been maneuvering for an unofficial takeover. Litherland is desperate for allies but cannot appear weak lest others swoop in and eliminate him in the "national interest."





### 4.2.8 - Ankara

Ankara, located in the foothills of the Southern Alps, is the center of the southern lumber industry. It boasts a large pulp and paper industry, as well as a large magnesium mine. Ankara also manufactures fernwood products, including furniture and prefabricated buildings. Severe anti-pollution laws have forced the local factories to keep their toxic emissions down to a negligible level.

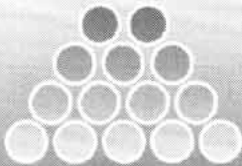
Ankara is also the headquarters of Southern Rail, the state railway of the Southern Republic. Southern Rail is notorious for constantly being involved in labor disputes with its employees. Over two dozen unions represent various factions of Southern Rail workers. On average, two to three of these labor groups will be on strike or protesting in some other manner. Southern Rail usually handles these disputes by hiring scabs.

Ankara is famed for keeping up one of the most ancient traditions of Earth: batte (pronounced batt-hey). Batte is played on a diamond-shaped field with a bat and a small ball. The object of the game is to hit the ball as far as possible with the bat, allowing teammates to score additional runs for points. The city boasts at least six little league batte teams, and twenty adult ones. The Pennant Races of both the adult and children's leagues attract record numbers of tourists from the cities in the Southern Republic and other allied leagues every year.

Many inhabitants of Ankara are the proud owners of cabins in the Southern Alps, to which they go during their winter holidays to benefit from the snowy peaks of the mountains. A few resorts also make winter sports available to those tourists who are willing to pay the exorbitant price they demand.

#### Ankara Vital Statistics ☐

Founding Date:	TN 756
Joined SR:	TN 1545
Method of Government:	Representative Democracy
Head of Government:	First Citizen Edram Vaness
Population:	2.5 million
Principal Industries:	Forestry, pulp & paper, railways, tourism



### 4.2.9 - Aquitaine

The hot, dry weather of Aquitaine's microclimate is ideal for growing grain. In addition, the slopes of the nearby Little Westridge mountains, to west of the city, are well suited to growing various types of fruit. These factors have combined to make Aquitaine a prosperous agricultural community.

Aquitaine is best known for its smooth fruit ales. While Northerners prefer traditional beers and ales, most Southern brews are flavored beers where the hops are replaced with fruit. Popular brands include Aragon (orange flavored), Red Mountain (apple), la Roberval (blueberry) and the venerable Mort Subite (raspberry). Mort Subite is an ancient drink which dates back over 4000 years to second millennium Belgium. A local company acquired the recipe from its brewing house during Terra Nova's colonial period and has, as of yet, no reason to cancel production of this delicious beverage.

The city was founded in TN 1533 by Darvon d'Aquitan, a Badlands rover who had bought a small piece of land in the area and had brought a dozen family members and friends to help him exploit it. In TN 1544, an incident involving a rowdy company of soldiers drew the attention and many former Badlander friends joined d'Aquitan to help him defend his land. He died in the incident, but is remembered as a hero to this day.

The people of Aquitaine are unusually adventurous breed of Southerners and consider themselves to be civilized Badlanders. Needless to say, this claim causes many hardened Badlanders to fall to the ground laughing. Aquitains are best described as Badlander poseurs or Badlander wannabes. They talk tough, but they are just as likely as any other Southerners to fall prey to the desert's many dangers and creatures. The rough image of the locals is emphasized, however, by the presence of the 44th MILICIA regiment, the Renegade Roughnecks. The Roughnecks are a regiment of troublemakers, conscripts with chronic discipline problems. They, more than the local citizens, are responsible for much of the wild atmosphere in the town.

#### Aquitaine Vital Statistics ☐

Founding Date:	TN 1533
Joined SR:	TN 1604
Method of Government:	Participatory Democracy
Head of Government:	Speaker Adémar Forochel
Population:	370,000
Principal Industry:	Agriculture





## Ashanti - 4.2.10

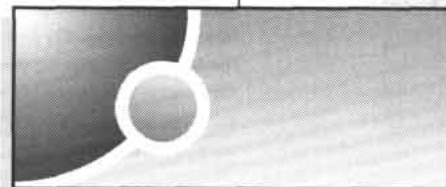
Ashanti, a resort town located on the north shore of Lake Esperance, is known for its beautiful beaches, its well-manicured roads and its lavish hotels. This teeming city is home to many of the South's celebrities. Ashanti is also home to the avant-garde of fashion. The local fashions are considered daring by most Southerners and utterly scandalous by most Northerners. Because of the extremely hot temperatures that bombard Ashanti throughout the year, most Ashantites do not wear a shred of fabric except as scarves, headbands or wristbands. Instead, jewelry, tattoos and paint adorn the body of the average citizen.

Ashantites believe in decorating the body to enhance beauty, not to protect modesty. Because of this belief, tourists from the Humanist Alliance and the CNCS are easy to pick out: they are the only ones wearing bathing suits on the beaches. This freedom of the body has produced a pervasive free love environment that dominates Ashanti society. There is no stigma attached to sexual relations before marriage, to how many sexual partners one has had or to extramarital affairs. Ironically, Ashanti is one of the only cities in the Republic to have outlawed prostitution (Ashantites consider asking money for something that should be freely available extremely distasteful — akin to charging an air tax). Contrary to popular belief, however, men and women from Ashanti are not 'easy' and for them, no does indeed mean no. Their various laws on sexual crimes are particularly harsh. While Ashantites believe in beauty, they remain typical Southerners. Despite appearances, Ashanti is neither a harmless nor a defenseless city. The trained observer will notice carefully hidden defense walls and camouflaged trapdoors, as well as security cameras and alarm systems. The city has its very own Gear defense force and is constantly patrolled and monitored so that trouble can be dealt with at a moment's notice.

In mid-Spring, the entire city plays host to the Ashanti 200, a 200 km speedboat race in Ashanti Bay. The boats used for the race resemble more aircraft fitted with a power keel than actual boats. Around a hundred contestants may enter the race (for a fee of 1,000 dinars each), providing that they are rated professionals (i.e. that their rank according to the Ashanti Power Racing Council is above 2,000 points). The difficulty of the race resides not so much in turning, but in resisting the various and unpredictable winds at the surface of the water and which may easily turn over a boat. Every year, nearly twenty careless pilots get killed in spectacular crashes (which, incidentally, is one of the main reasons why people watch the race). This exciting race is carried live by many Hermes 72 video channels. It is especially popular in the Badlands, where the very concept of racing vehicles across millions of liters of water is astonishing. The winner receives a 100,000 dinars prize. The pilots in second and third place get 50,000 and 25,000 dinars respectively.

## Ashanti Vital Statistics

Founding Date:	TN 530
Joined SR:	TN 1545
Method of Government:	Representative Democracy
Head of Government:	Mayor Galepe Mahorda
Population:	2.3 million
Principal Industries:	Tourism, fashion



## Bethany - 4.2.11

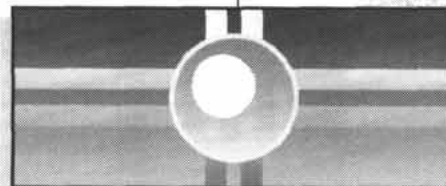
Bethany calls itself the "sweetest city in the South." Massive sapa plantations surround the city with an ocean of green. The sap from these ferns is harvested year-round and shipped into Bethany where it is processed into sugar.

While most of this sugar is refined and exported, a small fraction is used by the local industries. Bethany is famous for its candies and sweets. The city's largest candy producer is Bethany Treats Incorporated, the makers of Cawfee Snaps sweetened wafers, Blue Bombers pepper candies, and Tar Pits toffee balls. Bethany's sugar is also refined into alcohol, both for fuel and drink. The city produces two of the most popular Southern spirits: Chias, a sweet liquor reminiscent of syrupy rum, and Feu-de-Nuit, a strong spirit flavored with blue pepper and unrefined sugar.

Bethanites are a warm-hearted people, known for their generosity and hospitality. Much to their dismay, Bethanites are also known for their bulk. The residents of the city are often obese due to the excessive consumption of too many of their local delicacies. One Mekong chef once remarked that every Bethanite dish he ever saw was either sugar glazed or served in a sugar sauce.

## Bethany Vital Statistics

Founding Date:	TN 1094
Joined SR:	TN 1590
Method of Government:	Representative Democracy
Head of Government:	Mayor Drew Sarasin
Population:	1.6 million
Principal Industries:	Sapa harvesting and processing, tourism





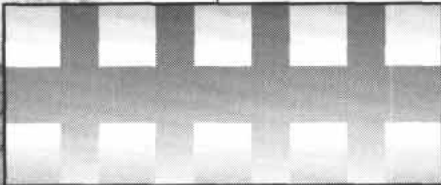
## 4.2.12 - Innsmouth

Innsmouth is a quiet, agricultural commune inhabited by an isolated religious sect called the Servants of the Dawn. This sect has been ridiculed by many foreigners because they wear elaborate, long-flowing robes covered with floral and animal prints. The Servants are fanatical pacifists who refuse to engage in any act of violence, including verbal aggression. Outbursts or violent acts are proscribed and are severely punished by painful self-inflicted purification or exile. The rulers and judges of Innsmouth are called Elders. The city is ruled by a council of 15 Elders.

Innsmouth's entry into the Southern Republic was somewhat bizarre. The city was not originally part of the Republic. In fact, Innsmouth was so isolated that it failed to appear on any official maps. The city surrendered to the Republic when a bataillon of Republican troops got lost during a campaign against the Humanist Alliance in TN 1680. The bataillon commander, eager to make up for his blunder, demanded the town's unconditional and immediate surrender. Much to his surprise, he obtained it.

Within weeks, the council of Elders and a Republican envoy had negotiated the Treaty of Innsmouth. According to the treaty, all Innsmouth citizens are exempt from any military service. In return, the city of Innsmouth must contribute twice as many supplies as other cities during wartime.

### Innsmouth Vital Statistics ☐



Founding Date:	Unknown
Joined SR:	TN 1680
Method of Government:	Self-Perpetuating Oligarchy
Head of Government:	Elder Sebastien, SR Overseer Marie-Eve Verooneau
Population:	1.2 million
Principal Industries:	Agriculture, textiles

## 4.2.13 - Newton

Newton is the place to go for an education in the Southern Republic. Four major universities can be found within the city's limits. Sir Isaac Newton University (Sin U.) is a huge sprawling complex with a poor academic reputation, but an otherwise excellent social life. The newly established Republican University at Newton (RUN) is known to provide its students with a good, but uninspired, curriculum. Rajnapurtha College is a 60-cycle old, small, liberal arts school with an outstanding performing arts program. Garamond University is a mid-sized private school that caters to the Republic's wealthy elite. Its legal, medical and business schools all provide exceptional training for the future rulers of the South.

Newton is a nexus for student activism. The city's law enforcement authorities are extremely lenient with student activists for many reasons, not the least of which is that a significant fraction of the protesters are rich brats from Garamond. The present sheriff is known to find the student protests amusing and is rumored to have a pin-up board with the "causes of the week" written on little scraps of paper.

Newton is dominated by the student counter-culture to the point that the real underground culture in the city is normal Republican culture. Cafés, shock music clubs and bookshops form the bulk of the small businesses in the city. Other than student-related enterprises, the most important industry in Newton is publishing. About half of the Southern Republic's publishing houses are located here. Everything from bigoted Republican cultural superiority propaganda to best-selling romance novels emanate from Newton.

Unfortunately, not all of Newton's student activities are peaceful. The most common source of conflict is foreign student policy. Each of the four universities has a different policy regarding foreign students. Sir Isaac Newton University has an open door policy. RUN will accept any citizen of the AST. Rajnapurtha will accept Republican and Mekong citizens, middle or upper class Emirates citizens and preceptor-caste citizens of the Humanist Alliance. Garamond will only accept "well-bred" SR citizens.

Student riots over civil liberties are very common, with students from the more liberal schools quarreling with students from the more conservative institutions. Due to the huge numbers of people involved, Newton's police prefer to contain rather than break up these disputes. If significant property damage occurs, the police will normally enter the fray with riot gear and tear gas.

### Newton Vital Statistics ☐



Founding Date:	TN 1562
Joined SR:	TN 1562
Method of Government:	Representative Democracy
Head of Government:	Sheriff Jean Renaud
Population:	2.1 million
Principal Industries:	Education, science, printing





## Réunion - 4.2.14

Atop the alpine Réunion Plateau and along the shores of Lake Chantilly lies the small mountain city-state of Réunion. Although warm by Northern standards, Réunion's high altitude makes it one of the coldest Southern cities. Réunion is a quiet city-state where the population has a small town mentality. Réunion's economy is dominated by mixed agriculture. Vast, stepped fruit orchards are common in the region immediately surrounding the city. Cawfee and sapa plantations can also be found in the area. Cawfee bean-fruit from the high-altitude plantations of Réunion is prized by gourmets for its rich texture and flavor. The city's agricultural revenue is supplemented by folk crafts and small publishing houses.

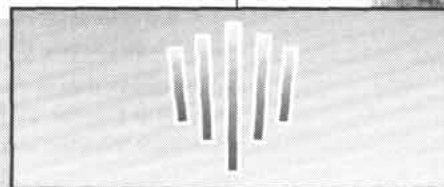
The city's most famous site is its ancient stone amphitheater. This cyclopean edifice can seat 20,000 and is the home base for the state-sponsored Republican Theater Company. About once a week, the company puts on a play to amuse the citizens of Réunion. Since many of the actors are traditionalists, most of the plays put on by the RTC are classics dating back as far as the 31st century.

About twenty kilometers north of the city sits an archeological site where some of the oldest Stoneheads on the planet can be found. One of them, affectionately called Gramps, is nearly 1900 cycles old and was discovered in TN 1885 near an entrance to the MacAllen cave network, where it was half hidden underneath heavy vegetation growth.

Réunion is also home to a certain amount of undesirables, however. Indeed, the infamous Réunion Gentleperson's Sports Club serves as a meeting place for a variety of ill-advised adventurers with delusions of grandeur. The RGSC regularly organizes expeditions into the wilderness to hunt wild beats or Northern spies. These expeditions usually result in much wasted ammunition, a few terrorized barnabies and even a few wounded villagers.

 Réunion Vital Statistics

Founding Date:	TN 1003
Joined SR:	TN 1582
Method of Government:	Representative Democracy
Head of Government:	Mayor Catherine Montpellier
Population:	420,000
Principal Industries:	Cawfee growing, tourism



## Siwa Oasis - 4.2.15

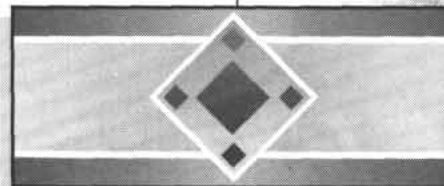
North of Port Oasis, along the gamma maglev line, is what initially appears to be a grim parody of the Republic's beautiful capital. Siwa Oasis was built during the same period as Port Oasis and shares much of the same street layout and architectural style. Siwa Oasis was once a city of stately marble structures, but today, grime covers the white marble of the colonnades and forums, smog blocks the light of the sun, and brownish slime fouls the once-majestic Siwa River. During the early colonial period, Siwa was an agricultural community, but as time went on, the town's economy shifted towards heavy industry. Siwa Oasis is now the center of metal and petroleum refining in the Southern Republic.

Siwa's citizens call themselves "fallen angels." The populace has a sense of the city's past glory and its undignified present. Economically dependent upon the city's industries, Siwans are unable to remove the blight from their home. Those that could do the most to preserve the city have grown lax, for the very wealth they derive from the city's institutions isolates them from the worse effects of the environment. This constant irritant tends to darken the mood of the populace, giving Siwans an unsavory reputation.

Although the city is grim and unpleasant to look at or to live in, most Siwan citizens are content to remain where they are, thanks to the free health insurance provided by the government. Although some of the internal tax revenues are diverted to pay for the plan, it is the infamous Health Tax imposed on exported products that finances the Siwans' health insurance. Siwans also benefit from an impressive underground city of living complexes. Built to escape the industrial pollution of the traditional city, this rapidly expanding complex houses much of the city's population and many more are on the waiting list. The Well, the underground shipping district, serves as the subterranean complex's center-piece and attracts shoppers from some other cities as well.

 Siwa Oasis Vital Statistics

Founding Date:	TN 732
Joined SR:	TN 1545
Method of Government:	Representative Democracy
Head of Government:	Mayor Farsil Dertmin
Population:	1.6 million
Principal Industries:	Metal and petroleum refining





### 4.3 - THE MEKONG DOMINION (MD)



The Dominion is a large, economically driven league that has grown steadily stronger through its trade relations with the other Antarctic leagues. The Mekong government has perfected the art of backroom politics. Presenting a united front to the outside world, the Dominion is constantly divided by power struggles, lobbying and corruption.

The Dominion is governed by the Mekong Assembly, a legislature composed of merchant-princes. Known as Taipans, these businessmen are the CEOs of the largest corporations in the Dominion. Any corporation whose net worth exceeds 100 million dinars is automatically granted a seat in the assembly, and all legislation is passed by majority vote. The CEO of the Dominion's largest corporation chairs meetings of the assembly and is given the title of Speaker. Presently, sixty-five companies have members in the assembly.

Subordinate to the Assembly are the Dominion's civil service and the Mekong Peacekeepers. The Dominion has a relatively small, efficient bureaucracy that operates in a manner similar to a private corporation. Since positions in the civil service are considered to be quite prestigious, the bureaucracy operates as a meritocracy. Candidates for public service must pass a series of difficult exams and interviews before being accepted.

The Peacekeepers are a combination police force and national guard. Most Peacekeepers serve as police officers with nation-wide jurisdiction. Approximately one quarter of the force is a specialized combat group that serves as both a military and a SWAT unit. While many municipal police departments in the Dominion have a reputation for being corrupt, Peacekeepers are well respected. Many describe them as having a mystique about them, much like the 19th-century Royal Canadian Mounted Police or Texas Rangers on Earth. As evidence, one of the best-rated Hermes 72 televised programs is *Karl Cheung: Mekong Peacekeeper*.

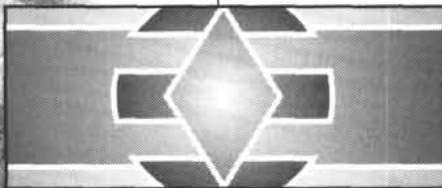
While the people of the Mekong Dominion have little direct say in their government's policies, nearly one-third of the nation's populace, almost two people per family, works for one of the companies headed by a Taipan. It is a standard practice in the Dominion to reward each year of work for a company with a gift of shares. Thus, most families have at least one shareholder who can vote on corporate policy. Most minor shareholders select one of the corporation's board members as a proxy for their vote. By giving their workers a vested interest in the company, most major corporations have managed to produce hard-working, extremely loyal employees.

Mekong citizens pride themselves on their demanding education system. School attendance is mandatory until the student reaches adulthood at 25 cycles. The first 20 cycles of the education system are named by incremental grades, from First Grade to Twentieth Grade. Higher education lasts 10 more cycles in decremental ranks, from Tenth Rank to First Rank.

While higher education is encouraged, it is done in Mandanese rather than in Universal French, thus requiring the students to learn the language on their own prior to starting their studies in the program of their choice.

#### MD Vital Statistics ☐

Founding Date:	TN 1532 (as Mekong Alliance), TN 1562 (as Mekong Dominion)
Method of Government:	Mercantile Oligarchy
Head of Government:	Speaker Miyako Sogabe of the Mekong Assembly
Capital:	Mekong
Population:	46.8 million
Anthem:	Verdant Land by Tashiro



#### Speaker Miyako Sogabe ☐



Speaker Miyako Sogabe is the quintessential Mekong citizen. As the CEO of International Consumer Products (ICP), a huge and highly diversified conglomerate, Sogabe is the most powerful businessperson in the Antarctic, possibly of all Terra Nova. She is a staunch pragmatist and believes that everyone has a price and that the ends do justify the means. Miyako Sogabe was born in TN 1890 at her family's estate in Yung An. As the heiress to an incredible fortune, Miyako was isolated from the difficulties of the real world for most of her youth. University was extremely traumatic for the young Sogabe: she was suddenly confronted with the poverty and misery of others. In addition to her business studies, she began devouring information about political ideology and practical political solutions. By the time of her father's untimely death in TN 1927, Miyako was ready to lead both her company and her people.

Speaker Sogabe's dedication to her people and her company has led to many complications. She is often criticized by her shareholders for allowing ICP's profits to dip so the Dominion may prosper. Her hectic schedule has left her little time for her children and wrecked her family life (her husband left her four cycles ago). Her 24-cycle old son makes a sport of publicly denouncing her on minor issues at every opportunity. Many pundits believe that the strain of balancing company and country will eventually cause Speaker Sogabe to abdicate the post or install a proxy to fill her place either in the company or as speaker.





## In the Name of the Founders - 4.3.1

Although the Mekong Dominion only came together as a modern league in TN 1562, the city-states of the region share a history that goes back to the very beginnings of human life on Terra Nova. Indeed, Yung An and Atsi are the oldest city-states on Terra Nova, founded in the first decades after discovery of the rich colony world. The Human Concordat was not willing to open the planet to full colonization for several more centuries (until surveys uncovered a direct gate from Caprice), but a group of Asian corporations convinced the world government to allow them to claim parts of the planet very early. These corporations — now known collectively as the Founders — saw that the future lied in the stars and were anxious to establish a colony of their own. Jumping on the first opportunity they moved themselves lock stock and barrel to the newly discovered Terra Nova.

The modern Mekong Dominion traces its heritage back to this bold move and so considers itself to have the longest and richest history on the planet. The Dominion looks at its neighbors as young, immature colonials still reeling from the abandonment of their Terran mother. The Dominion — at least in official histories — took the withdrawal of Earth as an opportunity to finally make Terra Nova into a true and independent world.

The spirit of the Founders seems to flow through the streets of any Mekong city-state, and most especially Atsi and Yung An. Ancestor worship is widespread in the league and families who trace themselves back to the Founders have a great deal of status. Shrines to the founders as whole and to prominent members of the illustrious group are omnipresent in the Dominion.

## Major Corporations - 4.3.2

Just as the Founders exodus to Terra Nova was a corporate endeavor, so is the modern Mekong Dominion. The major mercantile houses control the state through the Assembly and vie for power through takeovers, deal-making and other less scrupulous methods. The current corporate scene features two rival top companies: International Consumer Products (ICP) and the Mekong Development Corporation (MDC). ICP currently has a slight edge in the Assembly and its Taipan, Miyako Sogabe, serves as Speaker. ICP is a diversified manufacturing and retail conglomerate, producing a staggering variety of consumer goods. MDC is a less traditional conglomerate. The corporate master of the Mekong correctional system, MDC uses a population of indentured convict laborers to undertake a wide variety of development projects across the Dominion. Taipan Arron Logan has also transformed MDC into a parent corporation with holdings in many different companies across the southern hemisphere.

The Assembly is not, however, solely divided between ICP and MDC; other companies have significant power within and without the Assembly. Krellan Foods and Dominion Motorwerks have almost as much power as the top two companies. Krellan is a powerful food conglomerate, best known for its "Weird But Tasty" chain of fast food restaurants. Dominion Motorwerks produces a wide variety of civilian and military vehicles, including copies of Territorial Arms designs like the Jäger. The Assembly's Inner Tier (the largest corporations) also include Dominion Rail. This company is unique because it is a subsidiary of Southern Rail, a Republican corporation headquartered in Ankara. The takeover came in the wake of the destruction of the Alliance. Mekong Rail is still structured as an independent corporation so it can compete in the Dominion and maintain its seat in the Assembly, but it can and does regularly call on Republican assets. Mekong nationalists are appalled by foreign ownership of a Mekong giant like MR and some fear this is only a sign of things to come.

The Middle and Outer Tiers of the Assembly include the sixty corporations with much smaller voting power than the "big five." This is a very diverse group, including several of the city-states themselves, the league's largest private airline (Ramonair) and even the Mekong Stock Exchange. Alone, these companies have little power before the Assembly, but they do seek patronage among the Inner Tier to have influence; Ramonair, for example, has been a long-standing ally of ICP, casting its five votes in favor of Speaker Sogabe and her reforms. Recently, however, MDC has brought Ramonair over to its side by investing in the corporation. This sort of battle goes on over most of the minor companies.

## The Peacekeepers - 4.3.3

Lead by Chief Constable Francis Cranston, the Peacekeepers are an effective and highly respected law enforcement service. They are also a power on the Mekong political scene. Existing outside the corporate world, the Peacekeepers are funded by all the major corporate houses and answer to the Speaker of the Assembly. Cranston refuses to be a pawn of ICP or Sogabe herself. Cranston's goal is to serve his constabulary and nation, maintaining the legendary integrity of the Peacekeepers. Sogabe counts him as an ally, but hides her own dirty laundry from him, knowing he will not let any crime go unpunished.

The Peacekeepers were once the Dominion's military and they still technically serve that function. Nevertheless, they are organized more along the lines of a police force and only some units are ready for combat on a battlefield. They proved their mettle, however, during the War of the Alliance when Peacekeeper units faced down invading CEF forces.

The most well-known symbol of the Peacekeepers' sense of duty is the Shrine of Light and Shadow, located outside Peacekeeper headquarters in Mekong City. This white, curving wall bears the names of Peacekeepers who retired after faithful service or who died performing their duty. The opposite side bears the names of the dishonorably discharged and even has, embedded in transparent polymer, the severed heads of those few Peacekeepers executed for capital crimes.



### 4.3.4 - Mekong City (MD Capital)

Unlike many capitals on Terra Nova, Mekong is not intended to be a showpiece. It is a bustling, thriving city congested with people. Only the city's government district avoids this chaos. This area is a series of elegant buildings surrounded by a large tropical garden. A large ornate black marble fountain, called the Fount of Good Fortune, is located in front of the Mekong Assembly House. It is said that anointing oneself with water from the Fount every day brings good luck to those who are not selfish.

The corporations that founded the city-states of the Mekong Dominion created Mekong City as a central trading point between their various corporate fiefdoms. As such, the city has been a historical capital even longer than the actual Dominion itself has existed. This central trading function is mostly responsible for the city having become an actual capital. Indeed, the Mekong Dominion was preceded by the Mekong Alliance, an ad hoc league of major cities and corporations founded to fight a war against Loyang and based in Mekong. When Loyang was conquered, the Alliance was formalized into the Mekong Dominion. Since then, the major corporations have used Mekong as the place to do business, adding to the cosmopolitan air of the city-state. There have been proposals to move the capital, but tradition keeps the Dominion's government in the city that bears its name. It would take a great upheaval to change this conservative bias.

Mekong is a walled city, surrounded by old stone ramparts. These defenses are not military in nature: they are intended to keep the region's large and aggressive wildlife out of the city. Since no suburbs exist, the city's population density is very high, making real estate very valuable and multi-story buildings common. Mekong City is home to some of the South's most powerful corporations and manufacturing houses, including ICP, Dominion Motorworks, Mekong Rail (a division of Southern Rail) and Krellen Foods. The latter are producers of nearly any kind of packaged food and are the owners of the extremely trendy Weird But Tasty novelty fast-food chain. "When you're in the mood for something different... (jingle) Weird..... (eww!) But Tasty! (mmm!)"

The Peacekeepers' headquarters are located in the southern district of the city, in a crowded ten-story ferrocrete structure. It is always heavily guarded, and protected by multiple redundant detection and alarm systems. A minimum of three hoppers are kept on the roof at all times to handle emergencies throughout the city. Twenty local barracks, which also double as police stations, can be found throughout the city.

#### Mekong Vital Statistics ☐

Founding Date:	TN 550
Joined MD:	TN 1532 (Mekong Alliance); TN 1562 (Mekong Dominion)
Method of Government:	Mercantile Oligarchy
Head of Government:	First Citizen Pablo Guerra
Population:	3.0 million
Principal Industries:	Civil government, stock market, various industries

#### The Golden Temple ☐



The Golden Temple of the Traveling Buddha is the largest religious temple in the Mekong Dominion and one of the centerpieces of Mekong City. The temple stands along Blessed Road in Mekong and features a huge golden effigy of the Buddha, carrying Earth in one hand and the Gateship Endeavor (which carried the Founders) in the other. The faithful get to the temple by climbing a stair of thousand steps, each step flanked by two torches. To carry a single paper crane for each torch-up these stairs is said to bring good fortune. The current temple is very recent because its predecessor was destroyed during the War of the Alliance. The ruins of the older temple, built in the early days of colonization, were mostly used in the reconstruction, but some pieces were pillaged during the war. Underground collectors are said to pay handsomely for pieces of the original Golden Temple, most especially parts of the original effigy of Buddha. The current head of the Golden Temple is archabbot Ryu Hayashi, a seemingly reserved man who has built a reputation for his close friendship to many leaders of the Dominion, on the one hand, and his easy way with commoners and the poor, on the other.

The Golden Temple is the center of Zentai (or "whole") Buddhism, the dominant faith of the Mekong Dominion. This Terranovan offshoot of Zen Buddhism contends that just as time is an illusion so is space. This allows Zentai Buddhists to confidently venerate their ancestors from a distant Earth and direct their prayers at a distant Buddha because astrological distances mean nothing in matters of spirit. There are other Buddhist interpretations across Terra Nova, including the quite nationalist version popular in the Southern Republic, but they all draw a certain inspiration from the Zentai school. Indeed, without the abstraction of space, planetary displacement makes Buddhism difficult to sustain. The Golden Temple is not the only Buddhist temple in the Dominion. Indeed, there are other sites in all city-states and many corporate enclaves have their own shrines and Zentai rock gardens. These are often signs of status more than faith, however.



## Hsi Tsang (Free City) - 4.3.5

Hsi Tsang is a major producer of rice and is renowned for its many marketplaces where everything is available if you are willing to pay the price. Hsi Tsang is officially a free city and not part of the Dominion. In reality, it is an anarchic, cobbled-together settlement dominated by an oyabun. The Oyabun, in turn, owes respect to the Lord Chancellor of the Mekong Dominion. This effectively makes Hsi Tsang an AST city.

No structured law exists — except when the Lord Chancellor is annoyed enough to bring in his troops — so codes of personal honor and respect are quite strong here. The people of Hsi Tsang are rigidly polite and expect the same from those they meet. Anyone who constantly insults strangers and conducts himself in a brash manner tends to vanish quickly (and quietly) from the streets.

Since nothing is illegal here, numerous despicable enterprises operate out of the city, including slavery rings and fraudulent investment companies. Hsi Tsang slavers are generally viewed as the lowest of the low. They organize the kidnapping of women, children and some men from various points across Terra Nova, primarily the Badlands. These captives are then brought to Hsi Tsang for sale at private auctions. Invitations to these auctions are difficult to acquire and may only be obtained after an average of three established customers vouch for the new client.

False investment schemes are also big business in Hsi Tsang. Since local companies are beyond the reach of the law, many small firms specialize in convincing people to invest in bogus schemes. Most rip-off victims have little recourse except to whine about the lawlessness of Hsi Tsang.

No major manufacturers operate in Hsi Tsang, but countless little nameless factories produce shoddy goods that initially appear to be expensive products. This junk can be seen in less reputable shops across the Allied Territories.

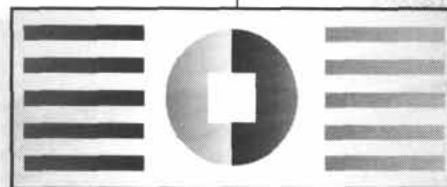
Hsi Tsang is home to Nemmelworth's Gear and Merchandise, a small vehicle and weapon shop that specializes in stripping, rebuilding and customizing Heavy Gears. They are especially well known for their work on Hunters, Jägers and Prairie Dogs. These jobs are usually done for Badlands residents, ESE freelancing gladiators or the rare mercenaries who can afford to maintain Gears. NG&M also have facilities for scratchbuilding machineguns, autocannons, rocket pods and bazookas and some high quality communication systems. They must "acquire" any other weapons or electronics systems.

A rival of NG&M is Keimuri Custom Motorworks, a similar vehicle shop run by Liayna Keimuri (a.k.a. Lili the Wrench), an enigmatic Northern expatriate. Liayna does not mention her past much, but rumor has it that she used to be a senior vehicle designer for Northco. Keimuri mainly specializes in producing highly customized motorcycles.

Hsi Tsang is also the home of the Mercenary Guild, a brokerage firm for mercenary contracts. The Guild has a strong monopoly and has been known to send mercenaries to destroy any competition. Independent groups are tolerated by the Guild if they pay the brokerage house a 100 dinars per month per trooper "freelancing fee." Otherwise, the bully boys are likely to show up and try to break your legs — or worse. The Mercenary Guild is probably the closest thing Hsi Tsang has to a police force (which is not much).

### Hsi Tsang Vital Statistics

Founding Date:	TN 1458
Joined MD:	TN 1532 (Mekong Alliance); TN1562 (Mekong Dominion)
Method of Government:	Self-Perpetuating Clan Oligarchy
Head of Government:	Oyabun Toshiro Miyazaki
Population:	2. 7 million (estimated)
Principal Industries:	agriculture (official), criminal activities (unofficial)



### The Yakuza

The Mekong Yakuza is a criminal organization that can trace its origins, indirectly, to the ancient Yakuza of Earth, and more directly to the colonial-era criminal cartel known as the Aegis. When the Founders decided to throw their lot in with the new Terranovan colony, the Aegis wanted to part of this new world and managed to send agents with them. These criminals organized themselves into a new Yakuza under the leadership of an ambitious man named Miyazaki, whose dynasty rules the Mekong Yakuza to this day. The Yakuza are involved in a wide variety of criminal activities, which they treat as their own corporate fiefdom. Despite their violent reputation, the Yakuza make most of their money from soft crimes, such as protection rackets and fraud; they are also involved in slave rings in Hsi Tsang. Oyabun Toshiro Miyazaki heads the Yakuza as a whole, but other clans have formed and some dare challenge the Oyabun for leadership. Miyazaki has other concerns as well, most especially his relationship with Lord Chancellor Etienne Durocher (see p. 73). Durocher is a decadent man, but he maintains a hold on the Oyabun because he knows of his involvement in treasonous activities. The Oyabun must pay fealty to Durocher and put up with his incessant desire for slaves and riches.





### 4.3.6 - Loyang

Loyang is the center of heavy industry site in the Dominion. The eastern region of the city is dedicated to refining metal ore that is imported from the ESE. The northwestern third of the city specializes in refining the crude petroleum that is piped from the North Mekong Plain. The southwestern zone of the city is the main site of fernwood production in the Mekong Dominion. The most unusual industry in Loyang is its power generation facilities. Loyang uses ancient fission-based reactors, thereby taking advantage of local uranium deposits. These are the only such reactors on Terra Nova; most other city-states consider them to be much too dangerous for use in power generation when solar and fusion generators are available.

All this industrialization has had a terrifying effect on Loyang. The city is horribly, perhaps irreparably, polluted. The Loyang River has a dull greenish brown color from large colonies of algae which thrive on the industrial by-products dumped into it. Soot cakes every building and acid rain has defaced most of the older public monuments. Loyang's smog is bad enough to give the sky a permanent yellow-brown tinge.

Health conditions in the city are so bad that the average lifespan here is 40 cycles. Cancer and respiratory ailments are rampant, to the point that insurance companies will not offer any resident life or medical coverage. Citizens of Loyang, following in the tracks of the people of Siwa Oasis, charge a Health Tax on petroleum and use the extra funds to foot their health bills.

The city and its surroundings have been nicknamed "the land of the dead," earning its citizens the name "zombies." While most of Loyang's citizen's dislike the nickname, few will argue that it is not fitting. Most of Loyang's population is lower class, since anyone with sufficient funds to move to a new city-state did so years ago. Nonetheless, Loyang's social problems are far from resolved. The negative birth rate and the automation of many of the city's processes has made First Citizen Cheng realize that Loyang could well become a ghost town before ten cycles pass unless a drastic clean up program is put in place.

Because locals stuck in this industrial hell-hole have little hope, Loyang is a very violent city-state. Local policia forces (municipal law enforcement) regularly wear body armor and carry heavy weapons. Local street criminals have adapted by simply raising the level of violence, arming themselves with illegal automatic weapons. The working class shanties that have popped up between the feeder lines of many factory complexes are especially dangerous for ill-advised visitors. Locals know who to pay tribute to in order to avoid mugging. Those who try to stand up to the bullies my not end up living to regret it — many bodies are simply dumped into chemical sludge pits.

#### Loyang Vital Statistics

Founding Date:	TN 630
Joined MD:	TN 1552 (Mekong Alliance); TN 1562 (Mekong Dominion)
Method of Government:	Mercantile Oligarchy
Head of Government:	First Citizen Hiroki Nakano
Population:	2. 8 Million (official census), 3. 3 million (estimated)
Principal Industries:	Resource development, refining, lumber

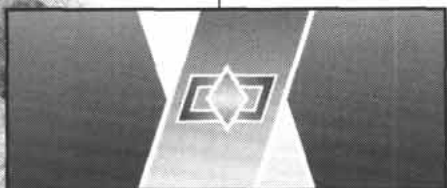
#### Pollution

Loyang bears the unpleasant title of "most polluted city-state on Terra Nova," much to its chagrin. Even with the use of powerful decontaminants (which are rarely used anyway because of their prohibitive cost) to prevent the spread of the pollutants, the living conditions are abysmal. Most media have extensively covered the problems in Loyang during the last cycle and although they have not urged the government to take action, the sympathetic tone of their articles was eloquent enough. The Taipans, however, are reluctant to get involved in Loyang's internal affairs, even if Loyang's public position is to accept any financial support to help clean the city. Sadly, though, it is widely believed that Loyang is beyond help and no one wants to invest in a money pit.

The frequent smog which plagues the city has taught the citizens of Loyang never to leave home without protection. They usually wear large, baggy clothes, a face mask, gloves and boots to avoid catching one of the infectious diseases floating in the air. The smog hits the city every week or so and lasts at least a few days.

Perhaps the most costly problem in Loyang, the strong acid rains that fall upon the city are corrosive enough to eat through an average car's chassis in a few weeks, unless it is specially protected. Although some brave souls occasionally brave the bad weather with an umbrella or a large hat, most prefer to wait inside until the rain stops before going out again.

Worse even than acid rains, the acid sludge pools that lie beyond the city have more than once claimed the life of some unwary child looking for a new playground. Acting like quicksand, some of the larger pools have been known to trap the legs of some of the lighter Gears.





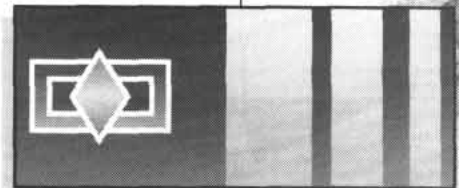
## Olduvai - 4.3.7

Named for the famed gorge in East Africa, Olduvai is located in the foothills of the Ngoc Mountains, on the shores of Lake Van Ness. It was originally founded as one of Terra Nova's scientific centers. Many of Terra Nova's universities have annexes on or near this archaeological and paleontological marvel. Olduvai is best known for its incredible discoveries concerning the early colonial cultures of Terra Nova. One of the most famous discoveries was the skull of a millennium-old male Terranovan, affectionately known as "George." The discovery of the first evidence of the ancient colonial cultures of Terra Nova was made quite by accident in TN 1528. George is presumed to be one of the early Human Concordat explorers, many of whom never made it back to the base camps.

The area around Olduvai was originally a marble quarry. One afternoon, as a workman was preparing to remove a section of the limestone wall, he noticed a small whitish protrusion in the soil above a marble vein. Intrigued, he dug it out, and was rewarded with the thighbone of an ancient Terranovan. Archaeologists were called in and soon more skeletal pieces were uncovered, including George's skull. Since then, over three thousand separate colonial-era individuals and artifacts have been found at this miraculous site. Prima Colonia, as it is now named, is the largest site of its kind in the South and offers tours to teach young children about the ancient history of the Mekong Dominion. For some these excursions are just novelties, tours through ruined structures and reconstructed sites that pass the time between more serious commercial studies. The Dominion is very conscious of tradition, however, and the discovery of such a community is almost religious in nature for other visitors. In fact, some visitors have complained strenuously about the presence of MILICIA security in such a revered site, although the military presence is there to protect the academics and visitors from bandits and raiders.

## Olduvai Vital Statistics

Founding Date:	TN 1528
Joined MD:	TN 1562
Method of Government:	Participatory Democracy
Head of Government:	Rector Nicole Lindberg-Fong
Population:	280,000
Principal Industries:	Academic research, caravan supplies

Lucie Hwong 

Born in Fall of TN 1492, Lucie Hwong was an unpredictable and impetuous child, with a taste for the weird and the unexplained. Fascinated by the past, she oriented her studies toward history, anthropology and archaeology. In TN 1528, she was about to graduate from the Mekong Academy of Sciences when she heard about the discovery of "George" in Olduvai. Refusing to even wait for her degree, she rushed out on her own, hoping that she would quickly make a discovery that would make her famous.

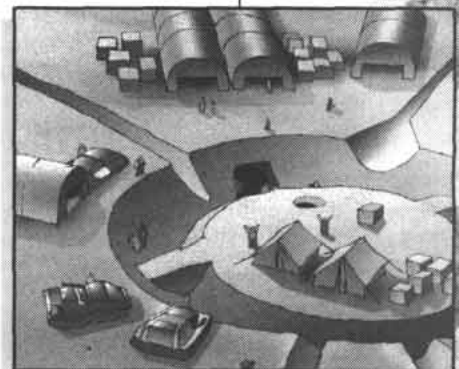
Many cycles later, after numerous discoveries of importance, she was still there. It seemed like it was never enough, that there were never enough artifacts or plants or animals discovered for her taste. By the time she was sixty cycles, she had never accepted any of the multiple teaching offers that were sent to her, preferring to spend more time writing papers for various archaeological magazines. By TN 1572, at the time of her passing, she was still a highly sought-after, unemployed freelancer. Her collected works and biography were published late in 1572, on the same date that the Mekong Academy of Sciences granted her her posthumous Superior Degree in Archaeology.



## Prima Colonia

The archeological site that has given Olduvai its worldwide fame is rich beyond most researchers dreams, challenged only by the hidden splendors of Thebes in the Humanist Alliance (see p. 103). The site seems to have been the home of a group of early colonists who got cut off from the very first exploration settlements. The members of this exploration party seem to have settled into life on Terra Nova, probably having missed their connection to the Gateship heading back to Caprice. Technology seems to have been considered precious in this settlement and reserved for a few buildings, many others using only locally produced materials for day to day needs.

Intensive study has also uncovered evidence of a serious conflict within the community or between it and some outside force. Many colony members died as a result of injuries received in combat — some from gunshots, others from wounds from melee weapons. This conflict seems to have been followed by a devastating outbreak of virulent disease that finally destroyed the colony. This devastation seems to coincide with the expansion of the Founders in the third and fourth centuries, leading many to believe that the ancestors of the Mekong Dominion wiped out Prima Colonia.





### 4.3.8 - Yung An

Yung An is a massive industrial city situated on the northern edge of the Yung An Basin. This city-state specializes in food and pharmaceutical production. Yung An is surrounded by agricultural land, including cawfee and fruit plantations and jhong and rice paddies. The city is well known for Yung An-style cawfee, a brew wherein the cawfee grinds are blended with dried fruit to achieve a sweeter, richer flavor. Yung An also has the distinction of being the oldest official city on Terra Nova. Founded in TN 10 by the Founders — the corporate forefathers of the Mekong Dominion — it predates large-scale colonization. Mekong citizens consider Yung An the cradle of their civilization. The remnants of the first three landing craft are preserved in Colony Triangle, a large park in the heart of the city-state.

Yung An is the literary capital of the Dominion. Its numerous cafés are always packed with authors and would-be writers. Unfortunately, only a small fraction of these artists are talented enough to write professionally, which does not stop anyone there from trying to get published. The few established authors, however, are enough to supply the city's nine major publishing houses with good material on a regular basis. Every year, in Spring, all the publishing houses get together and organize the International Book Fair. It is the best occasion for writers and publishers to meet with their public face-to-face and to get accurate feedback. The fair draws a crowd of nearly 75,000 people, many from all over the planet.

The city-state is also well-known, though in more specialized circles, as one of the main centers for Terranovan martial artists. Every two seasons, in late Winter and late Summer, the city hosts the Yung An Freestyle Combat championships, a martial arts competition allowing any unarmed combat technique. Battles are fought to the knockout, and points are deducted for inflicting serious injuries. Killings result in automatic disqualification and manslaughter charges. The Freestyle is intended to be a contest between martial arts masters, not savage brutes.

#### Yung An Vital Statistics



Founding Date:	TN 10
Joined MD:	TN 1532 (Mekong Alliance); TN 1562 (Mekong Dominion)
Method of Government:	Mercantile Oligarchy
Head of Government:	First Citizen Lillian Ng
Population:	2.9 million
Principal Industries:	Shipping, agriculture, various industries



#### Jang Nomak



Born in TN 1892 in the low streets of Yung An, Jang Nomak was orphaned at the early age of four cycles and never knew his parents. He was placed into an orphanage, then into a foster home. Cursed with uncanny wits and an aggressive temper, Jang's brutal honesty made him a pariah among the boys and girls of his age. In TN 1907, as he was about to make the wrong decisions that would lead him spiraling down into a life of crime and abuse, he was yanked off the streets by an old man named Ang Cho Wu, who taught him to control his temper and his fists.

Almost thirty cycles later, dressed in sharp clothes and smiling with charm, Jang is a transformed man. Now at the head of his own small agricultural empire, Jang Nomak is both an accomplished businessman and a master in martial arts. His net worth is estimated at 200 million dinars and still growing. Not only is he well connected in the high society world of business and politics, but also in the underground arenas and on the streets. Every other cycle, he shows up at an underground fight and looks for a youth to yank off the streets and help, as he was once helped himself. He jokingly calls it "payback time."

A philanthropist by nature, Nomak spends hundreds of thousands of dinars per cycle in education, agricultural research and development, and in various donations to charities. He is well loved by those who know him and respected by his business partners. It is rumored that he is too good to be true and some claim that he is involved in some kind of weapons dealing business.

Yan Nomak's latest student is Teri Xia, a native of Loyang who came to Yung An in TN 1931 to make her fortune and escape the pollution. A talented unarmed fighter, she found her home in the underworld fighting pits. Nomak pulled her out of a deadly battle with the reigning champion last cycle and has been training her ever since. Teri did not appreciate the save at first and went with Nomak only to take advantage of the wealthy man. Since then, however, she has discovered a true honor in the man and is slowly coming around to the idea of being his pupil. She has also become close to some of his other students.





## Atsi - 4.3.9

The city-state of Atsi lies on the edge of the North Mekong Plain, one of the most oil-rich locations in the southern hemisphere. This vast petroleum supply has allowed Atsi to become the center of polymer production in the Mekong Dominion. Numerous advanced polymer and composite manufacturers have their head offices here, including Calliope Research, a large military contractor.

Atsi is also a major petroleum and natural gas refining site. While the city's strong emission control regulations cut into corporate profits, the city's proximity to the fuel reserves keeps the large fuel companies from moving to another location, like Loyang.

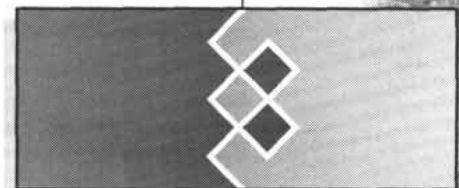
An unusual local tradition called body sculpting has evolved in Atsi. A new twist on the age-old body piercing trend, body sculpting involves cosmetic, semi-organic, polymer implants under the skin combined with tattoos and occasional dental work. Some Atsians use this technology to slightly enhance their looks. Some less restrained individuals have had their entire bodies sculpted into ideals of beauty. A few trend-setting individuals have raised geometric or floral patterns implanted under their entire skin.

However, it is in the hands of the young and antisocial that body sculpting reaches its true potential. Many Atsian adolescents have had their bodies altered in extremely unusual ways. The most common youth sculpting is the scleral tattoo, a circular design on the white of one or both eyes. The most extreme youth designs involve using hair and skin grafts along with polymer implants to produce completely inhuman appearances. It is not altogether unusual to see a "vampire" or "alien" while wandering the streets. An entire underground has evolved around body sculpting, with specialized night clubs and magazines.

All but the most extreme body sculpting is completely reversible. It should be noted, however, that the removal process is significantly more complex and expensive than the original sculpting.

### Atsi Vital Statistics

Founding Date:	TN 45
Joined MD:	TN 1532 (Mekong Alliance); TN 1562 (Mekong Dominion)
Method of Government:	Mercantile Oligarchy
Head of Government:	First Citizen Kwang Lee
Population:	2. 4 million
Principal Industry:	Refining



## Ngorongoro - 4.3.10

Nestled in the southern Ngoc mountain range, the city of Ngorongoro is surrounded by spectacular natural beauty. Mount Kandrasar, one of the South's last active volcanoes, is a mere 30 kilometers away. Sub-tropical alpine forests carpet the nearby mountains. Brightly colored flying reptiles abound, complemented by many species of imported Earth parrots and birds of paradise.

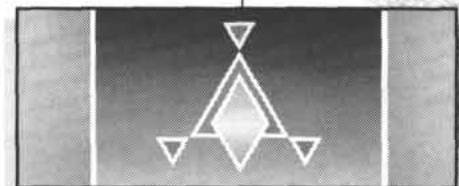
Ngorongoro was originally founded as a research station. While rich in varied natural resources, it lacked any one premiere resource to systematically exploit once colonization began in earnest. The result is an oddity on Terra Nova, a truly mixed economy. Ngorongoro's businesses include everything from geothermal energy production to lumber and mineral extraction to electronics manufacturing. This high level of diversification has shielded Ngorongoro from many economic booms and busts, yielding a stable, slowly expanding economy.

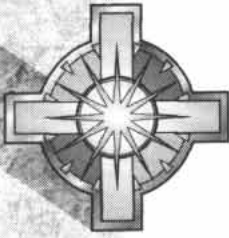
The people of Ngorongoro are surprisingly outgoing for Southern city dwellers. While Ngorongorans dislike long wilderness voyages as much as any other Southerners, they are fond of day-long jungle treks. Ngorongorans are also notoriously fond of wildlife: almost every household in the city has a pet and the city's zoological gardens are a marvel to behold. Ngorongoro's zoo is more of a wildlife reserve than a tourist attraction. Thousands of square kilometers of wilderness were set aside by the city for the zoo. A maglev monorail transports visitors from site to site within the compound.

The city is defended by the 17th Heavy Brigade, a MILICIA armored infantry unit, and the 62nd Peacekeeper Detachment. The 17th is well-known for the flamboyant paint schemes applied to the unit's machines. Although it can be quickly covered by a drab olive paint for battle, the skin of each Gear is decorated with colors inspired by the fantastic flying creatures of Ngorongoro. No two vehicles are decorated using exactly the same patterns or colors, although members of the same squad tend to paint their Gears with a similar theme.

### Ngorongoro Vital Statistics

Founding Date:	TN 1601
Joined MD:	TN 1601
Method of Government:	Mekong Dominion Directorate
Head of Government:	Director Thomas Wiebe
Population:	1. 4 million
Principal Industries:	Power generation, various smaller industries





## 4.4 - THE EASTERN SUN EMIRATES (ESE)

In many ways, the Eastern Sun Emirates is the most primitive league in the AST. Its economy relies heavily upon mining and metal production. The ESE has fewer high-technology industries and facilities than any other Southern league. In addition, the league is ruled by a hereditary upper class that shares none of their decision-making power with the masses.

Yet, despite the relatively poor living conditions of the average ESE citizen, many foreigners are attracted to the Emirates by the glamour of the aristocracy. By leading high-profile, jet-set lives, the rulers of the ESE, known as emirs, have successfully diverted media attention away from the oppressed, colorless lives of their subjects.

The aristocracy of the ESE consists of fifty emirs. Each of the emirs is the direct descendant of one of the officers aboard the HCS Eastern Sun, a merchant ship that crash-landed in the region during the colonial evacuations of Terra Nova. By maintaining control of the ship's remaining resources, the officers established themselves as local chieftains and eventually, by power brokering as their society stabilized, they became league aristocrats.

Once a month, all of the emirs meet at the court of their ruler and liege, the descendant of the Eastern Sun's captain. Known as the patriarch (or matriarch), this individual is a monarch in all but name. Each emir rules by decree in his or her hereditary district, known as an emirate. The patriarch is the absolute ruler of the ESE and his decrees are law.

Each emir employs a large staff to help him administrate his emirate. The ESE has no united military force. Each emir keeps a personal retinue of troops. In times of war, these units unite under the banner of the patriarch's private army. In times of peace, these personal guards serve as police forces and garrison troops.

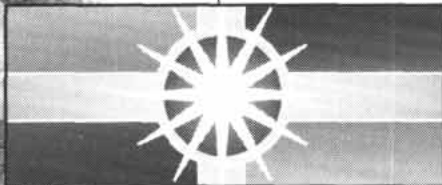
The emirs retain their power by maintaining a stranglehold on the ESE's economy. They own every major corporation or institution in the league. Using these funds, they raise their troops and live lavish lifestyles. Fearful of a revolution, the emirs have become masterful at providing bread and circuses for their people. Even their own extravagant ways are used to entertain the populace. Attesting to this, the most popular Hermes 72 show in the ESE is *The Golden Life*, a soap-opera centered around a beautiful female emir and her scheming family.

During the last twenty cycles or so, after having greatly suffered at the hands of the Republicans, the Northerners and the Earthers, many Easterners have come to believe that they would be better off without the Allied Southern Territories. This has led to a number of minor uprisings, quickly quelled by the patriarch or by Republican troops. For ill or good, the Easterners have a stubborn spirit of independence that no amount of repression has been able to suppress, and many believe that it is but a matter of time before all hell breaks loose.

The coming of Nigel Shirow in Basal, some say, could be the beginning of the end.

### ESE Vital Statistics

Founding Date:	TN 1492
Method of Government:	Hereditary Aristocracy
Head of Government:	Patriarch Oliver Masao
Capital:	Strathclyde
Population:	29.6 million
Anthem:	<i>Victoria's Pride</i> by Rathavi



### Patriarch Oliver Masao



Oliver Masao has declared himself the most decadent individual on Terra Nova, and few contest his claim. As the Patriarch of the ESE and the wealthiest person on the planet, he enjoys an unbelievably lavish lifestyle. Nothing is too good for him, and nothing is forbidden. He sponsors the most outrageous bloodsports in the ESE in order to keep himself and his people amused. He keeps an enormous harem of mixed and sometimes indeterminate gender. He kills merely to remind himself what killing is like. Masao is so utterly and completely jaded that almost nothing sparks his curiosity.

The heir was born in TN 1894 in the palace of the Matriarch. Growing up in the surreal environment of the court definitely twisted Oliver's soul. In TN 1912, Oliver Masao succeeded his mother after she accidentally fell upon her favorite garden ornament, a redjacket nest, and angered its inhabitants. He has made few decrees since then, preferring to maintain his mother's policies.

Masao is widely believed to be insane, but few will tell him so to his face. Lord Chancellor Tanaka did so once, shocking the court and earning Masao's eternal enmity. After discovering Tanaka's sensitivity towards the innocent, Masao decided to shock him by inciting a horrific bloodbath. He declared that his title would go to his last living relative, and that none could inherit until they were the sole heir. He described the massacres that followed as a contest and dedicated it to "his friend, the Lord Chancellor Tanaka, who inspired him." Masao seems to genuinely enjoy watching his hundreds of children and cousins scheme and kill each other to determine who will become the sole heir.





## The Rise of Revolution - 4.4.1

Revolution has been endemic to the Eastern Sun Emirates almost from the league's founding. The disparities of wealth between emir and commoner have always been a bone of contention and when emirs became abusive, the population took to the streets. Membership in the AST changed things, however. The Republic became very concerned with internal security and stability within the vassal states and put serious pressure on the Patriarchs and Matriarchs to keep their house in order. Loyal troops stamped out rebellions with unparalleled fervor, often backed by MILICIA or other Southern assets. At the same time, the Patriarch became more and more a puppet figure, with actual power resting in the hands of the Lord Chancellor assigned by the Republic. Oliver Masao is the epitome of this historical process, a ruler with no concerns for his subjects or his state. Only the moralizing tone of Lord Chancellor Tanaka raises his ire and he usually responds with even greater displays of insanity and depravity.

The ESE now faces its most serious revolt ever. In TN 1931, Emir Nigel Shirow of Basal became the first legitimate emir to rebel against Strathclyde. He was joined by Emirs Boash and Ethene of Bangweulu in TN 1933 and Emir Bhavo of Okavango in TN 1935. The widespread revolt, now including many rural emirs in the region around the three city-states grew from the discontentment with Oliver Masao's rule. Shirow struck first and the others joined him later, likely as a result of the so-called Mother's Massacre. Masao's pledge to leave his throne to the last member of his family has the aristocracy in turmoil. Many emirs have Masao blood in their veins and the bloodshed has been tremendous. Rumors are flying that other Emirs are ready to throw in their lot against Oliver Masao. Their major concern is that they wish to maintain the continuity of the Masao dynasty — they do want to make Shirow into a Patriarch.

## The Role of the AST - 4.4.2

Port Oasis' main concern in regards to the ESE is stability. The Basal revolt is worrisome if only because it creates an opportunity for the North to back a credible rebel force within the southern hemisphere. Lord Protector Molay has a more personal stake in the whole affair. Nicknamed the "Butcher of Basal" for his brutal suppression of the TN 1920 revolt in that city-state, he cannot tolerate the idea of those same rebels now coming to the fore. Nigel Shirow is said to want Molay's head in retribution for 1920 and Molay surely would like to see Shirow suffer a similar fate. An accord between the two would seem to be utterly impossible, something Oliver Masao is quite happy about.

Republican Prime Minister deRouen is more pragmatic. He has very little tolerance for the decadent Patriarch and would be happy to see him eliminated, as long as the integrity of the AST can be preserved. In TN 1934, deRouen met with Nigel Shirow in Oxford in the Humanist Alliance. In a series of talks brokered by Humanist Lord Chancellor Farzad Hemami, the two agreed to limit the scope of the revolts. DeRouen committed himself to treating the revolts as a matter internal to the ESE and limiting MILICIA involvement to protecting strategic targets as long as the rebels also treated their actions as internal — most importantly by cutting ties to the North. Shirow agreed, but both men know the Oxford Agreement can only last so long. Shirow hopes to be in a position of strength when next he has to deal with the Republic.

## Memories of Earth: HCS Eastern Sun - 4.4.3

The merchant ship Eastern Sun, Captain Enri Masao commanding, was on the last lap of a three-year journey to bring manufactured goods to the Terra Nova colony when disaster struck. While awaiting the cargo shuttles that were supposed to empty the ship's bays, Masao received an order from the Concordat representatives to embark selected Concordat personnel and return to Earth space at once. Unwilling to abandon the people of Terra Nova to their fate, Masao ordered the ship into a low stationary orbit to jettison its cargo and take in as many refugee shuttles as possible. Angered by what they saw as treason, the Concordat officers tried to forcibly take over the ship. In the ensuing confusion, one of the shuttles collided with the ship, destroying part of its drives and destabilizing its orbit. Keeping a cool head, Masao managed to guide the huge vessel into a re-entry approach and down to the ground using what was left of the interplanetary drive. Although half melted and irreparably damaged, the Eastern Sun survived with most of its crew alive.

The surviving holds of the ship contained precious manufactured goods which were vital to the Terranovans. Captain Masao soon set up a system designed to impose some order to the chaotic countryside surrounding the vessel, assigning pairs of officers to each sector. An imposing and charismatic man, he had no problems establishing a viable society. When he died thirty-eight cycles later, his elder son Erik was immediately hailed as the colony's new leader and the Masao bloodline was born.

Just like Enri Masao's decision not to abandon Terra Nova has become the basis for Eastern aristocracy, the separation with Earth has become a quasi-mythological event in the Eastern mind. Many Easterners still hold a semi-religious attachment to humanity's homeworld and call themselves squatters on Terra Nova; many have at least one photograph of Earth reproduced from colonial era records. This sentimental look toward the homeworld had dangerous consequences during the War of the Alliance, however. Many Easterners welcomed news of contact with Earth and even went so far as collaborating with the CEF. Most fought off the colonial forces just as their fellow Terranovans did, but Eastern loyalty could never fully be taken for granted. The postwar period saw the secret execution of several emirs, but rumors persist that several of the most prominent people in the league today are hiding past ties with the CEF. Many feel it is foolish to focus on local problems when Earth is obviously in an expansionist mood; discussing these concerns, however, means bringing up the issue of collaboration which has become taboo in the last two decades. Whenever someone brings up reestablishing contact with Earth or preparing for their return, others question his loyalty. This has limited public efforts to participate in the Terranovan space initiative, but some emirs do so behind closed doors.



### 4.4.4 - Strathclyde

Strathclyde is a small, poor city-state compared to other Terranovan capitals. Yet, Strathclyde also has the highest per capita revenue on the planet. Nowhere else is the ESE's unequal distribution of wealth more apparent than here. At the heart of Strathclyde lies the Ethereal Palace, the sprawling abode of the league's patriarch. Nearly one hundred square kilometers of manicured gardens and forests surround the pagodas of the palace compound. The Ethereal Palace is surrounded by white marble-like walls that are constantly patrolled by the Patriarch's troopers. Forming a ring around the palace grounds is a region known as the Middle Tier. It is here that the parasitic middle class of the city resides. Foreign corporations and embassies maintain offices in this sector. Like the Palace, the Middle Tier is surrounded by defensive walls. Outside the Middle Tier lies the Barrens, a vast slum inhabited by the majority of Strathclyde's population of commoners.

Strathclyde's economic situation is highly peculiar. The entire city's economy is geared towards catering to the whims of a single individual: Patriarch Oliver Masao. This has led to a life of instability and poverty for much of the city's population. As in most ESE cities, lower class uprisings are commonplace and invariably suppressed with brutal efficiency by the Patriarch's legions.

The soldiers guarding the capital city of the Eastern Sun Emirates are the most fanatical of all. They will willingly lay down their lives at the order (or the whim) of the Patriarch. The current retinue is composed of 200,000 men and women, all trained to a high degree in the various arts of war. Of those, 2000 troopers are assigned to the palace itself as honor guards. The rest are dispersed throughout the city-state's surrounding territories, where they act as police and peacekeepers.

The patriarchal family long ago perfected the art of providing bread and circuses. City officials see to it that every known resident of Strathclyde gets their meager ration of rice, bread or jhong. This meal is enough to prevent citizens from starving, but leaves them hungry and thus motivated to work. In order to allow citizens to channel their frustrations, the patriarch sponsors the most elaborate bloodsport in the ESE: miniature battles.

Every week, hundreds of convicts and political prisoners are dressed up and forced to participate in recreations of historical and literary battles, duels and showdowns. These combatants are armed with real weapons and sent out to fight for their lives. While the costumes and equipment used in the battles are historically accurate, the outcome of each conflict depends on the gladiators of the day. Occasionally, when the battle particularly please the crowds, a special raffle is held among the surviving gladiators. One tenth of these fighters will win a pardon from the Patriarch. Spectators can attend the battles by either watching from the sidelines or paying a special fee to observe the battle from the safety of an underground bunker. Popular favorites include recreations of the Alamo, the Spartacus rebellion, and St. Vincent's War.

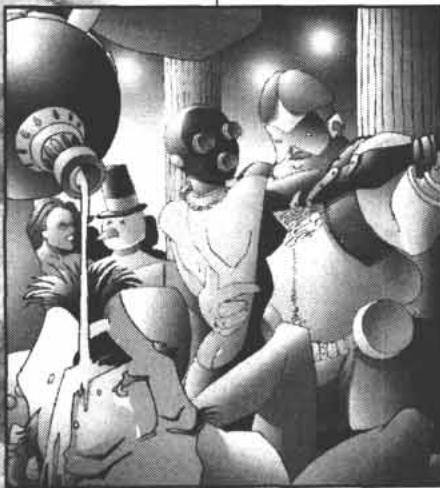
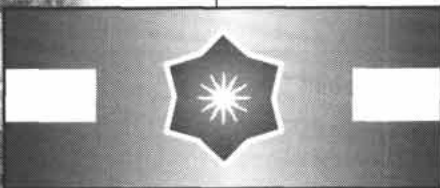
#### Strathclyde Vital Statistics ☐

Founding Date:	TN 1693
Joined ESE:	TN 1693
Method of Government:	Monarchy
Head of Government:	Patriarch Oliver Masao
Population:	1.6 million
Principal Industries:	Commerce, service industries and textiles

#### The Patriarch's Ball ☐

The peak of the social season in Strathclyde is the Patriarch's Ball, held every cycle on Oliver Masao's birthday. The Ball has existed in one form or another since the reign of Erik Masao and usually brings together all the prominent aristocrats of the Emirates, along with foreign diplomats and others notable subjects. The Ball usually reflects the character of the Patriarch whose reign it celebrates, and the current festivity is no exception. While balls have been elaborate, refined affairs at certain times, they are now the ultimate in Eastern debauchery. Guests arrive adorned in a variety of masks and costumes, each more outlandish than the last. Concubines and other slaves wander the ball as human party favors. By the end of the evening, the Ball usually has become a huge orgy or an impromptu blood sport arena — or both.

With the current rebellion, the Ball has become a signpost of support or opposition to the Patriarch. The rebel emirs obviously stay away, but so have several prominent people whose support of Patriarch Masao may be wavering. The powerful emir of Skavara, Gavriel Draho, has been absent for the last two cycles and some feel he is ready to side with the rebels. Draho's official excuse is that he wished to avoid the bloodshed of the event. Indeed, ever since the "Mother's Massacre" was extended to all members of the Masao clan, the Ball has been a prime killing ground for those wanting to promote their child or relative. Patriarch Masao himself adores all the "special attention" for his birthday. He looks upon it all as a tribute to his perfect self, paying little attention to the growing chaos in his league.





## Cimmaro - 4.4.5

Cimmaro is one of the most violent places on Terra Nova. The emirs of the city have been engaged in a bloody feud for the past three decades. While neither emir will admit that the feud exists, at least once per week unusually professional "bandits" stage commando raids against one or another of the emirs or his holdings. Hardened defensive emplacements mar the stunning natural beauty of the city, giving it a peculiar "war and peace" look.

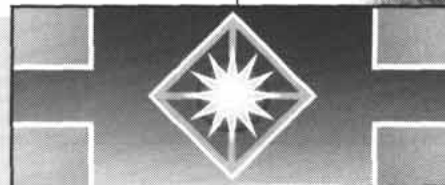
The enormous wealth required to sustain this dispute is derived from the rich gemstone and precious metal deposits in the region. Cimmaro is home to many skilled jewelers and gem-smiths who transform these raw materials into baubles which the feuding emirs sell to Terra Nova's elite, particularly other emirs.

As if Cimmaro did not see enough bloodshed, its emirs sponsor a very traditional form of circus: Roman-style gladiatorial games. The fighters in these games are either convicts or prisoners of war from the feud. The games also feature gladiators fighting some of Terra Nova's nastier wild animals, but these fights have lost their popularity due to the efforts of tenacious animal rights protesters.

Sirrano Barjhal, one of the two warring emirs of the city-state, is one of Patriarch Masao's closest advisors. Some whisper that it was Barjhal who first suggested the so-called "Mother's Massacre" that has led to so much bloodshed among the aristocracy. Those who watch the emirs say that Barjhal could dispose of his rival Emir Oschar Sethyra at any time, but keeps the ongoing bloodshed in his home city as a personal entertainment. Barjhal has undertaken other lavish fancies, such as building the massive Silver Star Casino in the gambling haven Westphalia. Barjhal spends a great deal of time at the Silver Star, but keeps abreast of most critical events in the ESE and Cimmaro itself.

 Cimmaro Vital Statistics

Founding Date:	TN 601
Joined ESE:	TN 1492
Method of Government:	Hereditary Aristocracy
Heads of Government:	Emirs Sirrano Barjhal and Oschar Sethyra
Population:	1.0 million
Principal Industries:	Mining and ore refining



## Javari - 4.4.6

Javari is an industrial powerhouse in this poverty-stricken league. The city is the major metalwork and mechanical producer of the Eastern Sun Emirates. Although Javari's factories specialize in producing cars and utilitarian vehicles, a significant number of light tanks and APCs are produced here.

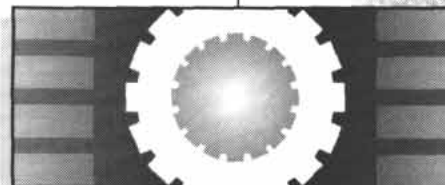
Ironically, the private military of one of the city's emirs uses foreign military supplies, most notably the Paxton Arms clone of the Hunter Gear (the Warrior) instead of the Southern Jäger. The reason for this is simple economics. Paxton Arms offers a comparable product at a more competitive price by bulk shipping the Gears and spare parts. Southern producers must rely on more expensive transportation methods to ship their Gears to Javari, hence the higher price. The Emirs currently maintain a combined retinue of 11,500 men, 360 of which are Gear pilots.

The people of Javari are hot tempered and energetic. One Southern poet described Javarites as having "fire in their blood." Javarites are notoriously hard to govern, but the emirs of the city have managed to earn the respect of their people. The Javarite emirs do this by being scrupulously honorable and ruling their city harshly, but fairly. These emirs are notoriously spartan in their way of life, and do not indulge in many of the activities popular among others of their status.

Javarites are particularly fond of Eurospanish-style bullfighting, an archaic Earth bloodsport. Each of the city's emirs keeps a huge coliseum within the city proper and numerous smaller arenas in the outskirts of the city. The great popularity of this sport has made cattle herding an important secondary industry in the city. Badlands armadillo beasts and bulls imported from Earth are bred for aggressiveness in specialized ranches outside of town.

 Javari Vital Statistics

Founding Date:	TN 502
Joined ESE:	TN 1492
Method of Government:	Hereditary Aristocracy
Heads of Government:	Emirs Leda Gilan and Kazuo Uther
Population:	1.2 million
Principal Industries:	Heavy industry, herding





### 4.4.7 - Skavara

It is here, in this mountainous city-state, that the HCS *Eastern Sun* crash-landed in TN 1454. Though little remains of the ship itself, the city is venerated for being the first of what would become the ESE. Every year, on the anniversary of the crash, the Patriarch and his emirs gather here for a somber memorial ceremony that borders on ancestor worship. This is usually followed by lavish festivities that include public parties and free bloodsports.

The most popular bloodsport in Skavara is the Labyrinth, a maze stocked with obstacles and opponents. Convicts are released into the maze and must escape the maze alive, fighting against booby traps and expert gladiators. Some "blockers" are called *minotaurs*. These fighters have undergone massive body sculpting in Atsi to make them resemble the bull-men of legend. Pumped up with powerful psychoactive drugs, they are unpredictable and vicious.

Skavara specializes in producing high-technology products such as electronics and military hardware. It also manufactures some Gear models, although not the common Jäger, a line that was completely driven out of business when Paxton Arms flooded the market with their clone of the Hunter. Skavara Heavy Industries is the Emirates' only Gear manufacturing company. Their large automated assembly line, located to the West of the city, produces licensed versions of the Iguana and the older Basilisk-class Gears. Both models are slightly modified variants of the standard designs and generally carry an additional arm-mounted light machinegun for "crowd control." Their electronics are somewhat cheaper and less reliable than those in the standard models they are derived from. The present combined production rate is about 250 Gears per year, although this number varies according to demand.



#### Skavara Vital Statistics

Founding Date:	TN 506 (later abandoned and reborn in TN 1454)
Joined ESE:	TN 1492
Method of Government:	Hereditary Aristocracy
Heads of Government:	Emir Gavriel Draho
Population:	890,000
Principal Industry:	Gear production, tourism (pilgrimage)

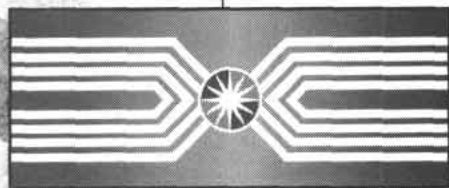
### 4.4.8 - Smyrna

Smyrna has been called many things: the City of Sages, Gadget Town, and Science City. This emirate boasts the highest average level of education in the ESE. Many small colleges specializing in various aspects of science and engineering can be found along Smyrna's winding streets. The graduates of these schools find employment with the multitude of small design houses that power the city's economy. These businesses specialize in designing new and improved gadgets to make life easier or more pleasant. The upper echelons of ESE society form the core market for these devices.

The AST has taken advantage of this well-trained technical labor force and established a large military research center in the city. There are rumors that the AST is studying captured Earth war materials in Smyrna, including a nearly undamaged hovortank. Both the Curia and the research center have refused to comment on the issue.

Despite being a more intellectually oriented city than most in the ESE, Smyrna is still the site of numerous bloodsports. The most popular of these violent games is jousting. Tourneys are held once a week on Saturday in Ayekawa Park, a large green space at the center of Smyrna.

Various forms of jousting occur at each tourney. The four most popular are medieval-style horseback jousting, barnaby jousting, motorcycle jousting, and Gear jousting. Horseback jousting is so popular in Smyrna that fans will often dress up in makeshift medieval garb when they attend the events, even though these clothes are often just the people's interpretation of the garments of a long by-gone age. Barnaby jousting and motorcycle jousting are identical to the horseback form, except that the mount is either a large barnabus lizard (for more details, see the *Second Edition Heavy Gear Rulebook*, p. 122) or a powerful off-road motorcycle, respectively. Gear jousting has its greatest event in the Autumn when up to 64 star pilots face off in a week-long tournament. The winner takes home 200,000 dinars and the Crimson Lance trophy.



#### Smyrna Vital Statistics

Founding Date:	TN 507
Joined ESE:	TN 1602
Method of Government:	Hereditary Aristocracy
Head of Government:	Emirs Anurima Khajar, Shara Khajar and Lydia Khajar
Population:	300,000
Principal Industries:	Academia and diversified research





## Basal (Free City) - 4.4.9

Amid the ancient stone structures of Basal is the greatest threat to the stability of the Eastern Sun Emirates, a young man named Nigel Shirow. Two factors combine to make Shirow so dangerous to the Patriarch. First, Shirow is the rightful emir of the city-state of Basal. Also, four cycles ago, Shirow openly declared himself to be a populist and rebelled against the leadership of the Patriarch.

While many uprisings have come and gone in the ESE's history, none were led by an emir. Shirow's stature as the legitimate leader of his people has given this uprising enormous press coverage and foreign support. The CNCS and every one of its member leagues has publicly recognized Basal's independence. The member leagues of the AST have not supported the Patriarch's attempts to suppress this rebellion. Even the AST itself is hesitant to act. It has now ordered its troops to only defend strategic targets.

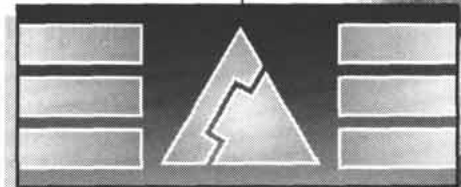
The past four cycles in Basal have been hellish. Both AST and ESE troops have been assigned to fight the rebels, but conflicting goals have made cooperation nearly impossible. Most AST soldiers stationed here are completely demoralized and disgusted by the genocidal tactics of their ESE counterparts. The Patriarchal troopers, on the other hand, have been whipped into a killing frenzy by their officers and are now extremely difficult to control. They draw little distinction between civilian and military targets — they simply want to kill Basalites. The Basalites, for their part, have waged a highly effective guerrilla war against what they view as foreign invaders.

Needless to say, this uprising has been a public relations disaster for the Emirates, as Basal is the subject of daily war reports on the news channels of Hermes 72. Meanwhile, arms, supplies and volunteers continue to pour into Basal, sustaining the city-state's war effort against the Patriarch.

The situation has brightened somewhat for the locals since TN 1933, when first Bangweuleu and eventually Okavango joined the struggle for freedom from the Patriarch. Basal is no longer alone in its fight and rural emirates have also signed on. Now most of the northwester ESE lies in rebel hands. Emir Shirow also secured, in TN 1934, the Oxford Agreement with the AST that limited Republican interference in the revolt as long as he cut ties to the North. He has one so officially, but continues to receive covert support, most recently through the intermediary of Paxton Arms in Peace River (see p. 116). The Patriarchal troops, however, have only become more desperate to end the revolt and are attacking Basal and its allies with renewed fervor. The AST garrisons are still in place, but remains holed up in their bases, only opening fire if they are threatened. Both rebel and Patriarchal units have clashed with the MILICIA and Shirow wants them left alone as much as possible. These optimistic signs are put off by the fact that Basal has now been a war zone for four cycles. The population is tired and some are starting to wonder if was all worth it. Pessimists also believe it is only a matter of time before the Republic sends in its forces.

### Basal Vital Statistics

Founding Date:	TN 1207
Joined ESE:	TN 1492 (in revolt against Strathclyde since TN 1931)
Method of Government:	Hereditary Aristocracy
Head of Government:	Emir Nigel Shirow
Population:	590,000
Principal Industries:	none (due to rebellion)



### Emir Nigel Shirow



Nigel Shirow was born in TN 1898 as the fifth child of Emir Anastasia Shirow, but by the time he was a teenager, he was already in a fight for his life. When CEF forces attacked Terra Nova, Nigel's elder brother Salman took advantage of the chaos to eliminate rivals for the emirate throne. Nigel was forced into hiding. In TN 1920, the city rose up against Salman's rule, but the rebellion was brutally suppressed by Jacques Molay and his SRID forces. Three cycles later, adult Nigel assassinated Salman in retribution for his dictatorship and became their mother's favorite. Upon her death in TN 1931, Nigel assumed the mantle of Emir and declared his city free from Patriarchal rule.

Nigel's life since that moment four cycles ago has been difficult to say the least. He has plunged his emirate into a devastating war, gambling that he can win and bring a better life to his people. He has sacrificed much to this cause and is ready to sacrifice more. At times he wonders whether it has all been for naught, but with the rebellion spreading to other emirates, he has found his confidence growing anew. He hopes the Oxford Agreement will last long enough to give him the breathing room to make his rebellion truly viable. He is very concerned about the emir of Okavango, however. The boy-king Rafael Bhervo has built a quasi-religious imagery about himself and may be usurping Shirow's leadership. This would be disastrous, Shirow believes, because none of the other powers on Terra Nova will be anxious to deal with a religious figure, save perhaps the NLC (who will then impose their own faith on the region). Shirow needs Bhervo's cooperation in the revolt, but he fears there may be a reckoning to come between the two.





### 4.4.10 - Bangweuleu (Free City)

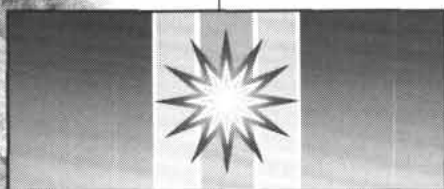
Sheltered in a semi-tropical microclimate on the slopes of the Pacifica mountain range lies the city-state of Bangweuleu. The city is divided between two emirs, both of whom have been made extremely wealthy by the city's mines and textiles mills. Unlike most other emirs, however, the rulers of Bangweuleu are rather progressive and have invested much of their wealth back into the town instead of investing it abroad. These investments have helped Bangweuleu's economy thrive and given its citizens a relatively good standard of living, even by non-ESE standards.

The core of Bangweuleu's economy is its huge canopied bazaar. Almost any product produced on Terra Nova can be found in this open-air marketplace. The bazaar long served as a cover for many illegal activities, including smuggling Northern goods from Kossuth and Sesshu, and selling black market weapons to Basalite rebels. The emirs of the city tolerated this because they sympathized with the rebels and now that they too have rebelled continue to do so.

Bangweuleu is also the Southern center of the Revisionist Church. This gives the residents of the city an odd sense of kinship with the North. It should be noted, however, that Bangweuleuan Revisionists are allied to the First Follower's Massadan pacifist sect and not to the Second Follower's Sorrento reactionary sect.

Bangweuleu joined Basal in rebellion in TN 1933 after an attempted coup by Prince Nneka against his father Emir Armann Boash. Patriarchal troops backed the coup, but they could not stand against the local forces once the other emir of the city backed Armann. Since then, the city has been closely allied with Basal and in the thick of the rebellion against Strathclyde. MILICIA troops have interfered on several occasions, but most of the fighting has been between rebel and Patriarchal troops. The toll in blood has been heavy indeed.

#### Bangweuleu Vital Statistics ☐



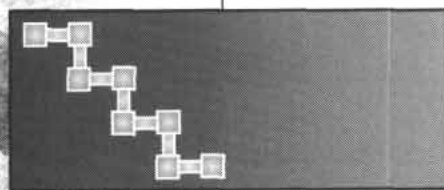
Founding Date:	TN 1501
Joined ESE:	TN 1501 (in revolt against Strathclyde since TN 1933)
Method of Government:	Hereditary Aristocracy
Heads of Government:	Emirs Armann Boash and Dratha Ethene
Population:	1.2 million
Principal Industries:	Mining, textiles and trade (largely suspended since 1933)

### 4.4.11 - Okavango (Free City)

Okavango is the only Terranovan city-state not built on solid ground. Instead, the city is a jumbled mess of giant raft-like structures, each one deeply anchored in the shifting ooze of the swamp beneath them. These artificial islands are linked together by hundreds of flexible polymer bridges. Okavangans commute from island to island using hovercraft and flat-bottomed barges. Unfortunately for the city's residents, the Okavango swamp is home to many predatory species, some of which occasionally intrude into the city's poorer areas to hunt unwary travelers. The most notorious swamp predator, the swamp shark, is also a source of tourist revenue for Okavango. In late Autumn of every cycle, the city is the host to a five-week-long hunting season. Hundreds of wealthy game hunters gleefully descend upon the city for a chance to bag a swamp shark. Although named after a great aquatic predator of ancient Earth, the swamp shark has very little in common with it apart from its ferocity and great hunting ability. Two and a half meters of razor-sharp teeth, hard muscles and leathery skin awaits those who would hunt the hunter.

Okavango's wetlands make it a major rice and jhong growing region. While Okavango is primarily an agricultural city-state, many light industries, such as hovercraft manufacturing, bolster the local economy. The city also draws extra revenue from the soldiers stationed at Camp Blackwater, a large Southern MILICIA training facility located nearby. It is here that the MILICIA teaches its troops in wetlands fighting and survival techniques. At least one full battaillon is present at the base at all times, even though the present facilities can barely handle half that number of troops. Okavango joined the rebellion against Strathclyde in TN 1935 when its boy-emir Rafael Bhravo returned from exile and announced his support for the Basalite cause. Since then, however, Rafael has positioned himself as an alternate leader for the whole rebellion and some fear a reckoning is due between him and Emir Shirow of Basal.

#### Okavango Vital Statistics ☐



Founding Date:	TN 1078
Joined ESE:	TN 1492 (in revolt against Strathclyde since TN 1935)
Method of Government:	Hereditary Aristocracy
Head of Government:	Emir Rafael Bhravo
Population:	680,000
Principal Industries:	Agriculture, archeology and tourism (suspended since TN 1935)





## THE HUMANIST ALLIANCE (HA) - 4.5

The Humanist Alliance is a rarity: a human society led by a council of scholars who are devoted to the peaceful development of their community. Formed in TN 1481 under the leadership of Yuri Gropius, the Alliance was an attempt to create an utopian society. Guided by the ideas of Plato, Gropius divided the Alliance's population into three classes, based on their function in the new league: preceptors, protectors and commoners.

Preceptors are the scholars and leaders of the Alliance. They form a self-perpetuating eight-tier hierarchy led by a dictator called the Illuminatus, the enlightened one. All legislation is passed by decree and is subject to the veto of any higher ranking preceptor.

Protectors form the military and police forces of the Alliance. Prior to their annexation by the AST, the protectors had a true military organization. Since that time, they have re-organized themselves into local garrisons. Each garrison is responsible for maintaining order and defending the town from all attacks. The prefect of each garrison is directly accountable to the preceptor of his city-state. All protector garrisons are under the direct command of the Archon, the military commander-in-chief of the league. The Archon answers only to the Illuminatus himself.

Commoners are the average citizens of the Humanist Alliance. These are the workers and merchants of the league, busily toiling away to support all three castes. Commoners come from all walks of life, but all have limited education and no military training. Commoners are forbidden to bear arms and are discouraged from seeking higher education. The one exception to this rule is the Perth Business Academy, where commoner merchants may receive advanced training in mathematics, economics and foreign affairs. Some protectors are also permitted to attend.

Citizens of the Alliance are not assigned their caste at birth. Children under 16 cycles are considered to be wards of the state, even if they live with their natural parents. On their sixteenth birthday, they undergo a series of physical, psychological and academic tests to determine their aptitudes. On the basis of these test results, children are assigned to one of the three castes for life. Children spend their adolescence training for the occupation they will have in their adult life.

Much academic debate has centered around whether or not the Alliance has succeeded in its utopian mission. The large majority of the population appears to be content with their lot in life. The Alliance has minimal crime, mostly consisting of minor acts of rebellion that are easily corrected by re-education centers. It should be noted, however, that the Alliance also has the highest suicide and unexplained infant mortality rates on the planet.



### HA Vital Statistics

Founding Date:	TN 1482
Method of Government:	Self-Perpetuating Hierarchy
Head of Government:	Illuminatus Salvador Anastapulos
Capital:	Perth
Population:	23.4 million (0.2 million preceptors, 1.3 million protectors, 21.9 million commoners)
Anthem:	Unity by Richardson



### Illuminatus Salvador Anastapulos



His Wisdom Salvador Anastapulos was born on TN 1864 on the outskirts of Thebes. He spent his early years in a communal crèche, raised by commoner-caste attendants and preceptor-caste teachers. Salvador was a bright young man and an adept student. He showed promise as a potential preceptor early on and was encouraged by the crèche personnel to investigate the everyday things that bothered him, such as "why is the sky blue?"

When he was 11 cycles old, an old preceptor who was visiting noticed the young boy's efforts and gave him a locket with Yuri Gropius' hologram in it. Anastapulos' biographers claim that this gift sparked the Illuminatus' fascination with the founder of the Humanist Alliance and helped him pass the preceptor caste exams with flying colors. It is rumored that the Illuminatus still wears the locket to this day. His brilliant service records as a researcher and later as a diplomat made him a prime candidate for the office of Illuminatus.

Illuminatus Anastapulos' motives are unclear and his actions often seem guided by personal whim rather than long-term objectives. One day, he will try to reassert Humanist sovereignty. The next, he will retreat from foreign relations and endorse a mystical or nationalist ideology. The Illuminatus' allies describe him as a man torn by many pressing issues. His foes claim he is indecisive and, at worst, insane. His present personality is very different of the one he had before taking on the Illuminatus mantle, and people can only speculate that the stress is getting to him. Perhaps he is simply sick. Only those in his inner circle possibly know, and none are willing to talk about it.





### 4.5.1 - Operation LongNight

When the Humanist Alliance fell to the invading forces of the Southern Republic, its unique way of life came under threat like never before. The Illuminatus of the time knew full well that the Southern Republic would undermine and ultimately destroy the Humanist way of life. Something had to be done to stop this destruction and to survive the "long night" of Republican occupation. The resulting plan, known to the few who are aware of it as Operation LongNight, was a long-term plan of controlled contact with the Republic. Using the all-encompassing Humanist apparatus, the avenues of Republican control were carefully channeled so that those who came under Republican influence would be steered against betrayal or too isolated to do serious damage. LongNight actually encouraged deviant behavior in some sectors of the population — such as xenophobia in Gardena or a gregarious frontier attitude in Raleigh — because it helped shield locals against too much Republicanism. In many ways, LongNight became extremely conservative because it was designed to suppress revolutionary urges until the time that such a revolution had a real chance for success.

Operation LongNight has done its job surprisingly well over the last 260 cycles, but is beginning to fall apart. Part of the problem is that the night has just been too long. Bulwarks against Republican influence have weakened, especially in the city of Gropius and in important parts of the administration. Even the massive social management structure of the Alliance is hard pressed to isolate Republicanism. The War of the Alliance was also a major problem, because it came just as LongNight was approaching fruition. The Illuminatus was readying to lead his state away from Port Oasis amid the chaos of the Judas Syndrome, but the invasion forced a close alliance and destroyed the opportunity for freedom. The revolutionary instinct raised in preparation for the break with the Republic has been hard to suppress and rebellion movements are becoming endemic. Among non-revolutionary portions of the Humanist population, the War only brought them closer to their Republican neighbors, whom some now see as fellow veterans.

The Illuminatus and his inner council direct Operation LongNight and those involved form a veritable who's who of the Alliance. Beside Illuminatus Anastapulos, there is Archon Mykael Navar (head of the Humanist Alliance Protection Force), Faoel Laton (director of the Humanist Insight and Regulatory Authority, see below), and Ambassador Gavin Hypolite. Hypolite is a trusted student of the Illuminatus, charged with relations with Port Arthur (see below). LongNight can also count on several key operatives, including the "converted" Lord Chancellor Farzad Hemami (see p. 73) who now keeps the Alliance up-to-date on Republican schemes.

### 4.5.2 - Relations with Port Arthur & Jan Mayen

There have been some good outcomes of the struggle against Earth from a Humanist standpoint. Ironically, the communities made up of refugee would-be invaders have become valuable allies in the postwar period. The Humanist Alliance is especially interested in access to advanced technology in the fields of military hardware (hovertanks) and genetics (GRELs). The hypno-programming and genetic breeding of GRELs is, in the eyes of many Humanists, a perfect solution to many of the societal problems faced by human nations and several Humanist scientists are heavily involved in efforts to create viable GREL reproduction. The most advanced research in this department is going on in the Eastern Desert community of Jan Mayen (see p. 113), but other efforts are also underway in the Alliance proper.

Port Arthur has become a base of anti-Republican efforts since the TN 1920s. Gavin Hypolite, the Humanist ambassador to Port Arthur, is the leader of the Free Alliance Movement, a sanctioned effort at national liberation. He has become a close friend of Colonel Arthur himself and brokered a series of secret accords between Port Arthur and the Humanist Alliance. The Alliance is currently providing technology to repair and maintain the aging fleet of Arthurian hovertanks, while Port Arthur is providing schematics of these tanks and secret facilities to the Alliance nationalists. Republican intelligence has infiltrated the Humanist embassy, however, so the whole operation may well be compromised. Nevertheless, Arthurian agents have been smuggled into the Alliance already, where they are supervising training in secret bases.

### 4.5.3 - Humanist Insight and Regulatory Authority (HIRA)

The Humanist Insight and Regulatory Authority (HIRA) is the Humanist Alliance's espionage organization and thought police. Internally they serve as watchdogs looking out for deviance and dealing with the most extreme cases when necessary. They also look for external threats acting on Humanist territory, such as foreign spies or agitators. Externally, HIRA and its agents act as the eyes and ears of the Alliance, infiltrating enemy and allied leagues. They also carry out assassinations and kidnapping on and off Humanist territory when extremely dangerous targets are identified.

HIRA is one of the most important tools in Operation LongNight and has remained firmly in LongNight hands since the Republican invasion. HIRA dedicates much of its resources toward espionage against the Republic and efforts to counter its influence within the Alliance. HIRA agents operate in cells that have only limited contact with other members of the organization, insuring internal security. HIRA also draws from all three Humanist castes, with preceptors leading most cells — except for pure commando units — and protectors making up the bulk of the active membership. Commoners have roles to play as well, however, especially in cells using civilian cover identities. More than a few of the numerous Humanist visiting scholars and technical experts residing across the Southern hemisphere report to HIRA. HIRA has recently stepped up its activities in an effort to push back Republican influence. In TN 1934, HIRA commandos infiltrated and sabotaged a Republican bio-warfare complex in Bethany. HIRA believed the Republic was using technology stolen from the Alliance's own bio-warfare program.



## Perth (HA Capital) - 4.5.4

Perth was initially established by Earth's International Geographic Society as a research station. Over the course of the colonial period, Perth became a gathering place for Terranovan intellectuals and scientists. When the colonial structure collapsed in TN 1464, the majority of these thinkers decided to stay on Terra Nova and establish a new society based on their own ideas.

Sadly, few of these idealists could agree on what utopia was. After over a decade of chaos, Yuri Gropius managed to unite the population of Perth and form the Humanist Alliance. As new cities joined the Alliance seeking protection during the Reconstruction, Perth became the capital of the first Terranovan league.

Today, Perth is one of the largest cities on the planet, both in population and surface area. It sprawls along the northern shores of Lake Hawkins across to the Esperance Basin. Perched on a tall hill, the palace of the Illuminatus looms over the city. This white marble temple, called the Acropolis, serves the Illuminatus as both residence and executive offices.

All but the oldest sections of Perth were planned and built using a rigid geometric pattern. The entire city feels perfect. This effect is so pervasive that small imperfections like cracks in the sidewalk or random litter seem immediately out of place. While most Humanists find harmony and inspiration in this geometric nirvana, most foreigners instantly notice that something looks wrong about the city. It is just too regular, too artificial in nature. Only in the Old Quarter, which predates this geometric style, do outsiders feel comfortable. Accordingly the Old Quarter is the place where most visitors can be found.

Perth is home to two major universities: the University of Perth and the Perth Business Academy. The University of Perth is commonly accepted as the best university on Terra Nova. While other schools may be better in one field or another, the University of Perth offers the best overall education and is consistently excellent in any field. It is here that the Alliance educates its most promising preceptors.

The Perth Business Academy was specifically created to give merchants the specialized education they need to compete effectively with foreign rivals. Commoners who bear a degree from the Academy are often treated as if they had a caste of their own.

Perth's economy is heavily based upon its status as the capital. The city has almost twice the normal ratio of preceptors in order to staff government offices. High-technology industries like computers and electronics are also fairly common in Perth, as is aquatic farming. Many of the small businesses in Perth are based on fields which are considered to be too experimental or revolutionary elsewhere.

### Perth Vital Statistics

Founding Date:	TN 460
Joined HA:	TN 1481
Method of Government:	Self-Perpetuating Oligarchy
Head of Government:	City Preceptor Nhemý Lowerson
Population:	3.0 million
Principal Industries:	Computer, electronics, aquatic farming and tourism



### The Lord Chancellor's Residence

Lord Chancellor Hemami's residence and the large block of Perth surrounding it form an extra-territorial compound in the Humanist capital. Once a visitor crosses the canals into this area, Humanist law is largely suspended and replaced by Republican standards. This compound predates Hemami's arrival, but he formalized its existence. The compound has become a popular spot for all manner of visiting Southerners, and it contains several hotels and bars in Republican style. Humanist authorities tolerate and even encourage the separate nature of the compound because it allows them to isolate foreign elements. HIRA has had some success in infiltrating the compound — most notably by turning Hemami himself into an unwitting informer — but operations are limited so as not to attract attention.

Most people in the know consider the Lord Chancellor's residence and compound to be the personal property not of Lord Hemami, but of his wife, Lady Lysia Masao. Lysia is a sister of Oliver Masao, the insane Patriarch of the Eastern Sun Emirates (see p. 92), but shares none of her brother's bloodthirsty antics. She embodies the sophistication and style of the emirs, rather than their barbarity and decadence. Lysia is renowned for hosting lavish parties at the residence, often welcoming Easterners and others sympathetic to the rebellion against her brother. She has been targeted by at least three different assassination attempts as part of the "Mother's Massacre" (see p. 93), but she has survived them all relatively unscathed. Some of Lord Hemami's Republican colleagues have been very critical of Lysia consorting with "dissident elements," but her contacts paid off recently when she and her husband brokered the Oxford Agreement. This secret pact limits the scope of the Eastern revolts. Lysia Masao suspects that her husband has been unduly influenced by the Humanist Alliance, but her loyalties are to him and not the Republic so she has yet to act.





## 4.5.5 - Gardena

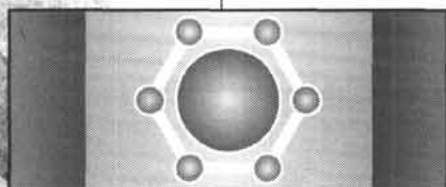
From a distance, the city of Gardena resembles a group of low, white hills clustered together on the dry savannah of the Tobian Plain. These "hills" are, in fact, the hundreds of interconnecting windowless domes that make up the surface of the city. Thousands of kilometers of underground tunnels serve as both roadways and living spaces for many Gardenans. A large underground river runs through the middle of the city, providing it with plentiful water and moisture. This moisture is used by the residents to maintain their enormous underground hydroponics facilities. These facilities are made from older, abandoned tunnels or new, specially made tunnels. Many have engineered soil which has been optimized for growing certain crops. This has allowed Gardena to grow rich by retaining a virtual monopoly over many unusual food items, such as corn, coffee beans, cocoa and other plants which failed to adapt to Terra Nova when imported from Earth. Here, in the protected environments specially created for them, these species thrive and grow to unusually large sizes.

Since they almost never leave their domes and tunnels, the people of Gardena tend to have unusually pale complexions. Most Gardenans have a poor tolerance to bright lighting such as sunlight and suffer sunburns quite easily. Gardenans also tend to be xenophobic, to the point that most speak Intralingua rather than Universal French as their native tongue. Intralingua, with the multiple grammatical and syntactical similarities it shares with Universal French, is still the subject of a hot debate between linguists. Some claim that it is no more than a sub-language derived from Universal French, while others hypothesize that it is a separate language which branched out of Colonial French. Gardenans themselves do not really care.

Gardena is also the base of operations for a rebel movement called the Hehli. Sometimes calling themselves the Gardenan Underground, the Hehli believe that the Humanist Alliance has been completely corrupted by "contamination" from the Southern Republic. The only chance for survival is to cut Gardena off completely from the world above. This extreme xenophobia makes the Hehli very careful, although somewhat fixated on their way of life. The underground controls much of the deepest portions of the Gardenan complex and has established a safe community elsewhere in the MacAllen cave network. The Hehli do face the double threat of dealing with both Humanist and Republican enemies, however.

### Gardena Vital Statistics ☐

Founding Date:	TN 573
Joined HA:	TN 1496
Method of Government:	Self-Perpetuating Oligarchy
Head of Government:	City Preceptor Tessa Bleu
Population:	940,000
Principal Industries:	Agriculture (hydroponics and Earth strains), submersible construction



### Life Underground & Underwater ☐

Gardena is unique because of the citizens' outlook on their lifestyle. While some other Terranovans live underground out of necessity — usually for defensive purposes — Gardenans consider subterranean and aquatic life inherently better. The greater the isolation from the rest of the world, the happier Gardenans seem. Isolationism has given way to rampant cultural xenophobia and all outsiders are looked upon with a great deal of suspicion.

Despite certain psychological similarities, not all Gardenans are created equal. The city-state has three separate sectors, each deeper and more xenophobic than the last. The Upper District is the surface level, made up of a series of domes that house residences for visiting outsiders, a MILICIA barracks and a trading area. Outsiders rarely venture deeper than this district, but Gardenans who live here are generally more open to strangers than the average. The heart of Gardena is the River District, lying some 600 meters below ground along a half-flooded MacAllen cave. The River District is very busy and home to most of the city's population. Outsiders do come to the River District, but usually only on specific business. MILICIA barracks, diplomatic compounds and hotels for outside business people do a good job of both accommodating and isolating outsiders. Local residents do not like outsiders, but tolerate their limited presence. Over two kilometers below ground lies Bluewater District, the psychological core of Gardena. Made up of hydroponic gardens and underwater facilities, Bluewater is strictly off limits to outsiders. Its residents are utterly xenophobic, paranoid about foreigners carrying disease or wishing to destroy the Gardenan way of life. Bluewater is the main base of operations for the Hehli terrorist movement, dedicated to Gardenan independence. Most locals are sympathetic to the cause because of their own xenophobia and do everything they can to hamper Humanist and Republican investigations into the underground movement. Bluewater is home to a fleet of cutting edge submersibles that explore the MacAllen network. The Hehli regularly make use of these to travel to their hidden base in the flooded tunnels.





## Thebes - 4.5.6

Thebes was one of the first cities established during the first full wave of colonization. The city is well known for its cyclopean stoneworks which date back to the 10th century. As an archaeological center, Thebes rivals Olduvai. While richer in potential dig sites, Thebes' greater level of urbanization makes accessing these finds difficult.

Thebes' early colonial sites are very interesting for Terranovan archeologists. Indeed, the site was set up as a scientific settlement in the early days of the colonial effort, but much of the community seems to have gone native around the scientific settlement. There are plentiful ruins of low-tech fishing villages coexisting with scientific establishments. There are also remains of exploration period stations, dating from before colonization of the Humanist Alliance region. Some point to a continuity in structures to theorize that early settlement did not die out before the establishment of Thebes proper, but rather had dispersed into a series of fishing communities around the lake that merged with the scientific community in the fifth and sixth Terranovan centuries.

The city-state of Thebes serves as a kind of engineering think tank for the Humanist Alliance. It is here that the Alliance built their world-class engineering school, the Thebes Design Institute. The city is home to countless small engineering firms and corporate research and development facilities. Its population has a high ratio of preceptor engineers and business people. The concentration of high-technology industries in Thebes makes the city a constant target of speculation. There are rumors of an entire series of new vehicles and Gears being designed and tested here.

One disreputable tabloid reported that powerful new energy weapons had been tested in Thebes over the past five cycles. The Preceptor of the City laughed off the allegations, stating that the Alliance had better things to do than find new ways to destroy things.

The engineers and designers of the city are in a state of almost constant conflict with the its archeologists. Each scientific discipline demands more space and resources from the Humanist and Theban governments. The conflict is made worse by the fact that engineers often want to build facilities over potential archeological sites, while archeologists are always uncovering ruins under valuable industrial compounds. City preceptor Olbian must navigate between these competing interest groups.

### Thebes Vital Statistics

Founding Date:	TN 411
Joined HA:	TN 1487
Method of Government:	Self-Perpetuating Oligarchy
Head of Government:	City Preceptor Jessika Olbian
Population:	1.6 million
Principal Industries:	High technology, engineering and research

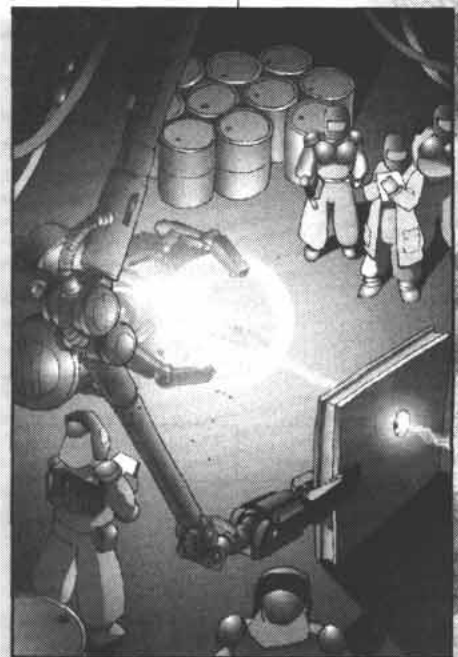


### Secret Operations

Despite City Preceptor Jessika Olbian's denials, Thebes is indeed the site of many secret military research programs. These programs exist in order to keep the Alliance's military on the cutting edge. Beside being a sound strategy of national defense given the growing concerns of global warfare, it is also part and parcel of the nationalist agenda of Operation LongNight. For LongNight to succeed a military conflict of some sort between Humanist forces and the foreigners occupying her will be necessary. To win, the Humanist Alliance Protection Force must not only be efficient and deadly, but it must keep its technological edge secret from potential enemies. Because of this, several of the projects underway in Thebes are utterly confidential and appear in no records that will pass before Republican eyes. Whether or not these precautions are enough to deter the Southern Republic Intelligence Directorate (SRID) remains to be seen.

The three most important ongoing operations in Thebes bear the code names Golden Bow, Tin Man and Diomedes. Project Golden Bow is the source of the energy-weapon rumors currently running rampant. It is an effort, coordinated with new contacts in Port Arthur, to reproduce the battlefield particle accelerators used with such deadly efficiency by the CEF during the War of the Alliance. This work has been slow-going, but there has been some success in fitting new energy weapons to traditional tanks and vehicles. Project Tin Man concerns itself with the development and application of drone technology on the battlefield. The Alliance relies heavily on drones for border security and other military duties and Tin Man is the latest addition to this doctrine. Diomedes is a program dedicated to the development of Gears and other vehicles for use in the MacAllen cave network. Diomedes sees itself in direct competition with the underwater designers of New Baja in the Badlands and HIRA agents have already stolen plans for the Water Viper Silent Running manufactured in Baja.

All these program operate in hidden facilities within or near the city. HIRA and other Humanist agencies are in charge of security and treat intruders with deadly force. So far, these programs have remained secret, but the outbreak of rumors may bode ill for continued security.





### 4.5.7 - Gropius

Named after the founder of the Alliance, the city of Gropius is the result of a merger between numerous small towns in the Trondheim Valley. The city lacks a downtown core, and is instead divided into sixteen boroughs. Unlike Perth, Gropius is devoid of the Alliance's predominant geometric architectural style. It is a city of narrow paved roads and gravel paths, of whitewashed cottages and cobblestone plazas, but most of all, it is a city of grape fields and wineries.

Gropius' fine wines are a popular delicacy across Terra Nova. Before the collapse of Earth's colonial system, even wine lovers on other planets praised the region's wines. Ironically, normal grapes grow very poorly on Terra Nova, and only account for 10 percent of Gropius' fields. The other 90 percent is seeded with a hybrid plant called the elohar grape. The elohar grape vine is a heavily modified Terranovan creeper vine which was genetically engineered centuries ago to produce a fruit which is almost identical to a normal grape. Unlike the struggling grape vines, the elohar vines grow prodigiously. Elohar vines can often be found covering the sides of old Humanist buildings. The resulting wine tastes almost as good as the original.

Gropius is the artistic center of the Alliance. Many amateur artists make pilgrimages to Gropius to mingle with their favorite preceptor-caste classical artists or business-class popular artists. Alliance artists welcome these guests since, according to Alliance tradition, the success of an artist is measured by the number of people who wish to become his disciple.

The only local event which is more important than the grape harvest is the Terranovan Olympics. This massive athletic event features almost every sport played on Terra Nova and occurs in early Summer, once every four cycles. Every league, city-state and village on the planet is invited to send their athletes to compete in the Olympics. However, until the recent political détente, the vast majority of contestants have been Southerners.

Recently, a controversy has arisen over the participation of genetically engineered "supersoldiers" from Port Arthur competing in the events. Many athletes have cried foul, claiming that the Port Arthur Olympians are not true humans. Most Terranovans have dismissed the debate as a silly sports argument, but some political analysts warn that the outcome of this debate will set a legal precedent for determining the rights of genetically engineered individuals across the entire Allied Southern Territories. And, despite all the good will of the Olympic organizers, most Southerners find it hard to be defeated by outsiders — genetically engineered or not — and it is not unusual for athletes to try to gain an edge by using booster drugs.

#### Gropius Vital Statistics

Founding Date:	TN 812
Joined HA:	TN 1481 (had Humanist system since TN 1477)
Method of Government:	Self-Perpetuating Oligarchy
Head of Government:	City Preceptor Fyona Nahvie
Population:	2.3 million
Principal Industries:	Agriculture, wine, fine art and glass blowing

### 4.5.8 - Oxford

The small city-state of Oxford lies in the middle of the fertile Tobian Plain. Oxford is an agricultural town, concentrating primarily on grain production, but supplementing this with a diverse selection of secondary crops. Aside from agriculture, a few small power producing stations are the only other profitable industry. Every season, the Oxford Agricultural Fair is held. This fair showcases every aspect of farming life including new animal breeds and plant strains. It is also the location of the only major equestrian event on Terra Nova, the Oxford Derby. The race is run along a two-kilometer, outdoor dirt track on the fairgrounds.

Although the city is a grain production center, Oxford is often said to be growing special "vegetables." "Veggies" is the derogatory nickname given to students of the prestigious Oxford Academy of Science. The moniker derives from the school's location in a former farming community and originated with somewhat envious students from other Humanist universities. Interestingly enough, despite its unsavory nickname, the Oxford Academy specializes in agriculture and biology. Some of the more successful agricultural methods have been developed by researchers from the Academy, which has earned Oxford a grudging respect.

#### Oxford Vital Statistics

Founding Date:	TN 469
Joined HA:	TN 1493
Method of Government:	Self-Perpetuating Oligarchy
Head of Government:	City Preceptor Davyd Tomlyn
Population:	470,000
Principal Industries:	Agriculture, advanced genetic research, power generation



## Raleigh - 4.5.9

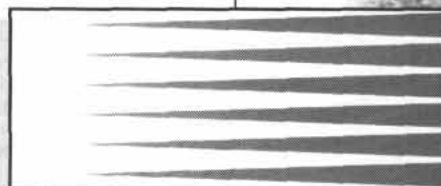
Raleigh is a medium-sized city on the eastern edge of the Alliance's territory. Many of the city's original colonists were natives of the continent of Australia. Several of the city's cultural traits are derived from ancestral Australian traditions. For example, the official sport of Raleigh is rugby. The most common local pest is the wallaby, a small kangaroo that was imported to Terra Nova so Raleighites could feel more at home. The most popular local religion is a form of mysticism based on Australian aboriginal dreamtime beliefs.

Raleigh's economy is primarily agricultural; wheat, millet and barley are all grown around the city. The most important and unusual crop is grown in vats in the city's industrial park. These vats are the home of some specialized bacterial cultures. When fed any form of organic material, such as the city's agricultural and human waste, these bacteria transform the waste into a simple pre-polymer substance commonly known as "gorp." Gorp produces almost no waste products when processed into any of the countless polymers used by the bio-composite firms in Raleigh. Even though the city is not home to any major brewing or distilling companies, Raleigh is often considered to be an important alcohol production region. This is due to the city's thousands of enthusiastic hobbyists who produce their own homemade beer and spirits. Some of these private producers will sell occasional batches to local merchants. These beverages invariably have quirky and original names such as Pickled Crow and Bruce's Brain-Damaging Beverage, and vary greatly in price and quality.

Despite its friendly frontier atmosphere, Raleigh does have a dark side. Indeed, it is the home of the dreaded Tatant Reeducation Facility. Operated by the Humanist Department of Health and Morality, Tatant incarcerates the most incorrigible criminals of the Alliance and subjects them to extensive reeducation and brainwashing. Many emerge as productive members of society. Others do not emerge at all. Locals understand what happens inside Tatant and try to avoid the large black building at all costs. When forced to pass by it, they avert their eyes.

### Raleigh Vital Statistics

Founding Date:	TN 812
Joined HA:	TN 1503
Method of Government:	Self-Perpetuating Oligarchy
Head of Government:	City Preceptor Jon Flytcroft
Population:	560,000
Principal Industries:	Agriculture, meat and alcohol



## White Rock - 4.5.10

The city-state of White Rock is situated in the tallest mountain ridge of the South. The top of the city's water tower is the highest man-made point in the southern hemisphere. Yet, despite being built at dizzying heights, much of the city is underground. White Rock is the main production site for the Alliance's machine tool and automotive industries. The Alliance's elusive defensive industries are also found in White Rock, albeit buried under hundreds of meters of rock. Near these weapons factories is the underground bunker that is the nerve center of the Humanist Alliance Protection Force.

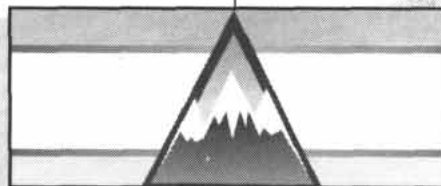
In early Winter, the city hosts the White Rock Automotive Open, a series of vehicle races around mountainsides and through tunnels. Most of the vehicles at the Open are super-tuned, custom-built models that push the limits of Terranovan technology. Since the results of these races are viewed by many leagues as an issue of national pride, most leagues will give financial support to citizens of theirs who enter the Open.

Deep within the rock facades of White Rock lies the central command facility of the Humanist Alliance Protection Force, the leagues police/military. The Central Command Facility is extremely well guarded and even Southern advisors have a hard time gaining access. Rumor has it that many of the programs underway here are unauthorized by Port Oasis and tie into Operation LongNight. The South maintains a MILICIA base in an adjacent underground facility, but some whisper the HAPF can wipe it out if need be.

The city-state holds one more mystery: named after its city of origin, the intoxicating and expensive White Rock Liqueur still puzzles connoisseurs with its secret recipe.

### White Rock Vital Statistics

Founding Date:	TN 706
Joined HA:	TN 1509
Method of Government:	Self-Perpetuating Oligarchy
Head of Government:	City Preceptor Landil Geem
Population:	1.2 million
Principal Industries:	machine tools, automotive and defense production





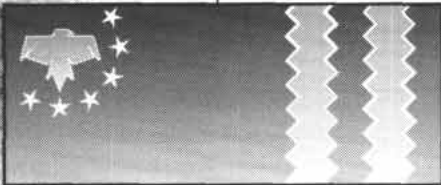
## 4.6 - AST BORDER PROTECTORATES

Although they are still all-powerful in the Southern hemisphere, the leagues of the AST do not control every square centimeter of territory. Entire regions escape the Alliance's influence, and the human settlements there have their own way of life. Some of these city-states have willfully allied themselves with the AST for trade and mutual assistance, even though they are not formally part of the Alliance.

Ever since the War of the Alliance occurred, many more city-states have been contacted by the "benevolent" Allied Southern Territories, arguing that should Earth return (or "WHEN Earth returns," as some ambassadors put it), it would be best for those independent city-states to be under the protective wing of a powerful ally, such as the AST.

More and more small communities have signed on ever since the AST introduced the controversial Savannah Regional Defense Pact. This pact has attracted a great number of small desert communities by promising them MILICIA resources to ensure their defense against Northern and other aggressors. The South has used this treaty to set up more MILICIA bases in the Badlands and to draft locals into those armed forces. Communities whose loyalty is dubious can be (and have been) shut down by sudden declaration of a state of emergency. Some desert communities have resisted the pact (like the desert town of Verona, see p. 111) but the are under increasing pressure of being left out from any trade advantages while nevertheless being occupied as strategic targets. The regions near the tumultuous ESE are far less secure, however.

### AST Border Protectorates Vital Statistics



Founding Date:	TN 1681
Method of Government:	AST Protectorates
Head of Government:	Prefect of the Protectorates Markus Loray
Members:	Azov, New Baja, Westphalia, various smaller desert communities.
Population:	3.2 million (approximately)
Anthem:	none

### 4.6.1 - Azov

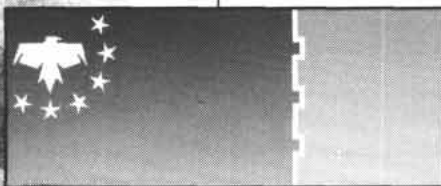
Azov is a city with curious allegiances. It lies north of the equator, and yet it is a member of the Allied Southern Territories. The reason for this lies in the city's history. Azov was once the largest mining town in the Badlands, with over half a million people living within its city limits. Around TN 1300, the local mineral lodes began to run out and Azov slowly went into decline. By the time Earth abandoned Terra Nova, Azov was already a ghost town.

With the removal of the old colonial corporations, the Badlands suddenly became a very dangerous place. Azov's closest neighbors began arming themselves and waging war on each other. Fearing the growing power of the nearby city-states, Azov joined the first major Terranovan confederation at the earliest opportunity. In TN 1681, while the Northern powers were still debating over the formation of the CNCS, Azov voluntarily became a member of the AST.

Today, Azov is no more than a corpse city. A few thousand people still inhabit the ruins of what was once a major metropolis. Entire skyscrapers are often occupied by one or two families. A few of the old mines are still in operation, providing a meager income for the remains of this great city. About one-quarter of the city's population consists of the Southern MILICIA garrison force permanently stationed there. Most of the city's economy is now geared toward supplying and entertaining these soldiers.

Azovites tend to be xenophobic and have a gloomy outlook on life. The entire city seems to project an aura of defeat. Most residents believe that it is only a matter of time before the desert sands swallow up the remains of Azov. Few Azovians like to interact with their compatriots and usually mind their own businesses. As such, Azov has become a perfect hideout for renegade soldiers or criminals. One exception to this rule is Balthazar Caro, the "oldest man on Terra Nova." A crotchety, withered Badlander, Caro lives near Azov and claims to be older than the hills. Anyone foolish enough to pay attention to him, will be stuck listening to stories of walking Stoneheads, seas in the Badlands, and the true Terranovans — alien descendants of the Prime Knights.

### Azov Vital Statistics



Founding Date:	TN 689
Joined AST:	TN 1681
Method of Government:	Anarchy (formerly Representative Democracy)
Head of Government:	Mayor Elonias Thorne
Population:	30,000
Principal Industries:	Trade, service (for AST Garrison)





## New Baja - 4.6.2

Port Baja was one of the three largest cities in the Badlands until it became the main battleground for the largest battle during the War of the Alliance. The desert city lost nearly half of its population and is still reeling from the devastation. Out of this chaos, a new city has risen from the ashes of the old. New Baja is an underground city centered around a large underground lake. This new city has almost completely turned inwards over the past decade, rejecting the outside world which destroyed it. Only a few thousand power plant workers and traders live in the burnt-out remains of the surface city.

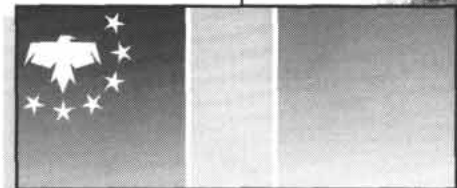
New Baja's economy is still developing. Baja's old industries of power production and rare mineral extraction still form the core of the new city's economic life. Uninhabited caves and tunnels have been converted into fungi farms and a small fishery has developed around several species of native jellyfish.

New Baja is a leading force in the large-scale exploration of the MacAllen cave network, Terra Nova's final frontier. To assist in this activity, the city owns a small fleet of submarines and aquatic Gears. Initially, this activity went on unnoticed. When a New Bajan exploration sub found its way into Gardena's underground river, however, the city's underground capabilities suddenly became an object of concern for the governments of Terra Nova. After all, how much of the MacAllen network's main arteries had New Baja explored? How many secret underground base camps did the Badlanders have and how far into the Northern water supply had they gotten?

New Bajan officials still refuse to answer any questions about their new underground world. Naturally, the Allied Southern Territories find this increasingly irritating and the relationships with New Baja have been somewhat deteriorating during the last decade.

### New Baja Vital Statistics

Founding Date:	TN 740 (Old Port Baja), TN 1917 (New Baja)
Joined AST:	TN 1917
Method of Government:	AST Dependency
Head of Government:	Governor Maurice deValmont
Population:	390,000
Principal Industries:	Mining, power generation, submersible production



## Westphalia - 4.6.3

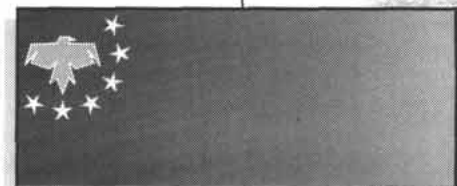
The city of Westphalia was originally founded as a research station in the Badlands. When colonial forces evacuated Terra Nova, the majority of Westphalia's population went with them. Since Westphalia's only remaining economic foundation was a weak local agriculture, it rapidly became a smuggler's haven and has been so ever since. Westphalia became an important site during the War of the Alliance as a neutral meeting place for both sides. Eventually, the war ended with the signing of the Treaty of Westphalia and Westphalia became a household name. It was then that a few enterprising businessmen decided to capitalize on the city's newfound popularity and its criminal mystique by building a series of casinos. Sixteen cycles later, gambling is a way of life in Westphalia and the casino bosses, with the organized criminal networks they often control, are the most important power brokers in the city.

When the garrison commander in charge of the city observed the gambling trend, he called in all of the major casino owners and together they drafted the Four Laws (see sidebar below) to prevent chaos — which would be bad for business. A plastic card bearing this simplified legal code is handed by the border guards to all people entering Westphalia, with an invitation to read them very closely. The code is based on four rules. All wagers must be witnessed by a certified "witness;" witnesses are town residents who are paid a moderate stipend to avoid gambling (if caught gambling, they are barred forever and must repay all stipends paid to them, with interest). Every event must be witnessed, in person, by at least five people, one of which must be a certified witness.

Failure to pay off a debt will result in public flogging, one lash per dinar owed. Up to one hundred lashes may be administered on any day, with each lash being payment for a dinar (but the debt may still accumulate interest). Individuals who receive more than one hundred lashes are incarcerated during the periods between lashes. All individuals convicted by a military court of performing any of the following are subject to immediate execution: murder, treason, kidnapping, rape and littering. The most common reason for execution is littering; tourists are most commonly convicted, though the proper bribe can save one's neck. Westphalia's streets remain spotless.

### Westphalia Vital Statistics

Founding Date:	TN 612
Joined AST:	TN 1917
Method of Government:	Anarchy (overseen by AST military)
Head of Government:	None (AST Garrison Commander Gerome Bienvenue)
Population:	400,000 plus 130,000 transient tourists
Principal Industries:	Gambling, tourism, commerce, rail transport





## WEDDING DAY



*This is the happiest moment of my life. Really. I swear.*

Grace Dillon had dreamed about a beautiful wedding ever since she was a little girl. The dress, her parents watching on, a priest to make things official and the person she loved by her side. Now, under the afternoon sun of the Badlands it was becoming a reality. So why was she so uneasy?

Grace looked around as the Jerusalemite priest spoke of the bond between two people, taken on before their community and God. They were on a small rise outside Prince Gable, with a view of the Westridge Trench in the distance. The wind was light and cool. The day was perfect. Beside her, Kristine looked radiant. This really was the woman she wanted to spend the rest of her life with. So what was wrong, she wondered.

Could it just be nerves? She and Kristine had had a long engagement: almost two cycles now. Grace didn't like to admit it, but she was the one who had delayed things. She wanted things to be settled. In addition to being betrothed, Grace and Kris were also business partners in a Badlands search and rescue operation. Maybe she was afraid that business would get in the way of pleasure — or vice versa. But the two women had been lovers and partners for cycles now and it had never been a real problem, why would she get cold feet now?

Cold feet weren't the right words, she realized. Looking into Kris' beautiful eyes, Grace knew — in a way she had never known anything before — that marrying this woman was *right*. No, she wasn't feeling fear about committing to Kris, rather there hung in the air an apprehension, a sense that something wasn't right — or would go wrong. In her service as a medic during the war and in the cycles since Grace had learned to trust her instincts. What was wrong?

The people here were right. Stephane, the field medic who worked for Grace and Kris, was standing in the front row, next to his girlfriend Renay. Close friends and family were all here, except for Kris' father. He was still in Yele in the North, recovering from limb replacement surgery. That was a luxury for the very rich, but as a major shareholder in the Satellite News Network, he qualified. Kris felt his absence deeply, Grace knew, but that wasn't it. She was antsy, as if she couldn't accept her peaceful surroundings...

Then it started. The sounds was almost subsonic and Grace felt it in her chest before she even heard it. It was a quiet thump-thump beating almost like a heart, but more coldly. Kris noticed it too and the look in her eyes said it all: *why now?*

Soon enough the faint sound grew into the full blown roar of helicopter rotors as the Scorpion attack helicopter burst over the ridge, its downwash sending sand, parasols and everything else that wasn't bolted down flying. The perfect wedding had just turned into a fly-by by of the Northern military.

In the distance, Grace could see the small silhouettes of other aircraft. On the picturesque desert landscape overlooked by the bluff, dust trails lifted from armor columns moving toward Prince Gable. The Northern Guard was on the move, undertaking "maneuvers" that cut off trade routes and made Grace's hometown into occupied territory, if only for a few hours.

War was coming to the desert again. Grace knew it, Kris knew it, and so did everyone else. Grace grabbed her fiancé's hand and looked he in the eyes. Kris spoke, and although the sound was washed out, Grace read her lips just fine: "I love you."

The tears started rolling down Grace's face; she didn't know if it was joy or sadness.



## THE BADLANDS - 5.1

The Badlands are a place of legend for most Terranovans. Historians often compare the Badlands to the Old West of the 19th Century or the Australian Outback of the early 20th century: a dry and desolate frontier populated by tough, practical pioneers. Although they make up only a fraction of the global population, Badlanders often exhibit the best traits of the planet's character — independence, honor and a dogged will to survive — and so they lay claim to the title of "true Terranovans."

The Badlands are both a geographical and political region. They form a political buffer space between the two polar confederations, the Confederated Northern City-States and the Allied Southern Territories. Skirmishes, trafficking and "incidents" between the two add to an already chaotic political situation. Indeed, the Badlands are home to several small coalitions, each with its own territory and ambitions. Many Badlanders can trace their heritage back to people who left the North or South for the Badlands frontier. Terranovans leave the relative comfort of the poles for a variety of reasons, ranging from a quest for adventure and opportunity, to a flight from oppression, but a desire for freedom is an almost constant refrain. Badlanders see the poles as stifling places choking on nationalism and governmental restraints; they greatly resent any attempts to impose order on the equator.

In geographic reference tomes, the Badlands are the arid desert regions that ring Terra Nova between roughly 10° North and South. Much more than desolate and empty wastelands, the Badlands feature three major mountain ranges and thousands of square kilometers of savannah on their borders. Each region, while equally hot and oppressive, has its own characteristics, making all locations unique: no two places in the Badlands are quite the same.

Sculpted by harsh desert winds, the shifting dunes and rocky outcroppings of the Badlands are an awe-inspiring sight. Solitary predators glide across the cloudless blue sky, constantly seeking their next meal. Small animals scurry over and under the sand and burrow into rocky crevasses to escape the oppressive heat. Sturdy shrubs and stubby desert plants amass what little moisture they can. So great is the Badlands' austere beauty and solitude that many major religious and philosophical figures in Terranovan history have made pilgrimages to the desert sands to challenge their faith and to commune with nature at her wildest.

Eking out a living in this dry wasteland is a difficult task. Homesteaders face nomadic raiders, predatory life forms, desert tempests and the dreaded corrosive white sand. Water is always in short supply and always hard to come by. And yet, numerous small cities dot this barren landscape, symbols of humanity's will to survive. Some of these communities rival polar city-states, but most others are small towns and homesteads. Almost all are built up near some source of water, be it a natural or dug well leading to the MacAllen Cave Network, plentiful waterroot fields or a healthy supply of moisture-collectors.

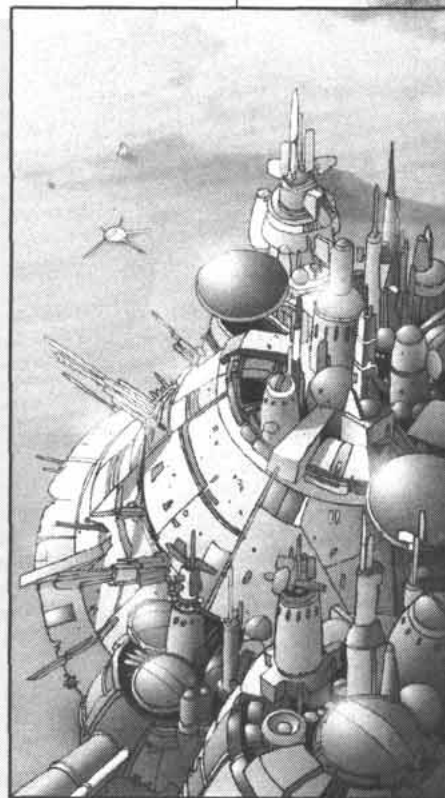
### ■ Oasis Towers

The most characteristic Badlands structure is undoubtedly the oasis tower. First built in colonial times, oasis towers are massive enclosed living spaces designed to resist the harsh elements of the Badlands and any hostile outsiders. A typical oasis houses several hundred people in a massive stone cylinder, two-thirds of which is buried under the surrounding sands. The thick walls, the isolating effect of the desert sands themselves, and massive ventilation systems keep the inside of the tower cool even under the blistering noonday sun — when exterior temperatures rise above 50°C.

Oases are generally built over natural access points to the underground MacAllen cave network, assuring a supply of precious water. Extensive solar panels, often supplemented by nearby wind farms, supply power to the tower. Hanging gardens and traditional groves provide food. Despite these precautions, few towers are truly self-sufficient. They depend on trade for some food and most manufactured goods. Traders find oasis towers attractive because they provide markets and resupply points. Because of this mutual benefits, oasis towers have become signposts on major trade routes across the Badlands, always welcoming large caravans that cross the equator.

Trade caravans do pose one critical problem, however. They are potential disease carriers. The closed environment of oases makes virulent disease especially dangerous, so most impose very strict quarantine regulations on all visitors.

The basic oasis tower design has given birth to a wide variety of variations. Full-sized oases are expensive propositions and many smaller versions exist throughout the Badlands. Even single-family homes and farmhouses are often cylindrical and buried like an oasis. Polar and Badlands city-states alike use oasis designs for many large buildings and complexes, most notably the large maglev stations built by Terranovan TransRail. Agglomerations of oases have even developed into cities in their own right, connected by underground passages or simply built with adjoining walls. The most spectacular outgrowth of the oasis tower concept, however, is the city-state of Peace River. One massive oasis tower, it houses 300,000 people and some of the largest industrial facilities on the planet. The entire habitable sector is exposed to the elements but can be shielded thanks to a sliding storm wall. Paxton Arms, who built the city-state, is also the source of funding for most new oasis construction in the Badlands.





## 5.1.1 - Desert Dwellers

The most typical type of Badlands lifestyle centers on the homestead. These large dwellings, often home to one or more extended families, are desert farms. They raise waterroot and johar, ranch hoppers or barnabies and use moisture traps to strip water from the winds themselves. Some also mine minerals. Homesteads are largely independent, but trade for manufactured goods. Areas well-suited to homesteads usually become counties, where locals cooperate for common resource management (such as granaries) and help set up a small town for a general store and repair shop. These counties are run by town elders who are known for their conservatism and xenophobia. Most counties hire a war veteran to serve as marshal; some are dedicated lawmen, others corrupt petty dictators. Most fall somewhere in the middle. The laws these officers enforce are usually simple and straightforward, aimed at dealing with theft and intrusion by undesirable outsiders. Cases are either dealt with on the spot by the marshal or brought before a council of town elders for judgment. Long imprisonment is impractical, so serious crimes usually result in being stripped of property, exile or a simple execution.

Another type of desert lifestyle is the way of the bandit. Known as rovers, Badlands bandits group together in small bands that prey on homesteading communities, trade caravans and whatever other targets they can find. These bands are usually short-lived, made up of desperate souls and cutthroats who gather around a charismatic leader who is able to supply them with money, alcohol or some other goods. When that supply runs out or when the bands faces real opposition, it will usually break up. There are some rover bands that have become more than that, however. The Desert Wolves, who operate near Prince Gable (see p. 118) are a bandit clan and even have a basic understanding with local homesteaders: they protect the region from other forces in return for certain limited pillaging rights. Historically, there have been even larger rover bands. The settlements that became the Western Frontier Protectorate, for example, had to deal with large rover "armies" that ransacked many communities. The long Badlands frontier of the Confederate Northern City-Sates has also been the sight of large rover groups, currently tied to the cartel wars emanating from Wounded Knee (see p. 68).

The Badlands is also home to many different desert tribes. These semi-primitive social groups live in relatively isolated communities and have a very reduced dependence on technology. Most are descended from Badlanders stranded in the desert during colonial times or Reconstruction. The most famous of these tribes is the legendary Sand Riders. Semi-mythical, this tribe somehow survives deep in the Great White Desert, and expanse of corrosive white sand in the Western Desert. Many tribes send young people on journeys of discovery called walkabouts, in which they go out into the world and meet others, sometimes returning with a mate, resources or just information. Rumors persist that the Sand Riders do this as well, slipping unseen into trade caravans or other wandering desert groups.

### Stone Sculptures

One of the most interesting features of Terra Nova is its ruins of giant stone heads, carved with lasers and carefully polished. It is assumed that most were erected in the early years of colonization by settlers. Not only were these monumental stone works in fashion at the time, but they were thought to bring good luck to the person building them. Moreover (although no one would admit to it), the Stoneheads could have served as a sort of cosmic "Killroy Was Here" marking to show Mankind's presence on the newly colonized planet.

Stone sculptures ceased to be in fashion about a century after the colonization began. Thus, only the oldest settlements have them. Almost all are badly damaged since nobody but archaeologists care about them anymore.

### White Sands

The volcanic activity in the Badlands region produces much volcanic ash. A small portion of this volcanic ash forms a substance known as "white sand." White sand is a mixture of numerous catalytic compounds and corrosive substances. Normally, this deadly mix is scattered so thinly that it has no significant effect upon the environment. Many native plants are able to break down its components into harmless by-products.

There are few plants in the deep desert of the Badlands, however, and it is here that white sand accumulates. Desert winds often gather the volcanic ash into small dunes. In high concentrations, such as near these dunes, the ash is highly corrosive, making it very difficult to maintain any machinery. The slow corrosive effect upon skin and metal is commonly known as "sandrot." Most of the native wildlife is immune to the effects of white sand at these concentrations.

The ash is truly deadly during the rare rainstorms that strike the desert at random. During these storms, the white sand becomes a corrosive acid bath which slowly seeps through the ground until it is absorbed and consumed by the Ross lichen layer below the sand. These acid pools can destroy metal and ceramics as easily as flesh, and more than a few Gears have vanished after getting caught in a sudden desert storm.

White sand is occasionally deposited in the savannah by violent sandstorms or tempests. These "whiteclouds" can ruin a farmer's crop or injure his herd.





## INDEPENDENT CITY-STATES - 5.2

The Badlands are home to about 19 million people, scattered across a multitude of small leagues and communities. Other than Port Arthur and Peace River, no Badlands city counts more than 200,000 inhabitants and most are significantly smaller. While a community of 15,000 may be considered only a town in the Southern Republic, it is often a full fledged city-state in the desert. The most common Badlands communities are the towns or villages, counting anywhere from a dozen to a few thousand inhabitants. These small settlements are business and trade hubs for homestead counties and nomadic caravans. The townsfolk are more open to strangers than the more isolated homesteaders, but they always remain cautious.

The city-states and significant communities of the Badlands are under a great deal of pressure to ally themselves with one side or the other in the North-South conflict. This goes against the interests and inclinations of many Badlanders, and some larger communities have banded together expressly to resist this pressure. The New Coalition has been the most successful such enterprise (see 5.3 *New Coalition*, p. 117). Some communities, however, have found themselves without much choice but to ally with one power or the other. The South has been especially successful in this department, creating a large mutual defense pact among the communities of the southern deserts called the Savannah Regional Defense Pact. Under the SRDP, the AST has pledged troops to defend signatories against any serious threats, in return getting the right to station garrisons and even draft locals if need be. The Republican government, however, has the power to define just what constitutes a threat and how long it lasts, so the SRDP has been used in the last cycles to effectively occupy regions considered important or security risks.

The North plays similar diplomatic games, just not as well. This is mostly due to a certain conflict between the CNCS Ministry of Trade, currently in charge of relations with Badlands client-states and potential client-states, and the military. The Ministry of Trade wants to sign exclusive trade agreements in the Badlands, and is reluctant to leave the Guard its freedom of movement lest they disrupt sensitive negotiations. The political winds are changing, however, and the Ministry of Trade is being pushed out of Badlands affairs. This has led to a much more aggressive edge to Northern diplomacy and several standoffs with reluctant Badlanders. When both powers try to sway the same community, disaster can result.

These independent city-states, as their name implies, are not affiliated with any of the major polar coalitions. Although they are self-governing, they are often members of small defense and trade groups which rarely contains more than a few towns or villages. City-states in the Badlands are usually centered on a single industry, but do foster other economic activities such as agriculture to ensure their full autonomy. Their inhabitants have forged a distinct lifestyle based on independence and resourcefulness and have struggled to maintain their identity and freedom ever since the early days of the planet's colonization. The Badlands' cities and communities are too numerous to describe them all, but the following text presents a few of the largest and most influential settlements.

■ Alana Kelderan 

Alana Kelderan is the mayor of Verona, a small homesteading community located at the edge of the southern savannah of the Western Desert. The total population of Verona is about 2500 people scattered over a rather large area. Verona is not a member of any league, its inhabitants preferring to stand alone. That is just the way Kelderan likes it. Born in a small community located just a hundred kilometers east of Verona, she has been a Badlander all her life. She had a mostly happy childhood, marred only by the tragedies of life in the Badlands, such as the loss of one of her younger brothers to a white sand tempest. As she used to accompany her father on his trading runs, she has seen the results of the big leagues' involvement in local politics and believes the desert folks are better off on their own. Although she is a firm advocate of the independence of small communities, Kelderan is not an isolationist and often travels to other nearby communities to trade goods and discuss recent news such as rover movements and political rumors from the poles.

Alana spent much of the early TN 1930s trying to establish an emergency defense network that would band together several towns of the region in times of need (rover attacks, natural disasters, etc.). Like many others, she feared the silver tongue of Southern diplomats and refused to have Verona sign the Savannah Regional Defense Pact that would have seen it tied to the AST. In her relations with other Badlands mayors, she adopted a we-must-stand-together-lest-we-fall stance that, some said, directly contradicted her usual credo about the communities' independence. She tried to explain that her alliance would apply only in an emergency, and all would go their separate ways again afterward. This argument was less than convincing and the project slowly fell apart as more and more of Verona's neighbors signed on to the SRDP.

Alana Kelderman is, as far as she is concerned, now the mayor of a town lost in a sea of Southern puppet-states. Verona may not be an AST ally, but its closest neighbors are and MILICIA patrols regularly rumble by. Alana is very frustrated by all this, in an effort to preserve her independence she has ended up without even the few beneficial provisions of the SRDP. Left with few other choices, she has decided to seek allies in the Republic's enemies. She has met with a representative of the Saragossa People's Front for Independence (SPFI, see p. 78) and Verona is on the verge of becoming a base of operations for a cell of Saragossan intelligence specialists.





## 5.2.1 - Erech & Nineveh

Five centuries ago, two of Earth's colonial mining consortiums sponsored the development of two bases of operations in the same region of the Barrington Basin. From their very beginnings, these two towns, named Erech and Nineveh, were rivals. With both cities situated at either end of an enormous oil field, each accused the other of stealing their petroleum.

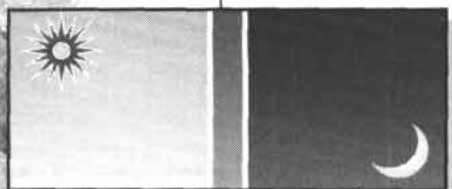
When both cities lost contact with their parent companies in TN 1464, the local authorities found themselves scrambling to avoid anarchy. Erech and Nineveh set aside their petty differences and banded together to protect themselves from the turbulence of the Reconstruction. Both city-states developed nearly identical social and governmental structures. Soon after, old rivalries flared into hatred and the twin cities were at war once again. Since then, relations between the two cities have varied between cold war and open warfare. Fortunately, these wars are mostly symbolic, involving, at most, a few hundred soldiers.

Despite their near constant warfare, both Erech and Nineveh have prospered. Plentiful petroleum and rich mineral lodes have transformed these old corporate camps into oases of wealth. Since neither city lies near a major artery of the MacAllen network, both rely heavily upon waterroot farming to meet their water needs. In addition, both cities are self-sufficient in the area of electrical production. Government offices are housed in the large stone ziggurat that dominates the skyline of each city (these mammoths were built as corporate offices during the early colonial period).

The citizens of the twin cities are highly atypical Badlanders. Well-educated and wealthy, Erechites and Ninevites tend to be extremely proud of their midget nations. Patriotism has swelled the collective egos of both city-states to gigantic proportions, allowing their citizens to ignore most North-South interactions on Terra Nova. Historically, neither of the twin cities has favored either the CNCS or the AST.

With the winds of war blowing, some additional pressure has come into play to seek alliance. Northern and Southern diplomats have made overtures to the twin cities, often playing off the rival city-states against each other. They have had only moderate success, however. The Mekong Dominion is especially anxious to make sure these oil-rich states are securely allied to the AST (and so the Dominion) to help run their industrial machine. They have assigned several covert operations Ghost Squads to fake Northern sabotage in the region.

### Erech & Nineveh Vital Statistics ☐



Founding Date:	TN 1421 (Erech); TN 1422 (Nineveh)
Method of Government:	Representative Democracy
Heads of Government:	President Míla Vos (Erech); President Sera Giles (Nineveh)
Population:	30,000 (Erech); 25,000 (Nineveh)
Allies:	None
Principal Industries:	Petroleum production

### The Tigris Oil Field ☐



The Tigris Oil Field is a massive underground pool of petroleum extending under a huge area of the Barrington Basin. Erech and Nineveh sit on opposite ends of the field that has been exploited by both of them since colonial times. The Tigris field is thought to be one of the richest on the planet, second only to the Irrian Field that has been exploited by the city-state Petropolis for over 1000 cycles (see p. 46). The Tigris field has been in exploitation for only half this time, but geologists estimate that it is almost as large an oil reserve. This means that Erech and Nineveh can continue drilling for centuries without worrying about their supply running dry.

The wealth coming from such plentiful oil has made locals extravagant sorts, all with access to a large amount of disposable income. Globe trotting trips and education at top Southern or Northern universities or in Peace River are commonplace. A combination of nationalism and the promise of continued prosperity keeps locals coming back. An example of the national wealth is the cadres of Chasseur Gears used by the Nineveh militia. Chasseurs are Jäger variants equipped with hover-engines. Somewhat effective in combat, they nonetheless consume massive quantities of fuel and were written off as design failures in Port Oasis until an ambitious bureaucrat lined up Nineveh as a client. Territorial Arms sold Nineveh the complete designs for the Chasseur, which is now produced in the Badlands city in very small quantities.

Unfortunately the Chasseur Gears were no match for CEF hover tanks during the War of the Alliance. Erech and Nineveh were both occupied for much of the war. While some locals sabotaged drilling facilities and became guerrillas, many collaborated in order to survive. The twin cities are still trying to come to terms with the resulting shame. A sort of national denial has set in that has compelled both city governments to make angry statements about Port Arthur and other Earth refugees. Most locals just cannot accept that their "great nations" aided the invaders.



## Jan Mayen - 5.2.2

Jan Mayen is a very recent city-state. It was founded after the War of the Alliance, when a personality clash split the leadership of the Earthers who had remained on Terra Nova. The majority of the Earthers remained with Colonel Charles Arthur III and founded the city of Port Arthur. A smaller group migrated westwards along the equator, eventually settling down in a small oasis near the beta maglev line. Here they founded a city-state named after their leader, Jan Mayen.

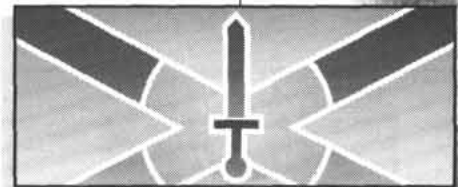
Among stranded CEF personnel, that a Jan-class (leader) GREL would challenge Colonel Arthur was not a great surprise. Soldier Mayen's declaration that he wished to live with humans and his choice not to take up arms against Colonel Arthur, however, was unexpected. Most believed that GRELS could not find a life outside a military structure. That 10,000 chose to trek one quarter of the way across the globe to do just that is a testament that GRELS are more human than most give them credit for. Jan Mayen's followers all abandoned their military titles and took their class-name as a sort of family appellation.

The Earthers of Jan Mayen have "gone native" much more than those of Port Arthur. Most of the supersoldiers of Jan Mayen have been adopted by one of the Badlander families that moved to Jan Mayen since the town was established. Jan Mayen is dominated by a group of clans, who have all adopted GRELS into their midst. Jan Mayen himself is very happy about this. He wishes to see GRELS have a future as partners with those humans who will accept them. Although he has refrained from explicit leadership, he is the father-figure of the community that bears his name.

Jannites are extremely isolationist, and are known to fiercely defend their territory. They are simply not interested in becoming a major player in the Badlands. Each Jannite extended family usually inhabits its own large ranch. They run self-sufficient farms, raising animals above ground and crops in abandoned mining tunnels refurbished with hydroponic equipment. They sell the surplus to traveling merchants in order to buy luxuries which they cannot manufacture.

### Jan Mayen Vital Statistics

Founding Date:	TN 1924
Method of Government:	Participatory Democracy
Head of Government:	Mayor Morgana Kiroso
Population:	80,000
Allies:	Humanist Alliance
Principal Industries:	Herding, agriculture



### ■ Tara and Derek

Jan Mayen is an experiment in hope, but the fact that all GRELS are sterile has made this hope very fragile. The community has established a dedicated GREL fertility program that has struggled against the many blocks to reproduction — from underdeveloped sexual organs to failures in chromosome transmission. Tara and Derek are the best results thus far. Born from artificial insemination of a human ovum with manufactured GREL spermatozooids, these two half-GRELS symbolize the future for the sterile supersoldiers. Although the two children are apparently sterile, to have overcome the safeguards against reproduction inherent in the GREL genetic code is a triumph in and of itself. This success was made possible by covert cooperation between Isabella Domosa (head of the fertility program in Jan Mayen) and Humanist scientists, chiefly Arturo Nessen. Tara and Derek are only one cycle old, but they have already achieved semi-mystical status among many GRELS. Domosa and Nessen are hard at work creating brothers and sisters for them, as well as trying to develop a viable GREL ovum — which would make GREL/GREL reproduction possible.

### ■ Armadillo Cavalry

Jan Mayen's local militia lacks much of Port Arthur's technological edge, but it does have a few trump cards. Jannite militiamen are normally equipped with incredibly powerful anti-armor rifles of Earth manufacture that greatly surpass any Terranovan equivalent. In addition, they ride armadillo beasts, the gigantic, armor-plated relative of the Barnabus lizard. These reptilian creatures can travel for days in the deep desert of Terra Nova with little food and water, giving the creatures ten times the deployment range of most Gears. The Jannite cavalry has yet to have its first real taste of conflict with the Terranovan powers, although the GRELS have been in a few standoffs and skirmishes with both the Northern Guard and Southern MILICIA. Jannite leaders believe in showing a position of quiet strength, gambling that neither global power will judge it worthwhile to allocate the resources necessary to take on a force of 10,000 supersoldiers just to secure a small desert city like Jan Mayen.





## 5.2.3 - New Human Republic (NHR)

The New Human Republic is the latest micro-league to appear in the Badlands, grouping together the small homesteading communities of Aspenpic, Briktamone, Elevation and Griseburg on the eastern fringe of the Great White Desert. The NHR is actually the successor to the Republican Liberation Movement, a micro-league that previous united these four communities under the leadership of a warlord named Hernando Dapez. In TN 1934 Dapez and his RLM were overthrown by Colonel Proust, an ambitious Jan-class GREL who broke with Earth after the Battle of Baja. Proust has a vision of a GREL nation and gathered a rover force in the Southern jungles and Badlands before making his move against Dapez.

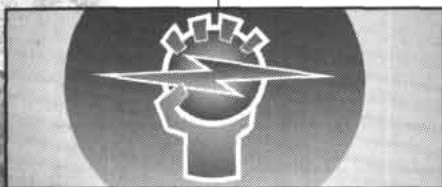
Proust's New Human Republic (NHR) is built around the principal that GRELS must take charge of their own destiny and not bow to "inferior" humans. Proust suffers from the alarmingly common Jan-class deficiency of megalomania and is convinced that he is destined to lead his people to a glorious — and dominant — destiny. His dislike for Terranovan humans is only exceeded by his hatred for the Earth humans who created GRELS as so much cannon fodder.

Proust's message resonates strongly with the tens of thousands of GRELS still on Terra Nova. Although there are other GREL visionaries — Jan Mayen (see p. 113) and Soldier Sebastopol (p. 131) chief among them — Proust's calls for vengeance and domination appeal to the most violent of GRELS. Around 150 GRELS now call the NHR home and serve as Proust's ruling class, although there are still some humans in positions of authority for the time being. Proust also has a network of sympathizers in both Jan Mayen and Port Arthur, and both these communities consider him a real threat. The AST is also interested in Proust because he once operated within their borders.

Proust has currently charged his growing army with hunting down Soldier Roskiman, a former squad-mate of his. Roskiman, a rare male Minerva-class, fled the NHR into the Great White Desert in the company of a human guide named Zaya. This betrayal by the last surviving member of his old unit has driven Proust to new heights of anger. His forces have come into conflict in the desert both with Sand Riders and with the Desert Wolves. Some reports say that Roskiman and Zaya may have been given shelter by the Wolves, while other say the two have vanished into the inhospitable heart of the White Desert.

### New Human Republic Vital Statistics

Founding Date:	TN 1934
Method of Government:	Military Dictatorship
Head of Government:	Colonel Proust
Population:	21,000
Allies:	none (covert support among some Arthurian and Jannite GRELS)
Principal Industries:	Agriculture, energy production, trade



### Supersoldiers Unite

To human ears, Proust sounds like a dangerous dictator out to conquer as much of Terra Nova as possible. To GRELS, however, he makes more than a little sense. He points out how the supersoldiers were created and treated as machines, made sterile so they would have no future, and sent off to die for the cause of human conquest. When the tides of war turned, they were abandoned like so much genetic garbage. Proust wants to see a future for his people, where they can reach their full potential. He identifies GRELS with the Prime Knights and wishes to see them reborn in his people. The experiments in GREL reproduction underway in Jan Mayen are very critical to any future for his people, but Proust distrusts Mayen and his doctrine of integration with humans. He is beginning to think that he should take control of the reproduction program. The only thing stopping Proust for the time being is his lack of many Isabella technicians or Isaac medics, the GRELS who would be needed to continue the program. Proust refuses to accept that even then, human geneticists would be needed to provide the advanced know-how to ensure successful reproduction.

### Weapons of Destruction

The Republican and AST governments are especially worried about Proust and the NHR because they suspect he maybe in possession of nuclear weapons. In TN 1933 Proust was discovered stealing fissionable materials from secret Republican convoys near the Badlands border; his operation was destroyed by the Special Intervention Unit, but Proust himself escaped. It seems less than coincidental that he then set his sights on the RLM, which included as a major resource the Aspenpic Nuclear Processing Center. Southern fears are correct: using the fissionable material stolen from the South, Proust is readying a few low-yield nuclear arms. He has not confided in anyone just what he intends to do with them just yet. He is also aware that the South is likely suspicious and has the Processing Center under GREL guard.





## Elayu - 5.2.4

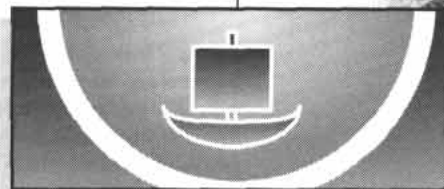
Elayu is a medium-sized community situated in the rocky outcroppings of the Karaq Wastes. It grew from a small explorer base camp called LAU-1 into the city it is today. Its mud brick buildings blend into the rock around them, giving the whole settlement a slightly primitive outlook. Unlike most other Badlands city-states, Elayu is not built upon a large branch of the MacAllen water network. Only a small underground spring provides a constant source of water, forcing the city's residents to farm waterroot plants to supplement their water supply. There is a branch of the MacAllen network southeast of Elayu and several important oasis towers thrive in that region. Many trade goods and water to Elayu in exchange for polar currency or leathers. The most prominent of these communities, Rahnguard Oasis is also an important caravan trading stop on the way to the Humanist Alliance.

Like most Badlanders, Elayans distrust foreigners and are wary when dealing with the rest of the world. Elayan diplomats are notoriously cautious, often taking years to formalize even the simplest of agreements with other nations. Elayan merchants have also earned a reputation as tough, but fair, negotiators.

Elayu's economy is very isolated from Terra Nova's international markets. One economist described the town as a "self-sufficient microcosm." Yet, it would be false to assume that Elayu does not trade with the outside world. Since it does not possess any heavy industries, the city imports many manufactured and luxury goods, exchanging a wide variety of local products in return. Elayan leather works, in particular, are highly in demand among the upper and middle classes of the Southern Republic, the United Mercantile Federation and the Mekong Dominion.

### Elayu Vital Statistics

Founding Date:	TN 972
Method of Government:	Representative Democracy
Head of Government:	Prime Speaker Rachel Kostof
Population:	40,000
Allies:	none
Principal Industries:	Leather works, various other crafts.



## Marigold - 5.2.5

The city of Marigold lies on a large gold lode. Over the years, the city has been constantly harassed by greedy rover bands, transforming the city into a self-sufficient fortress. Today, Marigold is defended by two regiments of heavy infantry, primarily consisting of Paxton-made Warrior Gears. Marigold's somewhat paranoid government is the remnant of the labor union which took control of the city after the local colonial corporation left.

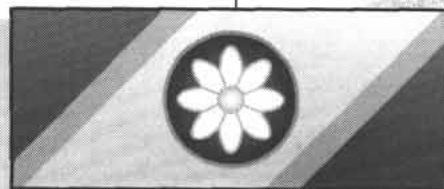
Marigold's economy is relatively weak. Most of the city's businesses are geared towards producing basic survival goods. Food and water are processed from the Ross lichen cultivated by the town's farmers. Stone is taken from a local quarry to serve as building material. The townsfolk regularly trade the metal they mine with polar traders in order to acquire luxuries, mainly novel foods and spices. A rail link leads to a way station of the alpha maglev, facilitating this trade.

Marigold's population is an unfriendly lot. Most are paranoid and convinced that all outsiders want from Marigold is their gold. Unfortunately, these paranoid beliefs are often confirmed, leading Marigolders to be extremely isolationist.

In the midst of these isolationist miners, however, rests the Great Commune of the Blue Crescent Order. Observers describe the order as a religious movement, a pacifist philosophy or secretive cult, depending on their outlook. Since its birth in the last century, the order has become a popular alternative to the rampant nationalism and fundamentalism that has gripped the planet. Young people are especially prone to shave their heads and bear the Blue Crescent tattoo as a form of rebellion against the status quo. Communes now exist across the planet, teaching the meditative and peaceful ways set down by Marigolder Kolos the Teacher. The Great Commune in Marigold is the heart of the order and is rumored to still be run by Kolos himself and all Blue Crescent teachers of note have spent time in Marigold. Some see the order's philosophies of spiritualism and communalism as dangerous, but most see them as a fringe movement enjoying its moment of fame.

### Marigold Vital Statistics

Founding Date:	TN 1121
Method of Government:	Labor Union
Head of Government:	Union Leader Jaleel Marquis
Population:	170,000
Allies:	none
Principal Industries:	Gold mining





### 5.2.6 - Peace River (Historical Update)

The period from TN 1933 through TN 1935 has been a hectic one for Peace River and its corporate patron, Paxton Arms. The TN 1933 election saw a BRF terror campaign that claimed apparently claimed the life of presidential candidate Fidel Jacobi. Jacobi was Gerald Simosa's greatest rival and with his death, Simosa sailed back into the presidency. Some whisper that Simosa had his enemy killed by his enforcer, Milani DuBeau-Slovensky. Few understand the truth that Milani did kill Jacobi, but as retribution from him allowing the BRF terror campaign to continue unchecked during the election race. Jacobi reasoned that the greater the instability caused by the BRF, the more likely Paxton executives would be to elect him and his rationalist program. He apparently expected Milani to be powerless to stop him or willing to change allegiances. He was wrong.

The aftermath of the election has been anything but calm. Paxton Arms was anxious to secure a contract for covert sales of Gears and other military equipment to the ESE rebels led by Emir Nigel Shirow (see p. 97) and Norlight diplomats came to back the sale. Patriarchal and Republican agents left a trail of blood, trying to uncover and eliminate those making such a deal. This all played into the BRF's hands and their leader Sundra Gabriel launched an all out revolt that shut down Peace River. In the end, Gabriel was killed and order restored, but the BRF is not quite defeated. Security experts fear that the various cells have only gone dormant, awaiting another opportunity to strike. (These events form the basis of the **Paxton Gambit** campaign supplement.) Currently, Paxton and Peace River are busy profiting from global arms build-ups by selling not only to ESE rebels, but to Badlands militias and almost every major army on the planet. They are also trying to secure their own independence, making sure they can remain productive and independent even in the event of global warfare.

For more material on Peace River, see the **Second Edition Heavy Gear Rulebook**, pp. 32-43, and **The Paxton Gambit**.

### 5.2.7 - Khayr ad-Din (Historical Update)

The city of trash has been a busy place in the last few cycles. The Gear dueling circuit around which much of the city revolves underwent a series of surprising upsets. Antoni Mor, the Duelist known as Solitaire, regained his title as champion in a spectacular defeat of his main rival, Lash. This duel, broadcast live on 18 Spring TN 1934 set records for live attendance at the web arena, for trideo viewing across Terra Nova, and for the amount of money exchanged though gambling. Spider Jahmoon, the dueling czar of the city, is thought to be tens of millions of marks richer thanks to that one fight. Soon after his victory, however, Solitaire announced his retirement and went west to reunite with his old clan, the Desert Wolves rover gang. Solitaire's departure has left a void in the dueling circuit, one anxious to be filled by an unprecedented number of up-and-coming pilots. The move toward global war is resulting in a growing number of pilots (many veterans of the War of the Alliance) abandoning their duties and fleeing into the Badlands. Many end up in Khayr ad-Din, turning their skills into a way of life. The most famous of these are undoubtedly the twins pilots Danghen and Maena Jarak, famed Duelists and fugitives from Northern justice. Some whisper that the twins and their brothers in arms are in Khayr ad-Din for a reason other than dueling.

For more material on Khayr ad-Din, see the **Second Edition Heavy Gear Rulebook**, p. 31, and the **Duelist's Handbook**, pp. 46-71.



Felipe Antonoza



When visiting the dangerous slums of Khayr Ad-Din, one might want to shield oneself from possible harm. Or perhaps one is looking for help, usually for some unsavory business. Whatever the reason, if cheap muscle is needed, Felipe Antonoza is the man on the street to talk to.

Antonoza calls himself an "agent." A small, thin man in his early fifties, he has been on the street for as long as he can remember. His knack for making deals enabled him to just keep his head over water until he met Rick. Rick liked to bash heads, but was not very good with numbers. Antonoza immediately saw a business opportunity and proposed an association: he would become Rick's agent and Rick would not have to worry about money anymore. Rick accepted and worked with his "best buddy" until his untimely (and violent) death two cycles ago. Antonoza hires out his "friends" as enforcers, repo men or body guards. He will work with anyone willing to trust him and cut him in for 25% of the profit. Antonoza usually operates out of a seedy downtown dive called "The Hammer." He can currently call on a stable of about ten to twenty muscleheads.

Felipe Antonoza's latest client is Katryne Sanz. Once a Duelist in Khayr ad-Din, Sanz established a stellar military career as a trainer both of Gear NNets and Gear pilots. Danghen and Maena Jarak were her students, as were many of the other top pilots in the Northern Guard. Sanz left the North in TN 1933 after she was suspended pending an investigation into her teaching methods. Claims that she was unpatriotic and was training students who would defect flew through military circles. In fact, it was Sanz's lack of religious sentiment that cost her her position. Bitter, she returned to Khayr ad-Din, where she has been meeting with many different pilots. Antonoza is protecting her on orders from crime lord Spider Jahmoon, who was once Katryne's lover and, Antonoza believes, wishes to be so again. Sanz seems to have accepted Antonoza's presence and the two are on their way to becoming friends of sorts.



## THE NEW COALITION - 5.3

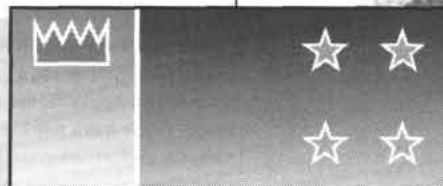
The New Coalition (often abbreviated as NuCoal) is a trade alliance of several city states in the Westridge Range and Barrington Basin. Some see NuCoal as the first step towards the first true Badlands league, other an alliance doomed from its very inception. The Westridge region is a critical axis of trade on Terra Nova. The mountain range is crossed by the gamma maglev and features several Terranovan TransRail stations. The Westridge railway also runs along the western slopes of the range. This long line links both the WFP and UMF to Mekong Dominion and Southern Republic in the other hemisphere. Although conflict and rivalry has always existed between these leagues, billions of marks/dinars worth of goods still travel the Westridge railway. The line itself features such city-states as Fort Neil (an industrial center), Temple Heights (an agricultural center) and the smuggling town of Wounded Knee. The opposite slopes of the range are linked by tributary rail lines and include the petroleum town of Lance Point and the trading city of Prince Gable. The New Coalition is an effort to have all these towns (except Wounded Knee) cooperate so as to insure their own neutrality between North and South. They all thrive on polar trade and so have an interest in being able to sell to both sides.

The coalition was the dream of Fort Neil's mayor Royz Malkom, but it was a very hard sell. Many felt that the alliance was a waste of time, because none of the four city-states could stand up to the military might of North or South. This changed when Royz struck a deal with Port Arthur. By the 1930s, the city of Earth refugees had transformed itself into a successful community, selling diamonds and orbital access to many private concerns. Port Arthur was anxious to guarantee its access to the Westridge regions' communication links. Royz proposed that Port Arthur become the senior partner in NuCoal, gaining favorable terms of access in exchange for the deterrent of its military might. In TN 1932, the coalition was born.

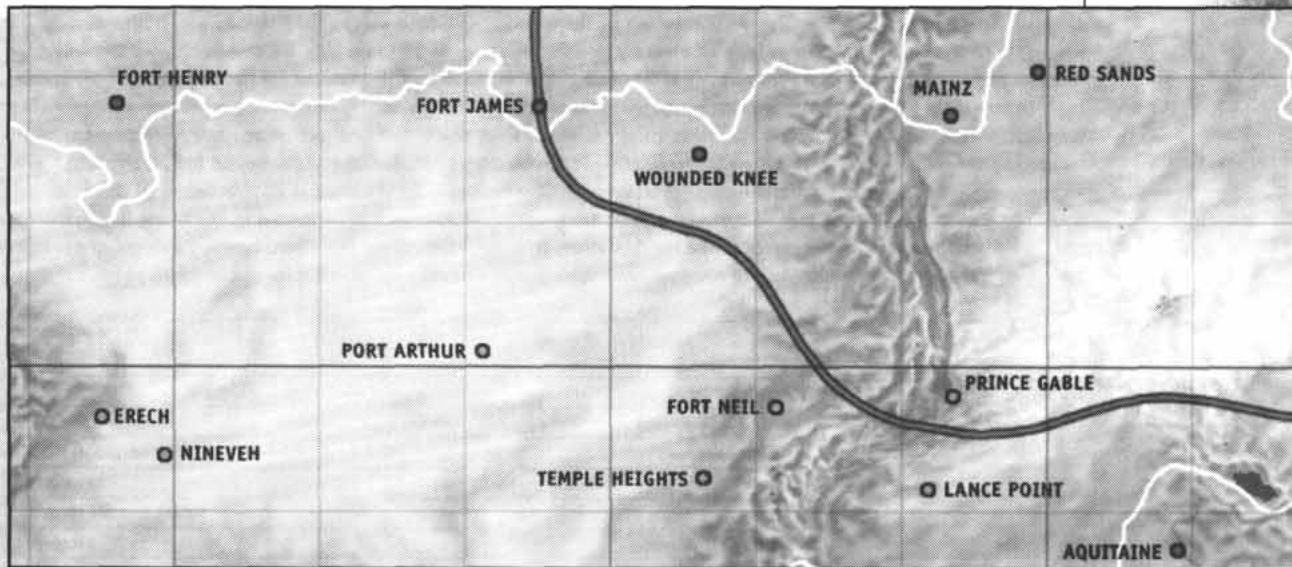
NuCoal is an economic accord rather than a political alliance. All five communities agreed to free-trade between NuCoal members and a policy of low tariffs to outside trade. Port Arthur gained cheap oil, motor parts, foodstuffs and access to global transport links, while the other partners gained the protection of the Arthurian Korps and cheap access to orbital transport capabilities. Despite this mutually beneficial agreement, NuCoal has faced internal and external challenges. All four Westridge signatories were occupied by the CEF during the War of the Alliance and many locals find joining forces with their former enemies distressing at best. Lance Point has been the sight of two major worker revolts since it signed on and has been occupied by Southern forces to guarantee the flow of oil. Royz Malkom, who now chairs the NuCoal Board of Trade, remains guardedly optimistic, however. Port Arthur's military deterrent may not have stopped occupation of Lance Point, but it has reduced pressure on other cities.

### □ Vital Statistics

Founding Date:	TN 1932
Method of Government:	Trade Alliance
Head of Government:	Chairman Royz Malkom
Population:	550,000 (approx.)
Members:	Port Arthur, Prince Gable, Lance Point, Temple Heights, Fort Neil
Principal Industries:	diversified



### □ The Barrington Basin and Westridge Range



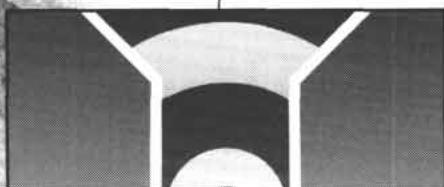


## 5.3.1 - Prince Gable

Prince Gable is a major trade and tourism center for the Westridge Region and now serves as the seat of the New Coalition Council of Trade. The city-state sits at the opening of the Westridge Trench, a massive collapsed portion of the MacAllen Cave Network that forms a deep trench up in the Westridge Range, running north from Prince Gable about halfway to Mainz. The trench is the sight of massive windstorms, but its spectacular beauty and mineral wealth attract tourist and entrepreneurs to Prince Gable. Many locals cater to tourists wishing to explore the trench. These business range from luxury hotels like the Westview Oasis, to tour guides like Trench Adventures, to rescue services like Dillon Air Rescue. The Trench is also used by Wounded Knee smugglers. Prince Gable also features a major maglev link to the gamma line to the south and several rail links to the major North-South rail line just on the other side of the Westridge Range. This has helped develop a healthy trade through the city.

Prince Gable is also home to several globally renowned business. The most prominent is the Satellite News Service (SNS), the first commercial information network to take advantage of the Hermes 72 satellite system left by the CEF. SNS remains the leader in global news coverage and has a reputation for being the only true source of unbiased news on the North-South conflict. The presence of the NuCoal Council of Trade now adds to the town's prestige, although the alliance with Port Arthur remains controversial. The city was occupied by the CEF during the war and suffered and many remember the suffering they endured. Memories are long and forgiveness hard to come by. The Desert Wolves rover gang also operates near Prince Gable. Although these bandits are considered dangerous outlaws by some, most citizens tolerate them because they helped liberate the city at the end of the war.

### Vital Statistics



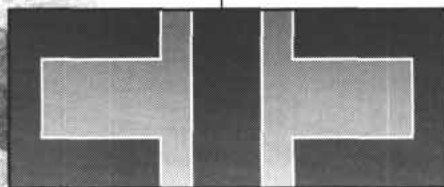
Founding Date:	TN 1712
Method of Government:	Representative Democracy
Head of Government:	Governor Andrea Sinclair
Population:	150,000
Allies:	NuCoal
Principal Industries:	trade, broadcasting, tourism

## 5.3.2 - Lance Point

Lance Point is a petroleum drilling site located in the Westridge foothills, south of the gamma maglev and north of the Republican border. The city-state has a long-standing client relationship with the Republic but sells to other city-states as well. Pipelines ship oil south toward Aquitaine, but also north to Prince Gable and to the supply station on the gamma maglev between the two city-states. Special tanker trains running on the maglev fill up at this station and deliver Lance Point oil into the Republican heartland, but also north toward Fort James and Fort William in the WFP. A wealthy executive class has thrived on the profits of this trade, but little of the money have trickled down to the working class, creating long-standing grievances and a history of labor strife.

When Lance Point announced it was joining the New Coalition — in an effort to secure its access to multiple markets — the local workers began an open revolt. They believed the protection of the Arthurian Korps would give executives the ability to brutally suppress an ongoing labor strike without fear of Southern forces coming in to restore order. Both executives and workers overestimated the Arthurian deterrent, however. Seeing production cut off by the revolt, the Republic sent in the MILICIA's elite 11th regiment (the Rapiers) to control the city. The Rapiers imposed a brutal peace, forcing the workers into the hills. The workers renamed themselves the Badlands Revolutionary Front under the leadership of Ernesto Jaxon. In the Summer of TN 1934, the BRF had gathered enough resources to strike back at the Rapiers and their reinforcements. Guerrillas entered the town and briefly held in until vicious street fighting again forced them back into the hills. Ever since, Lance Point has known little peace. Southern soldiers and Lance Point executives are targeted by BRF snipers, guerrilla strikes are commonplace, and Southern troops regularly execute suspected BRF collaborators. Jaxon and his guerrillas have become a model for radical action across the Badlands. Jaxon himself is very concerned by current events. Backed by allies in the Wounded Knee smuggling cartels he had hoped to make occupation impractical for the South, forcing them to withdraw and negotiate terms in order to ensure the flow of oil. With the death of Thor Hutchison, however, everyone seems to be bracing for war and the South is unlikely to withdraw from such a strategic location if that might leave it to the North.

### Vital Statistics



Founding Date:	TN 1808
Method of Government:	Commercial Oligarchy
Head of Government:	Chairman Samuel Nanga
Population:	35,000
Allies:	NuCoal, Southern Republic
Principal Industries:	petroleum





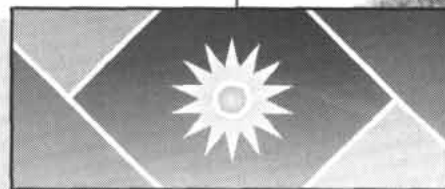
## Temple Heights - 5.3.3

Temple Heights is the site of a truly unique natural phenomenon, accompanied by one of the most fascinating archeological constructs on all of Terra Nova. The small city-state is built atop a moon shaped mesa. The inside of the mesa is protected from desert winds and contains highly fertile soil blessed with natural wells. These lands are farmed by locals and have almost always brought in bumper crops — unheard of in the Badlands. Olives, figs and dates (genetically adapted to Terranovan conditions) are all part of luxury foods shipped from Temple Heights across the globe. The archeological aspect graces the inside wall of the crescent-mesa. The entire 500-meter cliff face is adorned with huge carved stone faces, in a style reminiscent of (but not exactly the same as) the widespread Terranovan Stoneheads. These faces all stare with lidless eyes at a single spot on the floor below. At that spot lies an underground chamber (revealed by sonogram in TN 1881) which contains a small altar with, upon it, a single Stonehead somewhat larger than a human skull.

The wall of faces has been called an extreme example of colonial carving, but many persist in thinking it a holy site. Revisionists claim Mamoud Khodaverdi, their Gentle Prophet, visited the site and brought fertility to the soil. Jerusalemites says Erzach Ibn-Muhammad came here and witnessed the power of God when He brought the great mesa down from the heavens. Buddhists see each face as a reincarnation of their spiritual leader. Other splinter groups see even darker fates, and the city-state is literally full of pilgrims, theologians, academics, preachers and fanatics. These groups sometimes mix with violent results. Access to the site is controlled by the town through the Templar Research Institute, a recognized academic study center with agreements with most major Terranovan universities. The board of directors grants visiting professor and students, as well as pilgrims and others, limited access to the site on a case-by-case basis. The Board's agenda is, in order of importance, to minimize disruption of the local farming community, to protect the archaeological site from damage, to minimize religious conflict, and finally to advance the understanding of the site.

### Vital Statistics

Founding Date:	unknown
Method of Government:	Clan Oligarchy
Head of Government:	Mayor Elen Hussan
Population:	18,000
Allies:	NuCoal
Principal Industries:	agriculture



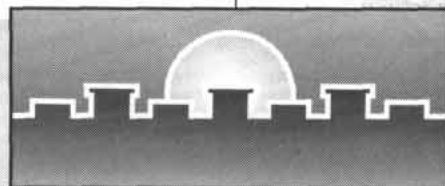
## Fort Neil - 5.3.4

Fort Neil is a small Badlands motor town. Originally the community of Welton, the city was renamed by a Western Frontier Protectorate expatriate named Neil Maknamara in the TN 1820s. Neil was looking to set himself up as an industrialist away from rivals in the WFP and targeted Welton because of its ample water supply and its positioning along the Westridge railway. Neil founded Neil Motor Works after striking an accord with the locals that guaranteed them employment and made the city into a company town. Specializing in desert vehicles, NMW became a success based on its version of the Elan buggy, its original design for the Longrunner caravan truck and many other utility and sport vehicles. NMW has also taken on military subcontracts, making spare parts for several Paxton designs. Although still a small community compared to many, Fort Neil is quite wealthy for its size. This wealth has only increased with the opening of the Port Arthur market. Indeed, NMW's most recent success is the gopher series of mining vehicles, including automated carts, digging vehicles and a copy of the successful Mole mining Gear.

Royz Malkolm, the current chairman of the NuCoal Board of Trade and the mastermind of the coalition, was mayor of Fort Neil from TN 1921 until TN 1934. He decided not to run for a fifth term so he could dedicate himself full-time to managing the Board of Trade. Royz is a skilled diplomat and has dealt with the difficulties of his Alliance quite well. He has established a friendly relationship with Colonel Charles Arthur and attracted support from the Humanist Alliance and other areas. His greatest concerns right now are the troubles in Lance Point and the potential of Wounded Knee, where he sees a possibility for added strength. By gaining allies among the more powerful smuggling cartels, Royz believes he can gain another protector against polar aggression — this time more economic than military. Others say he is deluding himself, getting into bed with dangerous cutthroats who want nothing more than to add new territories to their criminal empires.

### Vital Statistics

Founding Date:	TN 1608 (Welton)
Method of Government:	Representative Democracy
Head of Government:	Mayor Nissa Jamison
Population:	25,000
Allies:	NuCoal
Principal Industries:	vehicle production





## WHISPERS OF DISTANT EARTH



The turbines of the G-52 gunship screamed as it roared low over the desert, dust swirling up behind it. Watching the ochre sands race below, Jan-class Soldier Ryan-0345 grinned when he heard the barking rattle of the miniguns start. His squad flicked off safeties in response to the guns' announcement that they were approaching their LZ, a dry wadi where they'd drop straight in on a rover camp. Only Captain Suarez seemed to take no notice, his eyes focused on the distant horizon. When the helicopter started descending and the door gunners opened up, raking the encampment with heavy weapons fire, the officer turned his head.

"Are we ready to play, Ryan?" he asked, his voice devoid of emotion.

"Yes Sir!" Ryan shouted unnecessarily since the throat/ear comset could broadcast the slightest whispers. But Ryan's own eagerness needed expression.

"Very well. Remember we need nothing fancy. Just kill everything."

Then the gunship hit the dirt and the doors sprang open. Soldier Ryan led his GREL comrades in a screaming assault. The squad was in the rover camp before the other VTOLs had landed, and Ryan grinned. There might be enough to go around if the squad could finish it off before the rest of the company caught up.

Hyper aware in battle-state, Ryan surged through the rover camp, killing humans as they appeared through the smoke of burning tents. All too soon though, Captain Suarez's calm voice ordered Ryan to pull back and regroup his troops, and he was reluctantly brought down from his adrenal high.

Later, Soldier Ryan walked through the blazing ruins of the camp, covering the corpses with his twentyfour as he moved. He found Captain Suarez standing over the body of a young girl.

"Area neutralized, sir."

"Any casualties?" Suarez asked. Ryan started in surprise as the Captain turned to face him, for his cheeks were wet with tears.

"No sir," Ryan said, puzzled. "Are you injured, sir?"

The Captain's shoulders slumped, "No Ryan, not at all."

Sighing, the Captain looked up at the blazing sun. "Inform Firebase Corel that the mission is accomplished, and prepare for evac. I'll be up on that big dune over there if you need me."

Ryan saluted and went in search of the Cassandra who had the commo gear. Suarez sadly watched him go. Looking over the body-strewn camp, he wondered if God existed on this terrible world. He was so tired. Maybe it was time to go home.

Ryan had just radioed in when a shot rang out from the dunes. Sprinting back, Ryan found Captain Suarez in the midst of a widening patch of bloody sand, eyes wide and staring at the sky. He knelt down and gently shut the corpse's eyes before picking up the picture beside him. The GREL knew the image well, for the Captain had often shown it to him. Ryan ordered the body bagged and turned away to watch the burning camp, wondering about this love the Captain used to talk about. Finally he looked at the smiling image from distant Earth and muttered "Maria, you're a widow now."

Though he did not quite understand why, the thought disturbed him.

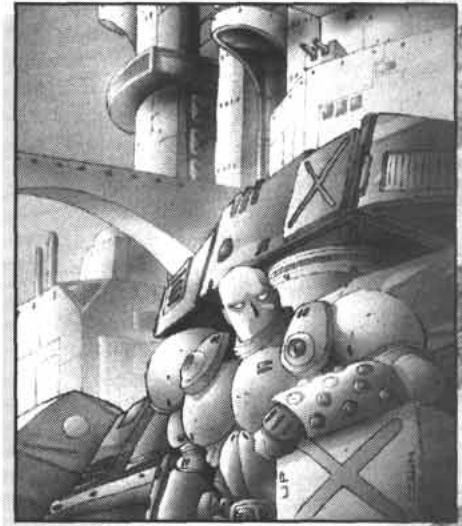


## OVERVIEW - 6.1

The mention of Port Arthur brings images of invading supersoldiers pouring across the desert to the minds of many Terranovans. Defeated over a decade ago, the remaining invaders now live isolated in a remote desert refuge. With a hundred thousand GRELS under arms in Port Arthur, however, few Terranovans have forgotten about them.

Port Arthur is far more mundane than its reputation makes it. Over the last sixteen cycles, a battered and abandoned military camp overrun by refugees has slowly become a full-fledged city, the largest in the Badlands. A rough, crowded and poor city, however, in which legacies of the War of Alliance still plague many residents. This is especially true for the feared GRELS, who languish, denied the life they were created for.

Under the rule of Colonel Charles Arthur III, the senior Colonial Expeditionary Force (CEF) officer remaining on Terra Nova, Port Arthur has carved itself a niche in the Badlands. While the polar leagues still voice concerns about the invaders' city, most Badlanders have come to accept it. Not only have a quarter of a million Badlanders opted to live in or around Port Arthur, but the communities of the Westridge Range have also willingly allied with it. In TN 1931, Port Arthur formed the New Coalition (NuCoal) with its distant neighbors. While Port Arthur's size assures its influence, this trade and defense pact has tied it into the Badlands trade network like never before. It is also the first concrete sign that Port Arthur intends to challenge Paxton Arms' long held supremacy in overall Badlands politics.



## History - 6.1.1

When CEF dropships screamed out of orbit in TN 1913, one of their landing zones was Creighton, a homesteading county in the Barrington Basin. There they built Western Basin Base (West Base), which became the nerve center of CEF operations. By Winter of 1917, Terranovan landship fleets had cut the base off, and when it was besieged later in the cycle the CEF admitted defeat and signed the Treaty of Westphalia. The treaty gave the invaders three weeks to evacuate West Base and leave Terra Nova. The result was chaos while Earthers scrambled to get aboard their few remaining transports. The CEF also tried to destroy or disable any equipment left behind that could benefit Terra Nova.

By Winter TN 1918, West Base was a shambles inhabited by a few thousand GRELS, wandering, bereft of direction. It was soon overrun by thousands of refugees in search of food, which was in critically short supply in the Badlands. There was such chaos there that the polar forces, which entered the Base after the CEF evacuation, reported it a total loss. By the latter part of TN 1919, over 130,000 CEF personnel (mostly GRELS) had wandered back to West Base, having nowhere else to go. A huge shanty town grew up around the base, riddled by violence and despair.

In Summer TN 1919, Colonel Arthur returned with his unit intact, despite the surrender. Finding himself the senior CEF officer on Terra Nova, he immediately proclaimed his authority over West Base, and then set about enforcing it. His methods were alternately brutal and solicitous, and he slowly attracted the loyalty of most GRELS and certain influential CEF officers. It was not until TN 1921, however, that he gained definitive control of West Base; it would take another two cycles before opposition to his rule ceased in the shanty town. Most of his opponents left or died during the conflict. The departure of the rogue Jan-class GREL Soldier Mayen-2575, along with nearly 10,000 GREL followers in TN 1924, signaled the formation of Port Arthur.

Distracted by the massive task of reconstruction, the polar leagues initially ignored the pitiful remnants of the CEF. By the time they realized their error, North-South tension had re-ignited and Arthur's disavowal of any loyalty to Earth persuaded them they had better things to worry about. In the cycles since, Colonel Arthur has worked carefully to make his city a part of the Badlands, treating all equally regardless of their backgrounds, and trying to raise the living standards and welfare of all Arthurians.

## The Powers That Be - 6.1.2

The power structure in Port Arthur is extremely narrow; the primacy of military rule is rigidly enforced. Since military rule is just and the city is prosperous, Arthurians have few serious grievances, with the exception of the growing GREL dissent. The officer corps is riddled by rivalries, however, and increasing confusion grips the city as Colonel Arthur allows free movement and offers asylum to political refugees from both North and South. Those with an interest in the direction of Port Arthur have learned to play upon both these factors.

As a result of Colonel Arthur's strong and popular rule, Port Arthur has few of the social and political divisions afflicting many communities in the lead up to the next world war. Espionage and intrigue is rife however, though most of it is not directed at Port Arthur, which is simply a convenient battleground. Thus, SRID assassins stalk Republican dissidents, and NGIS agents work with PaxSec to watch NuCoal diplomats canvassing for new members. Under the forbidding presence of SecBuro, which does not have the resources to do more than police the foreign presence, these intrigues and hatreds rarely rise to the surface. Instead, there exists a strange bonhomie where enemies drink and party together while in the back alleys knives are drawn.



## 6.1.3 - Society

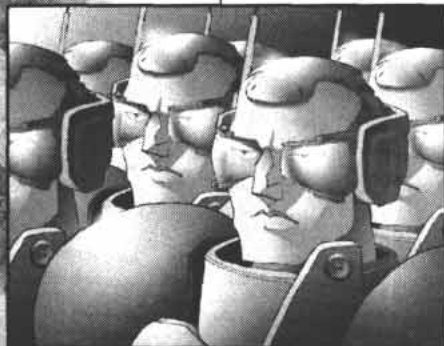
Port Arthur is organized much like a military unit, which is hardly surprising considering its leaders are all career military officers. Three social groups dominate city life: officers, civilians and GRELS. Despite the rigidity of this structure, Colonel Arthur has sensibly allowed a certain degree of social mobility to avoid serious resentment or agitation against his regime. The 5000 former CEF officers, along with 500 Terranovan graduates of the Arthurian Officer Academy, form the undisputed ruling elite of Port Arthur. They oversee not only every aspect of city life, but are individually prominent in endeavors such as business and science. While few of them command regular military units, they all command reserve GREL units, and thus still see themselves as military officers first and foremost.

The civilians living in the city are a diverse lot. Most were local to the Barrington Basin before the War of Alliance and found themselves interned in the huge camps built around Western Basin Base. Others entered after the war looking for refuge, vengeance or loot. More recently, many of the new citizens were attracted by Colonel Arthur's promise of a new beginning. Little ill feeling remains from the war, though the mental scars borne by so many results in high rates of violence and abuse. Even GRELS find acceptance, despite being looked upon slightly askance. This is partially due to Colonel Arthur's firm, fair and competent leadership, and because of the city's increasing prosperity. A major factor, however, is that the civilian population has developed a strong cultural identity as Arthurians. Most civilians were originally Badlanders, and living in Port Arthur has not inhibited their blunt spoken independence. Yet Arthurian civilians also see themselves as part of a greater community. Colonel Arthur is succeeding where many other Badlands visionaries have failed; he is slowly building the Badlands' first true nation. Maybe not this generation of Arthurians, but certainly the next will have the strengths of both Badlanders and Earthers, which could make Port Arthur a power to be reckoned with.

The most obvious social unit is the 100,000 Arthurian GRELS, separated as they are from the rest of the inhabitants by appearance and nature. Most live in strict military conditions, their days consisting of the make-work familiar to any soldier. They labor renovating buildings, sealing roads, laying cables, and performing weapons drills again and again. GRELS are soldier units and aren't equipped to deal with such a situation; depression, superstitions, erratic behavior and recklessness are fast becoming endemic problems. The rapidly rising number of defective GRELS is straining the capabilities of the few specialist psychiatrists remaining in Port Arthur. What the psychiatrists do not realize is that the situation is already critical, with the majority of defective GRELS going unreported.

Roughly ten percent of the GREL units in Port Arthur were rendered combat ineffective by battle damage, and they are the most likely to exhibit obvious behavior patterns outside specification. On the other hand, GRELS in the Arthurian military (the Korps) or those whose skills have allowed them to integrate within mainstream Arthurian society, display fewer signs of strain.

### Genetically Recombined Experimental Legionare (GREL) Types ☐



Class	Purpose	Sex	% of total
Isaac	Technician	Male	5%
Isabella	Medic	Female	5%
Jan	Leader	Male	5%
Kassandra	Electronics Specialist	Female	5%
Maxwell	Gunner	Male	15%
Minerva	Driver/Pilot	Female	15%
Mordred	Shocktrooper	Male	35%
Morgana	Commando	Female	15%

All individuals within these classes are physically identical and have the same basic personalities and abilities, although environmental factors have led to a certain amount of differentiation.

## 6.2 - CITY TOUR

Port Arthur is an ugly city choking in dust. It sprawls chaotically outward from beneath the grim shadows of the ferrocrete covered berms surrounding West Base at the city's center. While main roads are paved, the tiny laneways that form the maze-like pathways meandering through the crowded blocks are not. The narrowness of the twisting lanes restricts large vehicles to the few main roads. In some sections of the city, the stench of the stabled springers and barnabies, that provide most of the transport, is suffocating. With increasing prosperity, large numbers of Neil Motor Works ATVs and dirt bikes are finding their way onto Arthurian streets, further clogging the narrow laneways and churning up more dust.

Port Arthur has no perimeter defenses, which is unusual for a Terranovan city, and unheard of for a Badlands one. The city simply fades out into the desert, with homesteaders growing their crops within sight of the main urban area. Port Arthur also lacks the towers and official buildings typical of a major city. The military command structure has centralized power in the refitted West Base Officers Quarter. Port Arthur is more vibrant than most Badlands cities, however. It seems to grow everyday, as new inhabitants are welcomed and simply build themselves a house or place of business on the outskirts. The constant stream of caravans from outlying homesteading counties, NuCoal and the poles, has beaten discernible roads into the desert. The many new arrivals find streets crowded with traders, miners, farmers and locals, with mercantile trade dominating the city's economy.



## Western Basin Base (West Base) - 6.2.1

West Base is a grim, forbidding place. Built quickly and with nothing but the most tangible military goals in mind, it reflects a bleak and spartan purpose. The massive dark gray ferrocrete faced berms rise twenty meters around the base, studded with weapons and sensors, clearly emphasizing the reason of West Base's existence. Within the berms, smaller walls originally split West Base's hundred square kilometers into four quarters: the GREL Quarter, the Officers Quarter, the Space Launch Facilities and the Logistics Facilities. With its new purpose, West Base was renovated, at first mostly to repair the damage done by the departing CEF. The Space Launch Facility has benefited the most from such rebuilding, although the biggest changes involved increasing the size of the GREL Quarter and the creation of the Korps Main Base from the old Logistic facilities.

Some effort has also been put into trying to soften West Base's appearance and make it more hospitable, especially in the Officers Quarter. There is generally an air of fatigue to West Base, as it was designed to be a temporary facility but is still in service twenty-two cycles on. Much effort is now being put into renovating the deteriorating buildings and facilities. The need for constant renovation provides work for many of the GRELS.

## Arthurian Government Complex ◆

In a concession to West Base's new purpose, Colonel Arthur has ordered six ten-story buildings erected at the edge of the Officer's Quarter. The Arthurian Government Complex is separated from the rest of West Base by a double chain link fence, which some claim to be mined. As with all else in West Base, security is a blunt instrument, though in this case the GRELS work for the Security Bureau (SecBuro) rather than the Korps. Each building has a separate function, though similarly drab exteriors give nothing away. The largest and most important building is the Political Bureau (Politburo), notable for its massive greenhouse atrium full of Earth plants, where Colonel Arthur and his cabinet of majors meet and work. Of all the complex buildings, it is the only one guarded by GRELS not wearing SecBuro patches. Rather, its guards wear the insignia of the 15th Tukhachevsky Guards Regiment, Colonel Arthur's old unit and now his personal bodyguards.

Other buildings house SecBuro, the Foreign Bureau, the City Bureau, the Officers Academy, and the Science Bureau. The latter building also houses the offices of the Hermes Corporation, the government-owned company selling access to the Hermes satellite network. Since it often deals with important polar business people, it is luxuriously outfitted. Only in the City Bureau, which manages day to day municipal functions, are there few officers. Non-commissioned officers run it since Colonel Arthur found they integrated into general city life far better than their superiors.

## Officers Quarter ◆

Despite being the center of power and influence in Port Arthur, the Officers Quarter strikes most outsiders as austere. While a few small parks have been created and some buildings have been painted in softer colors, the effect mostly emphasizes the harsh planes of the fortifications and coldness of their designs. All inhabitants live in Officers Barracks renovated into apartment complexes, except for Colonel Arthur and his family who live in the former CEF High Commanders quarters. Most inhabitants work within West Base and are more likely to socialize at the Officers Mess than in the city. Officers have a private school, their own shopping facilities, and independent support facilities, forming a completely separate community, and reducing interaction between officers and civilians outside official business.

This isolated and harsh environment has resulted in a cultural hardening of Terran and military values. Many officers, including the Terranovan-born graduates of the Arthurian Officers Academy, view themselves as new Spartans. They think they are a military elite surrounded by enemies or inferiors, trying to keep alive some modicum of civilization on a hostile world. Bitterness also flourishes and suicide still takes a grim toll among former CEF officers, something that a greater interaction with the rest of the city might alter. Colonel Arthur is aware of the problem and works subtly to affect change without creating dissension.

## ■ Colonel Charles Arthur III ▲

In TN 1917, Colonel Arthur's regiment was on a deep reconnaissance mission and under radio silence. The fleet had departed long before he even heard of the CEF surrender and it was two cycles before he returned to West Base. While he had no desire to rule, Colonel Arthur realized that only he had the rank and training to stop the chaos he found upon his return. Once decided on his course, he ruthlessly applied his exceptional military skills to the task.

Born in New Amsterdam on the shores of Earth's Yukon River in 6088 A.D. (TN 1871) Colonel Arthur grew up during the Third World War. In 6106 A.D, he joined the CEF in order to see other worlds. Colonel Arthur proved a natural soldier and gained rapid promotion. He was never a New Earth Commonwealth party member, however, and was always watched over by a political commissar (he shot the last one when news of the abandonment came). Today, his bitterness towards the NEC is only matched by his hatred for Paxton Arms, which he regards as responsible for the CEF's defeat.

Despite his dislike of Terra Nova, Colonel Arthur has accepted that he and his people are Terranovans now and struggles to make the best of the situation.





## ◆ GREL Quarter

Row after row of prefabricated three story barracks, interspersed with messes and sanitary blocks, give the GREL Quarter a look as uniform as the GRELS themselves. Some barracks display a few potted plants growing out the front, but for the most part the only green areas in the vast complex, home to 80,000 GRELS, are the five massive parade grounds. Little or no effort has been put into making the quarter more habitable, despite pleas from Major Siegfried Gruner, the head Arthurian psychiatrist who runs the quarter.

The drabness and occasional seediness of the buildings give the place a sorrowful air. Apart from basic laboring, most GRELS have few skills to contribute to Arthurian society, and they do not possess the capacity to easily learn new ones or even to entertain themselves.

While the GRELS seem to take their situation stoically for the most part, a slowly boiling resentment is beginning to be felt. It is so palpable in some parts of the quarter that Arthurian officers refuse to walk the streets there. Indeed, the quarter is so vast that Major Gruner openly admits to knowing very little about what is going on amongst the GRELS. He is aware, however, of the Perfect Form movement and the growing influence of the renegade Jan-class unit Proust-4365. Despite orders from Colonel Arthur, he has not succeeded in tracking down and terminating either problem. A lack of trained staff is hampering his efforts and he realizes he will not have the time to train more before the problems come to a head.

## ◆ Korps Main Base

The Korps Main Base appears rundown, the remains of West Base's original Logistics Facilities. As such, its huge vehicle sheds and supply dumps are far in excess of Korps needs, even in the small section it occupies. Most Korps personnel are stationed at firebases within the Arthurian Security Zone, leaving two thousand personnel housed in a base designed for ten times that number. Suffering from years of hard use, constant GREL laboring teams are the only thing that keeps the Base in a working condition.

The troops stationed here are mainly Isaac, Cassandra and Maxwell-class GRELS. The Isaacs labor at keeping the Korps' collection of salvaged hoverships working, while the Maxwells and Kassandras run West Base's aerial and orbital defenses from underground command bunkers. The underground facilities are extensive, though mostly closed off since they exceed Port Arthur's present needs; unlike surface structures they were sturdily built and are aging well.

Some officers are pushing to have Main Base's industrial capacities placed under the Science Bureau to provide profitable contributions to Port Arthur's development, especially since the Korps appears to be losing the struggle to keep its remaining Earth technology operational. Most Korps hoverships, for instance, have been reequipped with scavenged Terranovan weapons in place of their original particle accelerators. Colonel Arthur's dealings with the Humanist Alliance may provide him with the scientists and resources necessary to rebuild what was lost during the evacuation.

## The Korps ■



The Arthurian military fields a small force of eight thousand GRELS for self-defense and area pacification purposes. The troops are split into a motorized cavalry brigade and an infantry brigade. Most GRELS rotate through the Korps on a seasonal basis and form Port Arthur's standing reserve, a method that has the twin advantage of keeping the supersoldiers in top fighting shape and out of trouble. Infantry units are more numerous than cavalry ones because of the difficulties maintaining and replacing the few hoverships the CEF left behind. Retraining the vehicle crews to use local armored vehicles has proven to be far more trouble than anticipated, and Port Arthur thus only uses simple vehicles such as Elan jeeps. The Korps cavalry brigade, known as the Port Arthur Cavalry — or the PAK — was for many cycles the only hovership force that the city-state had. Just recently however, a large number of vehicles, which foreign observers thought to be beyond repair, discreetly reentered service. Arthurian officials have openly admitted the Humanist Alliance provided industrial help and some expertise in exchange for some technology transfer. With almost a full second brigade of hoverships available, Colonel Arthur is expected to soon announce an expansion of the Korps.

## ◆ Arthurian Space Launch Facility

The Space Launch Facility looks strange to Terranovan eyes. It is a vast flat open area of bare ferrocrete dotted with bunkers and runways, lacking the gantries common to Terranovan spaceports. Unlike the poles, Port Arthur cannot mass-produce rockets for cheap launches and must use its five Sleipnir-class space planes for everything. The polar leagues missed the Sleipnirs in TN 1917 because they had been hidden in underground hangars.

Most equipment is new, bought at great expense from the poles to replace systems destroyed during the evacuation. Since all the human CEF spacers were evacuated, Isaac and Cassandra class GRELS now run the Space Facility. With the commercial success of the Hermes Network, however, Terranovan scientists have been recruited and the GRELS are losing their place. Not wishing to be dispossessed, and heavily influenced by the Perfect Form movement, the Facility GRELS are planning to go on strike as soon as an opportunity presents itself.





## The City - 6.2.2

In the first season of the invasion, huge internment camps were constructed near West Base to house the tens of thousands of Badlanders captured by the CEF. After the war, the four camps became the centers of the shantytown around West Base. Some buildings were erected according to CEF designs, since the concrete prefabrication plant built by the CEF was the only source of real building supplies. Most buildings were makeshift, built out of spare materials such as discarded CEF packaging crates. Conditions were terrible, and people lived without clean water and power. Only with Colonel Arthur's rise to power did matters start to improve. SecBuro cleaned out the criminals, Isaacs connected up a power grid and expanded the concrete prefabrication plant and GREL laborers rebuilt many buildings. Nothing, however, could be done about the chaotic layout of the city. Government money and GREL laborers have slowly brought many other useful additions to city life, such as planned markets, public wells, Isabella-staffed medical clinics and a hospital. They also provided the means needed to dig the unwalled city out from beneath the sand after storms; luckily, the latter are very rare in this part of the Barrington Basin, one of the reasons the CEF chose this site.

Massive expanses of one and two story buildings, meandering unpaved tracks and overhead wires still make the city look like a refugee camp. On closer inspection, most buildings, though roughly built, are strong and well maintained. Also, with Port Arthur's economic success, more Arthurians are painting the gray prefabricated concrete and creating roof gardens.

### Caravansary ◆

Looking like nothing more than a huge two story warehouse, the Caravansary is center of trade in Port Arthur. The one square kilometer building is actually a covered bazaar, the only place in Port Arthur where foreign traders may hawk their wares. While the outside displays the same bleak slate gray of any unpainted Arthurian building, the inside is a riot of colors, smells and noise. Divided into hundreds of stands, each held by a different business and lit by sky lights and wall strips, the Caravansary's airy two-story corridors throng with traders at all hours. Many of the businesses here are far wealthier than their small stands may indicate, though the luxuriousness of the second story offices often give it away. Since businesses cannot store large quantities of goods, let alone their convoys, in the Caravansary, the blocks around it are being turned into a proper commercial zone. Already warehouses, vehicle sheds, corrals and the many other facilities important to supporting mercantile trade, dominate the surrounding area. This includes hotels as well, but not many entertainment spots since traders prefer the establishments within the Caravansary itself. These are mostly clustered around a small atrium, with Earth and Terranovan plants, in the center of the Caravansary. The crowds are mostly Arthurian businessmen since most dealings there concern wholesale trade. For their daily needs, Arthurians frequent the many local covered bazaars scattered through out the city.

### Southern Camp ◆

During his rise to power, Colonel Arthur faced consistent opposition from the people of this suburb. Named for the former southern CEF internment camp, today it languishes as development funding is directed by the Politburo to more "reliable" parts of the city. This is a rather self-fulfilling policy, though many of the current inhabitants are merely poor and frustrated rather than active political opponents of Colonel Arthur. Most buildings in South Camp are one story high and made of scavenged materials. The tracks between them are narrow and suffocating with the stink of waste dumped into the streets since there is no other way to get rid of it. This habit is probably why a number of epidemics have broken out in South Camp over the cycles.

A continuing sign of the individualist spirit that made South Campers so obstructive to Colonel Arthur is the welcome given to the ten thousand or so GRELS living here. Finding other Arthurians unwilling to live next to them, those GRELS who have chosen to separate themselves from military life and forge a new one of their own slowly filtered into South Camp. Here, residents were too poor to object, and after cycles of living next to one another, preconceptions have melted into a joint community spirit.

### Entertainment Strip ◆

Following standard military procedures, Colonel Arthur stipulated that activities such as gambling and prostitution could only operate in a narrow strip of land between West Base and the designated Industrial Quarter. The result was the development not just of a red light district, as the Colonel had originally intended, but rather of an entire entertainment quarter, probably due to more liberal Badlands morals. The Strip is no Westphalia, and is a down-to-earth area of rough bars, seedy gambling dens, numerous brothels and other more socially acceptable entertainment spots like cinemas, restaurants and clubs. SecBuro's watchfulness, along with liberal regulation, prevents a strong criminal presence though it is more entrenched in the Strip than anywhere else in Port Arthur.

Most sections of Port Arthur's population frequent the Strip. CEF officers are uncommon in the area since most prefer to remain aloof from the majority of Arthurians, rarely socializing outside their mess hall. Major Gruner has allowed GRELS regulated access to the Strip, since any outlet helps relieve their growing tensions. A few entrepreneurs have even found ways to provide them with entertainment: wrestling matches, combat simulations and simple action movies attract GRELS like honey. The small allowance GRELS are paid does not go very far, however, and unsavory groups, like Wounded Knee smugglers, are successfully recruiting some with promises of combat and money. Desertions are leading Colonel Arthur to pressure Major Gruner to end GREL access to the Strip. So far the Major has resisted, but if the Colonel overrules him, tensions in the GREL quarter could boil over.



## ◆ Industrial Quarter

The Industrial Quarter has been one of Port Arthur's least successful development projects. It was set aside to provide space for the development of an industrial base and allow the city to not only become self-sufficient, but also provide exports and a base for the development of complex products like weaponry. Instead of developing into a competitor to Paxton Arms, however, it has become a competitor to Timmins, producing shoddy imitations of Northern and Southern products.

A few heavy industrial projects have gotten off the ground, including the expanded concrete prefabrication plant, a diamond refinery, and a small steel mill that specializes in supplying rails and struts to the mining industry. Most simple manufacturing remains at the cottage industry level, however, and Port Arthur's Balance of Payments remains in the red. The end result is that Port Arthur's economy remains dependent on the big government earners, the diamond mines and Hermes Network.

The Politburo is at a loss as to why their industrialization plans have failed, or how to stimulate the sort of development they desire. They are reluctant to start businesses themselves because they realize their own lack of expertise, though Fort Neil has suggested a partnership to build armored vehicles and the Humanist Alliance has offered covert technical support. The Arthurians are not yet aware of a subtle campaign waged by Paxton Arms, which is manipulating the Badlands economy to make heavy industrial development in Port Arthur *uneconomic*.

## ◆ Security Bureau (SecBuro)

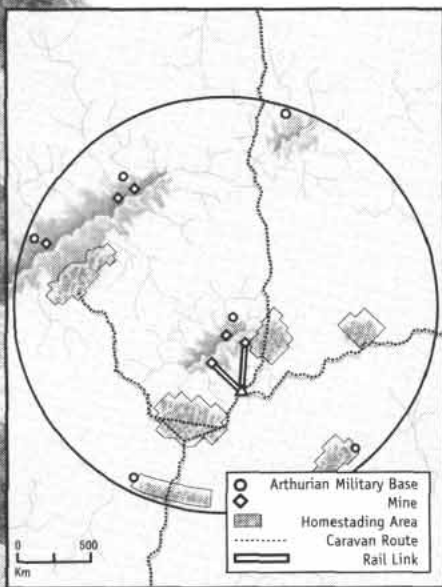
There are no true police in Port Arthur. All security, whether investigating espionage or a mugging, is the province of the SecBuro. It employs as many Terranovans as Earthers, but the Terranovans are concentrated in the City Investigation Section. SecBuro guards important facilities, using their own three thousand strong GREL force, and uses those same troops to back up the City Investigation Section to police the city proper. Using GREs for policing requires large numbers of human NCOs to keep them under tight control.

When Colonel started his drive to take control of the city, he was approached by then Captain Enrike Beria, an officer in the infamous NEC Ministry of Verification and Disposal (MVD). Initially suspicious, Colonel Arthur could not deny the usefulness of the young captain. By the time Port Arthur was created, Beria, now a major, was a close advisor of Colonel Arthur and the founder of the SecBuro.

Despite polar paranoia, SecBuro has no ties to any remaining CEF espionage rings. Outside NuCoal, it has not had the resources to establish a significant presence. Since the war many tens of thousands of people having poured into Port Arthur unchecked. Hundreds of *undesirables*, agents of every possible faction on Terra Nova, and criminals have entered the city. Even after a thirteen cycles of successful operation, SecBuro realizes it has only scratched the surface of the machinations going on in the city and has no resources to waste on spying on the polar leagues.

SecBuro does police the city very well, if somewhat heavy-handedly. Major Beria is also aware of the growing GREL problem, his agents reporting the activities of Soldiers Sebastopol, Proust and other renegades. So far, Colonel Arthur has not chosen to inform Beria of his response to the problem, and Beria is getting worried. SecBuro also specializes in signals intelligence, where it has the use not just of Cassandra GREs but also the entire Hermes network and other Earth technology.

## 6.2.3 - Port Arthur Security Zone



Port Arthur is more a budding nation than a city-state, a reflection of the Earthers' differing mind set. The fertile homesteading county originally chosen by the CEF for the location of West Base lies in a rocky area of the Barrington Basin elevated above much of that great sand sea. That particular county was not the only settlement in the area: a number of marginally profitable diamond mines and other farming counties also lay close by, and were left to ruin during the war. Colonel Arthur promoted the resettlement and development of the county in the TN 1920s to lessen crowding in Port Arthur, improve the city's economy and supply food to its citizens.

The Port Arthur Security Zone now covers an area of almost six million square kilometers. The Zone contains six major homesteading counties, the population of each expanding with every passing season. Korps development work under Major Henrietta Nelson, the Politburo officer responsible for the Zone, helps this process along by digging wells and underground irrigation canals, building roads, and by having completely eradicated rover activity within the Zone. The diamond mines have also been redeveloped and are now linked to the city by a railway. The spurs are going to be extended to some of the outlying homesteading counties to facilitate the movement of goods and people within the Zone. A separate line will eventually link the area to the gamma maglev and the city-state of Fort Neil.

The Korps protect this vast area using six firebases scattered around the Zone. The great mobility and speed of their hovertank force allow them to cover vast distances during the patrols, though the fuel-hungry vehicles usually limit the Korps to established routes with fuel depots placed at regular intervals. Their protection has also seen the trade routes through the Zone — and therefore Port Arthur — become the most popular in the Barrington Basin.



## Homesteading Counties ◆

Based on the most fertile sites around Port Arthur, and heavily developed, the six massive homesteading counties in the Zone laid in ruins only fifteen cycles ago, victims of the War of the Alliance and their proximity to the CEF base camp. They have been reclaimed and reopened after the conflict, and are now so successful that their productivity has allowed Port Arthur to become a net food exporter by TN 1930. Their potential is such that they are still attracting new settlers, all of whom receive substantial Arthurian assistance. Arthurian authorities expect very little in return for this aid, since these settlers will eventually contribute to the economic wealth of the region and thus pay Port Arthur back indirectly.

The Counties would feel familiar to any Badlander, except perhaps for the lack of defenses (made unnecessary by the near-constant protection of the Korps). They are mostly independent of Arthurian authority and have developed into fairly typical — if a bit soft — Badlands communities. Interestingly enough, Arthurian patriotism is far stronger out in the Counties than in the city, despite the lack of Earther influences. Most Terranovan applicants for the Officer Academy have come from the Counties, and Colonel Arthur has mentioned several times that he is extremely proud of the homesteaders and their accomplishments.

The economic benefits of living near — by Terranovan standards, of course — a major urban center are probably responsible for these feelings, as are the defense and development work of the Korps. The counties' distance from the direct militaristic supremacy of the Politburo, however, also means that they experience only the positive effects of Colonel Arthur's rule. If the Politburo was to ever decide to bring the Counties under closer rule, and tried to enforce some of the Colonel's more restrictive and arrogant regulations, it is very likely they would not find the same acceptance as in Port Arthur.

## Diamond Mines ◆

The six diamond mines located in the Zone represent a major part of the economic base of Port Arthur. Without them, Colonel Arthur's attempts to redevelop the city would have failed for lack of resources and capitals. Run by private consortiums, but half-owned by the Arthurian regime, the mines have grown exponentially from the small, almost artisanal pre-war diggings into full scale industrial excavations. Port Arthur's need for development capital and the subsequent massive exploitation of the site has brought it to the verge of exhaustion, however, and either more material or new sources of financing will be needed in the near future.

So far, all the mines have remained profitable thanks to some of the latest mining technology, the extensive use of penal labor and some excellent transport links (by Badlands standards). Acting as Port Arthur's prison system, the mines use prisoners for the dangerous and menial work that would otherwise be hard to get workers for. The prisoners live permanently underground during their stay and are guarded by brutal overseer units from SecBuro. In the short dozen cycles since this system was set up, the Arthurian diamond mines have developed a reputation for being some of the harshest and most brutal prisons on Terra Nova. It is unusual for anyone to survive more than three cycles in the dark, hellishly hot conditions of the mines, and their mere mention brings shudders to the most hardened criminal.

While this repressive practice enrages some polar observers, the Arthurian Justice system is fair, and only violent and unrepenting criminals are sent to the mines and their likely death sentence. Less dangerous criminals, such as thieves and con artists, find themselves sweeping streets and carting barnaby dung for a few seasons. Few locals complain about the system, especially considering the benefits the profits from the mines have brought the entire city.

## Korps Firebases ◆

Firebases were a tactical innovation by the CEF during the last cycle of the war. Each is a heavily fortified strategic point designed to force Terranovan troops into conventional assaults, while hovertank units tear at their flanks and supply lines. Named by random computer generation (Corel, Gamma, Orange, Prairie, Spirit and Xenon), the Korps firebases appear at first glance to be simple affairs. A series of trenches, firing pits, razorwire entanglements, tank traps, minefields, bunkers, and emplaced gun turrets are dug into rocky outcroppings, keeping watch over the surrounding lands. Tents provide accommodations for most of the staff, and the other facilities are just as primitive.

Despite its apparent crudeness, each firebase represents a formidable strategic obstacle. A full demi-brigade, a Korps formation of 900 troops, can be housed in each, with two squadrons of armor and overstrength complements of artillery, missiles and heavy weapons. This goes without mentioning its superior electronic warfare capabilities and the advanced targeting and sensor equipment available, both often still beyond Terranovan field capabilities.

The firebases are constantly busy sending out patrols, not just into the Zone, but also far into the Barrington Basin. Longer-range expeditions are launched from Port Arthur itself, allowing the firebases to concentrate on the defense of the city and the surrounding counties. To support the patrols, extensive vehicle hangars, workshops and supply depots have been buried beneath the firebases. The GREs that man these outposts have the best officers and equipment in Port Arthur. Despite their small numbers, they have proven more than capable of deterring polar forces, and have given the Peace River Defense Force a series of bloody defeats in recent border skirmishes.



## 6.4 - Yakut Brotherhood



The acronym NEC stood for New Eurasian Commonwealth for an entire century before the Commonwealth conquered the planet. The hard-earned victory ended the global conflict after 94 years of horror and allowed the NEC authorities to replace "Eurasian" with "Earth." Most gave credit for the success of the endeavor to the ruthless ruling coalition known as the Party. While most of the human personnel in the Colonial Expeditionary Force was made up of mercenaries seeking adventure, wealth or a new start away from their past, the core of the invasion army was constituted around hard-line Party members. Brought up with the truth of the NEC's manifest destiny, it was their fanaticism that drove the invasion forward. As senior officers, political commissars, MVD secret police, and troopers of the elite all-human ParaKomandos, NEC party members formed the heart of the CEF.

When the defeat occurred, all Party members were assured of a place in the ships of the departing fleet. Due to the scattered, global nature of the Terranovan conflict, however, it was inevitable that some would not return in time to the pick-up points. Instead of becoming resentful, most of these abandoned zealots pressed on and continued the fight, figuring that the fleet would be back sooner or later with reinforcements. Their first struggle was to secure control of West Base, but in the bitterness of the abandonment many whom they thought would, and indeed should, have been loyal to the NEC authorities turned on them.

Slowly they lost to Colonel Arthur and his loyal troops, many dying in a violent assault by Arthurian GREs in TN 1922. In the aftermath, the remaining senior loyalist officer, Major Eva Bukharin, decided the group had to go underground in order to survive as an entity and retain enough resources to allow them to carry on their mission of conquest. Thus the Yakut Brotherhood, named for the Siberian homeland of the NEC, was born even as Major Bukharin and her comrades surrendered and swore allegiance to Colonel Arthur and his new order.

Now existing as an informal network of like minded officers and enlisted personnel, the Brotherhood aims to take over the remaining Earth forces on Terra Nova from within, as well as striking at the hated colonials whenever possible. A secondary goal is to prepare the terrain for a second invasion by gaining sympathisers and establishing weapon caches and supply depots. Silently, most hope for the return of the fleet before the long years needed to carry out a coup pass. They do what they can to further the CEF's original goals, but few individuals or cells have resources outside Port Arthur.

The identity of former loyalist officers is widely known by all Arthurians, and they are distrusted and discriminated against solely because of their background. What is not known is that they have formed the network, and they go to great lengths to keep this fact a secret. The Brotherhood is very much a quiet player in Arthurian politics, for if Colonel Arthur ever discovered its existence, actions and purpose, there is little doubt that he would have all of its members eliminated on charges of treason.

### Organization

The Brotherhood has to be extremely careful and secretive at all time. The high degree of suspicion its hundred or so members are already under for being former loyalists makes the risk of discovery much greater than for any other underground network. Since all members, whether enlisted or commissioned, share a common background, education, belief system and fanatical adherence to the Party, their unity of purpose is very strong. All know the main objective is the overthrow of Colonel Arthur's rules, and each move they make places them in positions that will allow the Brotherhood to eventually achieve that goal. Major Bukharin, who is now head of the group, forms a ruling committee with a few other senior officers. They issue general orders directly to each member and make sure no one in the group is not working at contradicting the work of another. By hiding in plain sight, the Brotherhood hopes to pass unnoticed — at least, long enough for their plans to come to term.

### Current Concerns

The Brotherhood has two immediate interests. First is Major Beria of SecBuro. A party member in the MVD secret police, he was thought to have betrayed the loyalist cause back in TN 1919, but the discovery that he knows of the Brotherhood's existence and has protected it from investigation has led the loyalists to reassess their previous evaluation. If Beria were still loyal, then the Brotherhood's plans would be immeasurably advanced. They cannot rely on this assumption, however, and have no means of verifying it without endangering at least one member of the group.

The other issue is the support some members are directing to the renegade GREL unit Proust-4365 and his New Human Republic (NHR). They believe Proust to be still loyal to the ideals of the NEC, refusing to believe he could have his own agenda. Major Bukharin expressively forbade such support, believing it would attract unwanted and dangerous attention to their own efforts. A radical loyalist faction led by Major Theodore Mailaka has, however, ignored her, and a power struggle seems in the offing between the two. This is likely to be bloody because Mailaka is known to have ties to the CEF agent called Damien, who leads the Saragossan People's Front for Independence. Damien could tip the balance of power, should he decide to become involved.





## MAJOR EVA BUKHARIN



Born in A.D. 6080, in a Party crèche near Novosibrysk, Eva demonstrated an aptitude for military skills and was enrolled in an army school in A.D. 6087. Upon her graduation in A.D. 6096, her loyalty saw her inducted into the elite ParaKomandos. Much to her chagrin, indoctrination and training meant she missed all but the last year of WWII. Pursuing deviants and hunting down guerrillas in Arnhemland and the Sierra Nevada did not match her childhood dreams of bloody conquest. Offered a place in the ParaKomando Brigade being sent to keep an eye on the CEF, she readily accepted. On Terra Nova she developed into one of the ParaKomandos' most deadly combat leaders. Surviving the disaster at Baja, that saw most ParaKomandos wiped out, she spent a cycle in captivity recovering from gruesome injuries. She was slowly making her way back to West Base when the evacuation came.

### Profession

Eva feels ill suited to her command of the Brotherhood. She is a soldier and her preference is for direct action, but no commissar or MVD officer of sufficient experience is left on Terra Nova. Secretly, she prefers her command of Firebase Prairie, but she knows her duty to the NEC is clear. Calm in battle, and efficient in administration, Eva does everything by the book. The Party has thought of everything, and she has never come across a situation where its teachings and regulations have not provided her with the necessary response.

### Attitudes

The Party provides, the Party knows all, the Party will return for her — these are the mantras at the center of Eva's existence. Her life revolved totally around the Party till her abandonment on Terra Nova, but even this does not bother her. Eva understands that she is merely one member and the Party has every right to sacrifice her to the greater good of the NEC. She detests Terra Nova and its inhabitants, her mind unable to accept the CEF defeat. The Party said victory was inevitable and the Party is never wrong. Enemy agents are to blame, she is sure.

### Combat Reactions

Eva's talent for bloodshed and fanatical dedication make her a malevolent opponent. Her perceptions and reactions have been deliberately honed until she is almost sociopathic. She enjoys combat, the pain and the violence, and takes great pride in her abilities to inflict both. She would like to inflict slow lingering deaths on all those who oppose the Party, and this includes most Terranovans.

### Vital Statistics

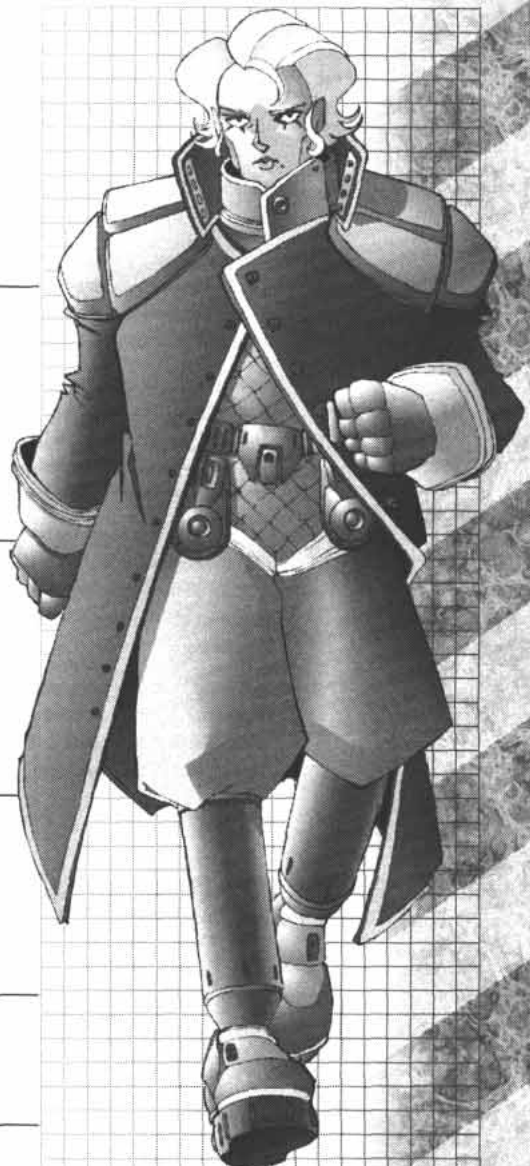
Age:	73 cycles	Height:	1.90 meters	Weight:	112.5 kg	Hair Color:	Blonde	Eye Color:	Blue
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### Attributes

AGI	0	APP	-2	BLD	+2	CRE	0	FIT	+1
INF	+1	KNO	0	PER	+1	PSY	+1	WIL	0
STR	+2	HEA	+1	STA	40	UD	8	AD	8

### Skills

Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Athletics	2	+1	Gunnery (Ground)	2	+1	Melee	2	+1	Soc. Sciences*	2	0
Combat Sense	3	+1	Hand-to-Hand	2	+1	Navigation	2	0	Stealth	2	+1
Dodge	2	+1	Intimidate	2	+2	Notice	2	+1	Tactics	3	0
Drive	1	+1	Leadership	3	+1	Small Arms	3	+1	Throwing	2	+1
Etiquette **	2	+1	* (Party Ideology)			** (Military)					





## 6.5 - Perfect Form Movement



When Colonel Arthur returned to West Base one of his most trenchant opponents was a Badlander called Matsu Yamata. A Buddhist monk from Timmins, Yamata had come to West Base to help heal the wounds of the war and bring peace. His calm charisma and teachings of peace and love won numerous loyal disciples for his Perfect Form Movement, named after the stringent martial arts Yamata taught. Yamata opposed Arthur because he saw him as representing the violence and anger of the war. His principles of non-violent resistance could not stop Colonel Arthur's firepower however. In TN 1921 a large number of his disciples were killed when they tried to block an Arthurian assault on South Camp by forming a human wall. Following this massacre Yamata and a number of other senior disciples immolated themselves in front of West Base in protest.

After his death the Perfect Form Movement fell apart, but one disciple, a Jan class GREL called Soldier Sebastopol, did not loose heart. An unusual Jan, with above specification intelligence, Sebastopol had been entranced by Yamata's vision of a peaceful and prosperous world. Sebastopol lost an eye in the massacre at South Camp and after Yamata's death made his way to Temple Heights and took refuge in the Buddhist monastery there. Sebastopol stayed in Temple Heights for four cycles, healing his body and mind, and perfecting his understanding of Buddhism.

Sebastopol was slowly able to expand upon the ideas that Yamata taught him, overcoming the limitations of his hypno training. He became convinced that the NEC, by creating GRELS for the sole purpose of killing, was totally evil and that Colonel Arthur was furthering this evil by keeping the GRELS focused on military activities. Sebastopol worried that his brothers and sisters, as he now saw other GRELS, would be condemned by heaven if they were not rescued. Sebastopol himself was able to break his conditioning completely by rigorous martial arts and mediation practices.

In TN 1925, Sebastopol returned to Port Arthur determined to save other GRELS from the evil placed in them by the NEC. His faith provided Sebastopol with an inner peace, which made him extremely attractive to other GRELS. Sebastopol slowly started recruiting classes of six GRELS. He takes each cell to his dojo, a cave in the Westridge range near Temple Heights, and trains them in mediation, Buddhist beliefs, martial arts, and a sense of their own spirituality. The students then return to Port Arthur to set up their own dojos and spread the word.

Naturally, this is a slow process and even after ten cycles Sebastopol has only trained thirty-two classes. Their combined effect, however, has been to spread his beliefs widely in the GREL Quarter, South Camp and Jan Mayen. Major Gruner has recently become aware of Soldier Sebastopol and is making efforts to locate him. He is more alarmed by Sebastopol's movement than by Colonel Proust's, since Perfect Form's message could seriously undermines the combat effectiveness of the GREL soldier units who are affected by it.

### Organization

The Movement has no formal structure other than the passing of the teachings from master to student. Each of the existing thirty-two Perfect Form dojos operates, recruits and preaches independently from the others. Soldier Sebastopol loosely oversees each by visiting them occasionally to teach a few classes. Apart from the members of his own spartan dojo, hidden deep within South Camp, Sebastopol also keep in contact with the wisemen of the Temple Heights monastery through infrequent personal visits.

Not all the dojos are keeping to the "true" path however. In South Camp and Jan Mayen, Sebastopol's message has won true adherents, both GREL and human, but amongst the eighteen dojos in the GREL Quarter at least half have deviated from Yamata's sage teachings. These renegade dojos take a militant approach to helping their brother and sister GRELS and preach the violent overthrow of Colonel Arthur. Only Sebastopol's personal touch, charisma and constant efforts are preventing a disastrous outbreak of violence in the city. It is these renegades that give Sebastopol a mostly undeserved reputation as a troublemaker and possible security risk among Arthurian personnel.

### Current Concerns

Apart from saving more GRELS from the evil bred into them by the New Earth Commonwealth, the Perfect Form Movement has no aims beyond the immediate future. Sebastopol realizes that the growing anger and resentment in the GREL Quarter could boil over into a bloody rebellion, and is working hard to try and channel the discontent into more peaceful and constructive forms. He believes that another GREL exodus, similar to the one led by Jan Mayen, maybe the only peaceful solution to the conflict.

Sebastopol has also made contact with Colonel Proust's New Human Republic, but soon realized that Proust represents his worst fears come true. If he were to win, Proust would plunge the GRELS into such violence that they could never be saved. With this understanding, Sebastopol is moving to oppose Proust's activities within Port Arthur and has placed agents into the NHR.





## SOLDIER SEBASTOPOL



Sebastopol came into existence in the NEC cloning vats on Caprice in TN 1910. A Jan class GREL, he underwent the standard hypo-training, absorbing tactics, leadership skills and fighting abilities. Sebastopol was not initially assigned to a unit, but instead remained in the labs for study. He interested scientists because he exhibited high intelligence and unusual independence. Sebastopol was eventually sent with the invasion fleet to Terra Nova because CEF geneticists felt his abnormalities would present no problems. They were right as long as the war lasted and Sebastopol remained in a restricted military environment. Once exposed to new ideas, primarily Yamata's, his intellect and independence exhibited themselves and he has been a free agent ever since. Sebastopol has to work hard to overcome recent feelings of megalomania, which he realizes, is a flaw remaining from his hypo-training.

### □ Profession

Sebastopol sees himself as a follower, and seeks to serve those less fortunate. While he can still feel the pull of his trained urges, Sebastopol has overcome them using peace and love and now tries to spread these feelings to his brother and sister GRELS. Sebastopol does not see GRELS as his only concern, normal humans are equally important to him. As a result Sebastopol and his disciples offer support to all manner of good causes in the City. Activities like helping build a new Isabella clinic bring Sebastopol simple joy. When he feels doubts about the righteousness of his actions he often volunteers for a GREL work crew involved in such simple, but meritorious, tasks.

### □ Attitudes

Sebastopol is a fanatic, not from innate fault like many Jan class GRELS, but because of his deeply held religious beliefs. While complete assurance he is doing heaven's work involves some degree of megalomania, it is combined with a far greater humanity than most other Jan-class GRELS, such as Proust, possess. Sebastopol is a truly devout Buddhist and he works at overcoming negative emotions such as hatred and pursuing the positive goals of rehabilitation, forgiveness and love. Even the Arthurian government is regarded as an obstacle not as truly evil. Sebastopol would seek Colonel Arthur's redemption if he thought he could succeed.

### □ Combat Reactions

Sebastopol has reluctantly moved from Yamata's position of total non-violence. He sees a world full of evil and feels, with great regret, that non-violence will only lead to the victory of that evil. Sebastopol will seek any way to avoid violence, but if no other acceptable options are available Sebastopol fights with a total disregard for his own life. Sebastopol is doing Heaven's work and Heaven will look to his safety. Even if faced by an impossible situation Sebastopol will not back down. His faith sustains him, and his inhuman quickness makes him very hard to kill.

### □ Vital Statistics

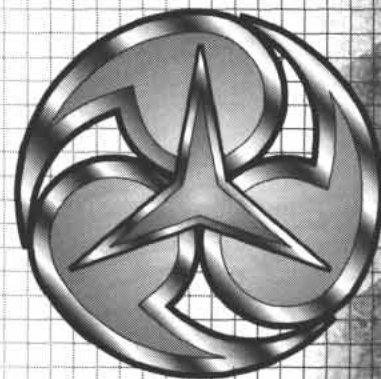
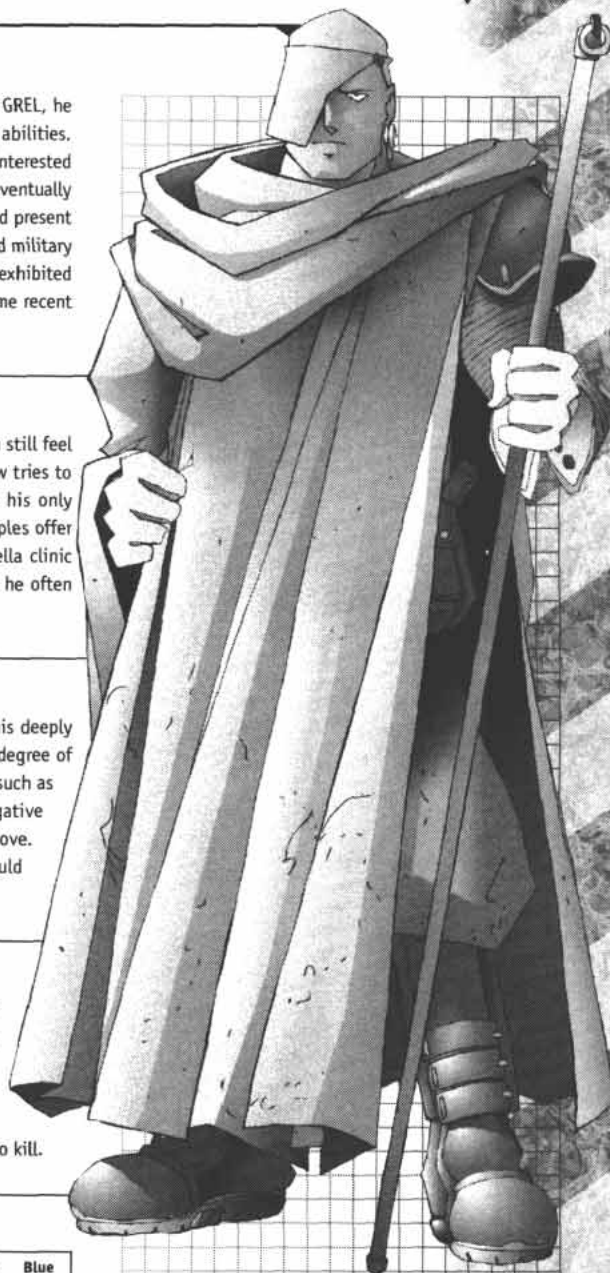
Age:	25 cycles	Height:	2.1 meters	Weight:	115 kg	Hair Color:	Bald	Eye Color:	Blue
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### □ Attributes

AGI	+3	APP	+1	BLD	+3	CRE	+1	FIT	+3
INF	+2	KNO	+1	PER	+2	PSY	+1	WIL	+1
STR	+3	HEA	+2	STA	50	UD	12	AD	11

### □ Skills

Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Athletics	1	+3	First Aid	1	0	Melee	2	+3	Survival	1	+1
Combat Sense	2	+2	Hand-to-Hand	3	+3	Navigation (land)	1	0	Tactics	2	+1
Communications	1	0	Leadership	2	+2	Notice	2	+2	Zero-G	1	+3
Dodge	1	+3	Meditation	2	+1	Small Arms	1	+3			





## THE TRUTH IS IN HERE



"Now, I'm taking a risk by telling you this, boy." Balthazar Caro, an ancient fixture around the Southern enclave of Azov, looked furtively left and right. "But it's time the truth was told and you strike me as the type of young man who should know."

MILICIA Sous-Commandant Felix Delajoie took that as a dubious honor indeed. An intelligence man, he had been stationed in Azov to work in the signals office here. The northernmost secure MILICIA base, Azov was home to a covert listening post of epic proportions. Much of what the South knew about the North was the result of carefully filtered data collected here. Delajoie was a busy man.

"You see, young man," Caro continued, "your base is being watched."

That got Delajoie's attention. The North had to know Azov played an important role in the AST's resources, but if they had compromised base security things could go sour very quickly. If Azov was lost, Southern intelligence would suffer a serious blow. More important still, Delajoie's career would head into a tailspin he wasn't sure he could get out of. Suddenly, Balthazar Caro was the most important man in Felix Delajoie's life.

"Okay, old man. Tell me."

"You see, youngster, your enemies are very subtle. It takes long decades of practice and careful attention to notice their most devious tricks. I've been here longer than the desert sand and I know these things. I see the patterns."

"Patterns?" Delajoie tried to review his training; what could the old codger be talking about? Immigration patterns, maybe; Azov had been seeing a lot of Badlander traders recently. May they could be Northern spies.

"Yes. Like the traces on the dunes. They tell me things that you can't understand."

"So enlighten me. Please."

"Certainly." Caro's toothless gums smacked dryly. "But first, you have to understand who your dealing with. Your enemies are very secretive; they have become experts in everything sneaky and underhanded; they wrote the book on spy games and trickery."

Delajoie knew that Northern intel was good, but the South was better; everyone knew that. The North had been playing catch-up for centuries. "Let's not exaggerate, old timer."

"I never exaggerate! I've been here since Helios was only a swirling globe of gas and never once have I exaggerated!"

"Now, if you'll let me finish, I was telling you about your enemies. You see they use devices to listen and watch everything you do. Devices that you don't even notice."

"Electronic surveillance? Tell me more."

"There's nothing electronic about it! Don't you understand, this goes way beyond electronics. Archeology, architecture and biology are all playthings for the Cabal."

Delajoie had a sinking feeling about where this was going. "The Cabal?"

"Yes, the Cabal of the Prime Future! They have controlled Humanity since I was a boy. Terra Nova is their plaything. They control us all using their great mind receptors."

"Mind receptors?"

"Yes," Caro reached into his satchel, "these!" The old man pilled out a small replica of a Terranovan Stonehead. The bit of pottery was identical to millions of others sold across the Badlands to tourists. It probably said "Made In Timmins" on the underside.

"Don't you see? The Stoneheads control us all!"

Delajoie realized he had a headache.



## CUSTOMS - 7.1

After a millennium of partial to complete isolation from Earth, Terra Nova's cultures have significantly diverged from those of humanity's birthplace. New ideas, philosophies and world views have been developed, often resulting in entirely novel societies. Each of these new societies has its own individualized customs and way of life.

Since each of Terra Nova's multiple cultures feature literally thousands of customs and traditions, only the most prevalent and widespread are discussed below due to space restrictions. Local variations obviously exist and will be mentioned whenever possible.

For simplicity's sake, the customs have been grouped in several broad categories: family, religion, prejudice, justice, honor and holidays. However, these divisions should not be seen as clearly cut. One category will often influence others: for example, the Norlight twin-bond is a social tradition directly inspired from religious history. The **Leaguebook** series of sourcebooks and **Into the Badlands** explore these cultural variations in greater depth, looking at smaller factions, local movement and other trends. Terra Nova is a rich world and, as everywhere else, broad generalizations about its cultures almost always hide great diversity.



## Family - 7.1.1

As in most cultures throughout history, the primary social unit on Terra Nova is the family. However, the definition of what is a family varies greatly across the planet. The most common form of family is the nuclear family, consisting of one or two parents with children. In the Western Frontier Protectorate and the Eastern Sun Emirates, extended families are the dominant social unit. Arguably, the family bond is strongest for Westerners, where social convention dictates that it should supersede even loyalty to the state. The family is least valued in the Mekong Dominion, the Humanist Alliance and the Southern Republic, where other social structures are substituted for it halfway through childhood.



In areas where the Revisionist faith predominates, a special bond called the twin-bond is common. This bond is formalized by the Twin-Bonding Ceremony, the first religious rite a child is introduced to. During this ritual, which is intended to imitate the close friendship between Mamoud and Nathani (see 7.1.2 *Religion*, page 134), two newborns are linked together in a relationship similar to that of Christian godparents. The children are, in effect, given a best friend soon after birth. The two children (referred to as bond-twins) grow up together, much as natural twins would, and develop a relationship which is often closer than their family ties. Marriage between bond-twins is a common and accepted practice. The death of one's bond-twin is perceived by Revisionists as the worst possible omen and often results in prolonged mourning.

In the Mekong Dominion, child care is divided between two groups: parents and mentors. Parents bear the children and raise them until they are 15 cycles old. At this time, they seek out a childless adult, often a close friend, to adopt the child and serve as its mentor. The mentor is expected to serve as the child's teacher, confidant and friend. It is the mentor's responsibility to teach the child about becoming an adult. Because the child's link with his mentor is a lifelong relationship, it is the strongest parental bond in a Mekong's life. Many mentors will raise multiple adolescents simultaneously or sequentially during their lifetime. Protégés of the same mentor refer to each other as kith, whereas the entire surrogate family is called a brood.

Humanist children undergo a social process similar to the Mekong's mentor system. Once a child has gone through the testing period and has been assigned to a particular caste, he is placed under the tutelage of an experienced member of the same caste which is called a guide. Unlike the Mekong mentor's parental role, Humanist guides are more analogous to elder siblings. They train the adolescent in their new life and help them resolve the many small crisis of growing up. Whenever the child encounters difficulties in his new trade, the guide is there to help him. For example, protectors can sometimes be seen sparring with their protégés, while teenage preceptors accompany their guides in scientific expeditions.

The strong individualism of Republicans has led them to reject the family as a binding family unit. Once a Republican reaches adulthood, he begins to assemble a social unit called a circle (short for circle of friends). A circle is a list of close friends whom the individual trusts implicitly. Circle membership is not automatically reciprocal and thus people in your circle are not obliged to include you in their circle. During emergencies, circle members — not family members — will be informed and, if necessary, asked to make difficult medical decisions. It is possible for family members, most often siblings, to be circle members.

The many alternate family systems of the people of the southern hemisphere are often criticized by Northerners. Norlights, for example, most criticize the Mekong mentor system. Since Mekong are immoral sensationalists, they argue, the mentor link is just an open invitation to pedophilia. While some mentor-protégé relationships do form, the vast majority of these occur after the child has reached adulthood. To many Northerners, the Humanist teacher-student relationship is only a milder form of Mekong decadence and should be equally condemned. The most abhorrent alternate family in Northern eyes (especially to the Western clans) is the Republican circle of friends. The almost complete rejection of the family that raised an individual is completely contradictory to Northern, especially Westerner, family values.



## 7.1.2 - Religion

By far the most influential religion on Terra Nova is the Revisionist Church. This religion was founded by the Sorrento-born prophet Mamoud Khodaverdi during the chaos of the Reconstruction. Little documentation is available from the period, a problem which is compounded by Khodaverdi's well-known aversion to recording equipment.

According to Revisionist doctrine, Khodaverdi grew up in the Northern agricultural community of Sorrento. At 20 cycles of age, he experienced a series of visions which granted him spiritual enlightenment. Soon after, he set out into the Badlands, accompanied only by his faithful friend, Nathani Reiss. There he communed with a universal divine force that commanded him to begin a spiritual revolution based on love and acceptance.

After this, Mamoud went to the desert enclave of Massada and began to gather a large following. A charismatic speaker, he had no problem getting people to listen to him. He is credited with performing various miracles such as causing water to bubble forth from the desert sands and transforming sand into food, although no proof, recorded or otherwise, survives to this day. After Mamoud's death, a conflict broke out over his succession. Both Nathani and Jakob, Mamoud's son, claimed the church's leadership. Jakob eventually gained the acceptance of the people of Massada. Nathani, bitter with defeat, left Massada and returned to his hometown of Sorrento with many of his followers. Once there, he established his own brand of Revisionism, a more fanatical sect flavored with the hostility that consumed Nathani for the remainder of his days.

Both these sects exist to this day. The original pacifistic Massada sect never spread to much more than the Karaq Wastes and some parts of the ESE. The "love or else" faith of Nathani's militant Sorrento sect however, gained adherents across the entire northern polar region. It is presently the official religion of the NLC and the dominant faith in both other Northern leagues. Over the centuries, its angry moralistic message has become intertwined with Northern nationalism, especially for Norlights.

Hundreds of different faiths are commonly practiced in other parts of Terra Nova. In the South, the two most common faiths are Buddhism and Jerusalemism. Buddhism's pacifistic ideological message and ancient history attract many adherents. Terranovan Buddhism is somewhat different from older forms of the faith. Much of its ritual trappings have been eliminated in favor of a simpler, more philosophical faith. Buddhism is particularly popular among Mekong citizens and Republicans.

Jerusalemism is a unification movement aimed at reintegrating all of the faiths derived from the Judeo-Christian belief system. It presently integrates Judaism, Christianity, Islam and fifteen later religions in a loose network of alliances. While each brand of Jerusalemism has its own specific set of beliefs, they all have a few things in common. Each of these monotheistic creeds believes in a spiritual paradise, eternal damnation, redemption from sin and an immortal soul. Jerusalemism is most common among the lower classes of the ESE and the Republic. Contemporary Terranovan Jerusalemites, despite their many differences, generally recognize Erzach Ibn-Muhammad as a true prophet. A Reconstruction era preacher, he is said to have brought the Word of God to the abandoned colony world in its time of need. The importance of Ibn-Muhammad in relation to other Prophets or Messiahs varies greatly from sect to sect.

## 7.1.3 - Prejudice

Terranovans, like most other human beings, have their share of prejudices and stereotypes. It is important to realize that the prejudices of 62nd-century Terra Nova have very little in common with those of the distant past of Earth. The extremely high population densities of the Ice Age period forced many diverse peoples to live together peacefully, successfully eliminating most of the so-called racial traits by the thorough mixing of the gene pool. No specific ethnic group can now be readily recognized by its external features, thereby rendering racial discrimination irrelevant. An individual named Tanaka is just as likely to be a blond man with slight Mediterranean features than he is to appear vaguely East Asian.

The extreme overpopulation of the Ice Age and the disenfranchisement of religion during the Second Renaissance strongly helped to diminish all form of discrimination based upon sexual orientation and gender. Sexual orientation became irrelevant to parenthood during the late third millennium when in vitro gamete recombination techniques were perfected. Gender discrimination has occasionally resurfaced in socially chaotic periods, but is generally disappear by itself once stability returns. The only exception to this is the state-instituted sexism that exists in some isolated Terranovan communities such as the city-state of Swanscombe.

The most common basis for discrimination on Terra Nova is nationality, with Norlights and Republicans as the worst offenders. Norlights generally despise Republicans, both as anarchists and as imperialists. To a Norlight, any Republican is little better than a decadent fool. Republicans believe other Southerners to be morally and intellectually inferior. Norlight citizens are even lower in the Republican eye.

Other forms of discrimination also exist. Religious discrimination is rampant in the NLC, where non-Revisionists are treated as second-class citizens. Class-based discrimination is most common in the Eastern Sun Emirates and the Western Frontier Protectorate. Easterner upper classes openly treat their lower classes as inferior beings, if not animals. Westerner class prejudices are centered around family lines. Individuals are stereotyped according to their family record, often to the point where their personal accomplishments are excluded. Another form of class discrimination is the Mercantilist habit of evaluating personal worth according to wealth. In the UMF, the poor are condemned as lazy and unemployable. The Humanist Alliance, despite its strict caste-based system, has largely avoided the traps and pitfalls of prejudice.





## Justice - 7.1.4

The various judicial systems on Terra Nova are diverse, to say the least. What is a crime, how guilt is established and what sentences are imposed differs from league to league. The most corrupt and brutal law enforcement system is that of the Eastern Sun Emirates. The most efficient and well-respected judicial systems are those of the Humanist Alliance and the Mekong Dominion.

Crimes can be loosely divided into three categories: crimes against the state, crimes against the individual and crimes against morality. Strangely, the latter category is almost completely absent from Southern criminal codes. Apparently, the leagues of the AST refuse to pass judgment on the private lives of their citizens.

In the North, the most harshly prosecuted crimes are those against morality. The persecution of "perverts" is a popular activity for both Northern police and courts. Crimes against the state receive less publicity, but are dealt with in a similarly harsh manner. Crimes against individuals, on the other hand, are less harshly prosecuted and carry lighter sentences.

In the South, crimes against the state are dealt with very harshly, often with capital punishment. Crimes against individuals rarely carry the death penalty, with sentences ranging from large indemnity payments to time spent in labor camps. The few moral offenses that are still on the books in the South carry light sentences and are almost never prosecuted.



## Honor - 7.1.5

Although the concept of honor is universal on Terra Nova, its means of expression varies greatly. For example, Westerners have only a vague sense of personal honor but value their clan's honor above all else. Lower class Easterners, lacking all else, find pride in their personal honor and defend it fiercely. Mekong citizens value "face," a form of public honor and respect, while caring little for any private, personal form of honor.

Once an individual's honor is offended, that person must choose to respond or lose honor. The most common Terranovan form of response is the duel. Northerners normally duel using customized dueling pistols and Republicans with sabers. Mekong citizens prefer to fight non-fatal, unarmed duels, while the citizens of the ESE and the Alliance have unusual methods of duel resolution.

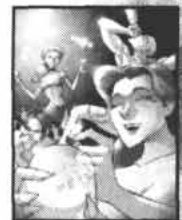
The elite of ESE society never personally participate in duels, preferring to fight wars of assassination with each other. The middle and lower classes resolve their differences with knife fights where one hand is tied to the opponent's off hand.

In the Humanist Alliance, each caste has its own method of dueling. When a challenge is issued, the receiver chooses the form of the duel. Preceptors resolve their differences by engaging in a battle of wits. Protectors seek armed combat when dealing with those who offended them. Business people in the Alliance usually resolve their differences using profit as a means of determining the victor. Alliance commoners do the same with productivity. During their so-called labor duels, the winner is chosen by a group of peers.



## Holidays - 7.1.6

Terranovans celebrate a wide variety of holidays. Some mark or commemorate historical achievement or tragedies, others are religious or celebrate a time of the year. Every league has a panoply of holidays all its own, usually marking its founding, critical historical moments and important days in the national faith (if any). The holidays (listed as patriotic) often features parades, speeches from prominent political figures on trideo and many, many flags. Only shared experiences are celebrated across the entire planet. While many, like St. Vincent's Day and Westphalia Day, are tinged by memories of war, others are carefree and joyous, like New Cycle and the Interannum (a leap day added between every few cycles, 2 or 3 times a decade). Some national holidays are even more festive, such as the famous Republican Saturnalia, an age-old festival that was resurrected for every citizen's pleasures (except for those on duty, of course). The **Leaguebooks** list other national holidays.



### Terranovan Holidays

Holiday	Theme	Date	Where Celebrated
Discovery Day	patriotic	29 Autumn	Entire Planet
Foundation Day	patriotic	1 Spring	Confederated Northern City-States
Gropius' Birth	patriotic	30 Winter	Humanist Alliance
Interannum	chaotic and carefree	Special	Entire Planet
New Cycle	festive	1 Winter	Entire Planet
Patriarch's Birth	festive	13 Summer	Eastern Sun Emirates
Prophet's Blessing	religious	6 Winter	Northern Lights Confederacy
St. Vincent's Day	war memorial	41 Spring	CNCS and AST
Saturnalia	chaotic and carefree	25 Autumn	Southern Republic
Treaty of Westphalia	war memorial	9 Autumn	Entire Planet





## 7.2 - LIFESTYLE



In many ways, everyday life on Terra Nova is the same as life in any other time or place where humanity has lived. Children still grow up, spend a few awkward years as teenagers, become adults and eventually raise children of their own. Life goes on, even through the whirlwind of war and daily hardships.

However, Terra Nova is still an alien environment for humanity. Its intense heat and lack of seasonal temperature changes has affected Terranovans on the whole, in sectors as varied as agriculture, clothing styles, architecture and transportation. The planet's long days wreak havoc with human circadian rhythms. The ways in which Terranovans have dealt with these and other problems have shaped their way of life into what it is today. Despite being very similar to Earth, Terra Nova presented a challenge to Mankind. While Terranovans themselves pay little attention to the details of their lives, which they take for granted, the War of the Alliance allowed them to see how much they had changed from the standard, Earth-bred human and how much they had become a part of Terra Nova, the new Earth.

This section is a catch-all category in itself. It examines a few of the most important aspects of everyday life on Terra Nova. While it is impossible, in such limited space, to cover the specifics of each and every region, a serious attempt has been made in order to be as thorough as possible.

### 7.2.1 - Language



During the fourth millennium, the demographic changes resulting from Ice Age migrations caused many sociological changes. One of these changes was the adoption of a common human language. This tongue, called Anglic, is directly derived from the English language and bears a striking resemblance to it. Anglic is spoken across all human-occupied planets, including Terra Nova. Anglic is part of the basic curriculum of every school on the planet, and is the universally accepted language of business.

A number of other languages are commonly spoken on Terra Nova. A standardized derivative of the French language called Universal French is one of the official languages of the Southern Republic. Equatorial Hispanic, a tongue which resembles a collage of ancient Spanish, English and Portuguese, is spoken by most of the population of the Western Frontier Protectorate. The upper class of Easterner and Mekong societies still clings to their native Mandanese tongue. Residents of the Irrian Plain in the Northern Lights Confederacy speak Indo-Arabic and its derived dialects. Since Mamoud Khodaverdi came from this region and spoke Indo-Arabic, it has become the language used in many Revisionist religious ceremonies.

Possibly the most unusual language on Terra Nova is Intralingua. This tongue was developed by Alexi Edras, a Humanist researcher who hypothesized that all human language has a biological root in the human brain. Edras performed numerous experiments to find native linguistic links and then developed a language to exploit them. Although no one ever confirmed Edras' theories, Intralingua has proven to be an uncannily easy language to learn and master. In addition, non-Intralingua speakers are often able to understand the basic meaning of a statement spoken in Intralingua, even if no facial cues or hand gestures are used. Intralingua is used mostly in the Humanist Alliance, although Intralingua speakers can often be found in every city on the planet.

In addition to these widespread languages, a large number of local idioms and dialects are also in use. Many are simple derivative of a major tongue, but some are entirely new languages. These have their roots in little-known Earth languages still spoken by some of the first colonists, which have been perpetuated by their descendants. Having slowly evolved over the centuries, they usually bear little resemblance with their ancestors.

### Language Skills



The basic **Heavy Gear** rules make the implicit assumption that Player Characters are fluent in their native tongue. But just how fluent is fluent? Player Characters freely receive one language at level 2, usually the very common Anglic. Generally, this "basic" language is the one most spoken in the character's place of origin. For example, a Republican will probably start with level 2 in Universal French. For simplicity, this language Skill includes basic reading and writing abilities.

If the character comes from a region where more than one language is commonly spoken, he also receives the other local languages at level 1. All other language Skills must be purchased normally using Skill or experience points. There is only one exception: Intralingua, being so easy to learn, costs one less skill point/XP to purchase; no matter the resulting cost, the minimum cost is always 1.

The text in the section above should tell Gamemasters just what are primary and secondary languages in each league or region. In some cases, choices can be made. Unless they wish to make communication a major issue in their campaign, GMs should probably choose Anglic as their PCs' common tongue, so they can speak to almost everyone on Terra Nova.



## Education - 7.2.2

In both polar confederations, basic education is compulsory for children between 7 and 20 cycles of age. The quality of this education varies greatly, however. The highest quality primary and secondary education on Terra Nova is found in the Humanist Alliance, while the worst schools are in the neighboring Eastern Sun Emirates (and even then, only middle class children can usually afford to attend). Some wealthy families can afford private preceptors, but it is the exception, not the rule.

Primary school education is almost universal in the polar regions and high school degrees are the norm for all but the poorest of individuals. About one tenth of Terra Nova's population has some post-high school education. Most often, these advanced studies are college degrees in practical fields such as medicine, engineering and business.

In the Badlands, the quality and availability of education vary wildly, but overall there are too few schools and not enough trained personnel. In most homesteads, the parents or an older member of the household take care of the education of the children as best they can. Many everyday skills and professions are still taught by apprenticeship. A few notable exceptions to this pattern are Peace River's excellent educational system and the municipal academies of the desert city-states of Erech and Nineveh.



## Residence - 7.2.3

Lodgings on Terra Nova vary primarily in accordance with the population density of the region. The common residence in industrial cities is a small apartment or condominium. Wealthier citizens live in narrow townhouses crammed into overpopulated residential neighborhoods. Only the very wealthy can afford an enclosed private property within the crowded walls of the city-state.

In agricultural towns and the suburban regions of more industrialized cities, the common residence is the single family house. These houses usually feature between six and twelve rooms and are surrounded by a small plot of arable land. Most of the house designs feature a shelter of some sort in the basement for the inhabitants' protection.

In rural areas, large ranch-style houses are the norm, especially in farming regions. These sprawling residences are large enough to comfortably house either an extended family or a small family and several farmhands. A well is generally located on the premise to avoid being dependent on a water distribution system. Large solar panels on the roof provide much of the house's energy.



## Rites - 7.2.4

All human societies are bound together by various rites or customs that are observed by most of its members. Terranovan societies are no different. Although each social group has its own special rites, a few events are almost always celebrated or marked in some ways by everyone.

The birth of a child is always a happy event for Terranovans. With the advent of safe and efficient birth control methods for both men and women millennia ago, unwanted pregnancies are virtually unheard of, even in remote Badlands settlements. Genetic engineering allows even same sex couples to have children; male couples obviously must request the service of a surrogate mother to carry the baby, as artificial wombs are frowned upon and very expensive.

All Terranovan societies have some kind of "coming of age" ritual. Most take the form of informal parties and gifts. Mekong kids receive actions for their coming of age. Mercantile children are given one voting voucher to symbolize their new role in society. In the Humanist Alliance, the coming of age ceremony culminates in the various tests that decide the youngster's place in society. In the Badlands, a gift is offered, generally a useful tool to signify that the young adult is welcome to take his place alongside the working population. Many Badlands tribes further require that the new adult go on a walkabout, a self-imposed exile from which the person is expected to return with a mate.

The importance placed on the family make marriage a meaningful event in the life of a Terranovan. Marriages are almost always the cause for great celebrations that can last for several days in some regions. New unions among the Emirates' upper classes have been known to be followed by an exhausting fifteen days of non-stop partying.

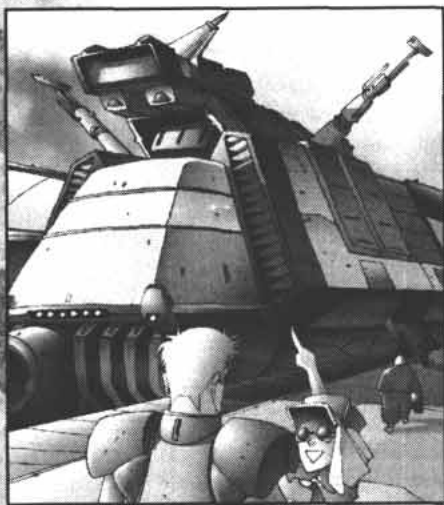
Death is an all-too-frequent occurrence on Terra Nova as the harsh environment, rough living conditions and occasional skirmishes take their toll on the population. Each society has its own way of remembering the dead, though not all care to do so. In the Northern Light Confederacy, a moving religious service performed at the community church is mandatory. The family of the deceased will go to great lengths to retrieve the body and give it a proper burial. This ensure that the essence of the person will merge with the divine force permeating the universe, granting him eternal peace. A similar, though much more simple ceremony is performed in the Protectorate, followed by a vigil to which as many clan members as possible participate.

Southern funeral and death rites tend toward solemn ceremonies. In the Republic, the deceased's circle gathers and usually will carry out a final wish for their departed friend (traditionally by burying him where he has requested). In the Mekong Dominion, an elaborate ceremony is usually performed, with prayers and good luck wishes being offered to the deceased person's departing soul. The Humanist Alliance's version of the funeral is more akin to a private vigil to which the deceased's friends and family share memories of the departed.





## 7.2.5 - Travel



Ground travel is, bar none, the most popular form of travel on Terra Nova. Railways crisscross the countryside providing cheap and efficient transportation between city-states. Personal ground vehicles, although uncommon in cities, are everyday possessions in rural districts. Hovercraft are popular in swamp and desert regions, while wheeled vehicles are the norm on the planet's vast grassy plains. Walkers are often used in areas with rocky or treacherous ground.

Water travel is generally limited to Lake Esperance and Lake Darwin. Terranovan water craft are blocky and of a relatively low technical sophistication. The reason for the crude nature of Terranovan ships is that there is little demand for water vessels and thus, little impetus to improve them.

Air travel is infrequent, even in the polar regions, and quite rare in the Badlands. There are few major airports and only four commercial airlines. Most aircraft belong to governments, military forces or private corporations. The most frequent users of aircraft are the Terranovan armed forces, who use aircraft in air superiority, ground support, reconnaissance and troop transport roles.

The most popular and effective form of global travel is along the three massive magnetic levitation (maglev) lines that cross the Badlands. Colonial authorities built these in the sixth century and they are now operated by Terranovan TransRail (TNTR), an international conglomerate with shareholders on both sides of the globe. TNTR tries to remain out of politics, wielding power because many major companies rely on it for transport. TNTR security forces are the only law aboard most maglev trains.

## 7.2.6 - Communications



The most common means of long-distance interpersonal communications is the vidphone. Voice phones are also very popular due to their greater privacy. City-dwellers enjoy the luxury of email, tridphones (3D phones) and network chat programs while country folk still rely upon physical mail. Complex communication grids exist in both the North and the South, but the only international one is the Hermes 72 grid, a pan-Terranovan network built around the remains of the Earth Colonial Expeditionary Force's communications network. It now carries a wide variety of commercial signals.

Terranovan communication systems are multi-purpose devices. Home communication systems can serve as phones, radios, televisions, home computers, faxes and recording units. Business communication systems include more powerful conferencing and financial functions, but are otherwise very similar to the home units. Military communication systems usually feature less frills than civilian models, but offer superior encryption/decryption routines for increased privacy and an overall more durable construction.

## 7.2.7 - Clothing



Clothing styles on Terra Nova vary according to climate, not seasonal changes. Inhabitants of wetlands, including rain forests and swamps, normally wear two layers of clothing. The first layer is usually a skintight bodysuit of wetweave, an osmotic semi-porous polymer cloth. This wetweave underlayer draws moisture away from the skin and repels water, leaving the wearer dry and comfortable. The outer layer of clothing is normally made of a rot-resistant polymer cloth. Wetlands dwellers avoid natural fabrics due to their tendency to rot rapidly in the hot, humid environment.

The inhabitants of temperate and semi-tropical regions favor wearing a single layer of clothing. Simple undergarments are often worn over the pelvic region on both genders and across the torso for females. Clothing is normally made from natural materials like cotton, silk and leather. Synthetic materials are occasionally used, especially in water-resistant clothing.

In the deep Badlands, proper clothing is crucial for survival. Badlanders normally wear desert suits, garments similar to wetweave which, instead of shedding moisture, collect it. Long, flowing robes are worn over the desert suit to provide protection from the blazing sun. Desert robes are normally made of durable white synthetics or bleached plant fibers to reflect as much heat as possible. These robes can double as blankets at night when the temperature drops.

The inhabitants of the coldest peaks and Northern glacial regions have developed their own style of dress. A light body garment similar to that of temperate region dwellers is normally worn when inside the house. To go outside, a second layer consisting of thick fur or padded leather is normally worn over the indoor garment in the form of jackets or long coats. Leather gloves, long scarves and felt hats are also common when traveling outdoor. Of course, Terranovans are also fashion conscious and these basics of clothing only hint at the wide variety of styles they wear. Ashanti in the Southern Republic is especially famous for having dispensed with clothing altogether in favor of "pure fashion."



## Food and Drink - 7.2.8

On Terra Nova, food and drink vary widely from place to place, but some trends are noticeable. All Terranovans normally eat four meals per day. Most meals include meat, grain and vegetable items, occasionally supplemented by dairy products. The most commonly eaten meats are beef and springer. Wheat, barley, millet, johar, rice and jhong are the most common grain crops. Popular vegetables include fern leaves, carrots, saguaro, waterroot, onions, johar roots and peppers.

The size, composition and time of meals varies primarily in relation to geographical location. Badlanders usually begin and end the day with large multi-course meals. Light meals of fruits and drinks are eaten before and after noon, the hottest part of the day. Not as troubled by the hot sun as Badlanders, the residents of the planet's polar regions eat in a completely inverted pattern. Large meals are eaten towards the middle of the day, while only a light snack is eaten in the early morning and late evening.



### □ Terranovan Food and Beverage

Beverage	Cost per Serving	Beverage	Cost per Serving	Food	Cost per Serving	Food	Cost per Serving
Bottled water	0.5	Wounder rotgut	2.5	Sapa gum	0.5	Deluxe MainzBurger	4.5
Soft drink	0.5	Fenris lager	3	Algae Loaf	1	Pride of Exeter ice cream, cone	5
Cawfee	1	Red Mountain fruit ale	4	Ross Lichen salad	1	Handpacked 1 liter bucket	15
Saguaro juice	1	Innsbruck ale	5	Bethany Treats candies	1	Springer steak dinner	7
Tea	1	Aragon fruit ale	6	Large gift box	10	MainzKebab meal	8
Waterroot juice	1	Fine elohar wine	7	Generic snack	2	Weird But Tasty bizarre buffet	9
Fruit juice	1.5	La Roberval fruit ale	7	Weird But Tasty fungus	2	Beef steak dinner	10
Mountainfresh spring water	2	Chias sweet liquor	8	Fort James-style pastry	3	Weird But Tasty living lunch	12
Gourmet cawfee	4	Mort Subite fruit ale	9	Dozen pastries	20	Barbecued hopper dinner	15
Yung An-style cawfee	5	Fort James Special whiskey	10	MainzBurger	3	MainzCourse meal	20
Generic beer	1	Feu-de-Nuit liquor	15	MainzZa slice	3	Entire Banquet	300+
Generic elohar wine	2	Pioneer Ice mead	20	Entire Pizza	10	Skadi-style lizard in hot sauce	30
Table wine	5	Fine grape wine	25	Generic dinner	4	Haute Cuisine Dinner	100+
Cascade beer	2	Private Label mead	100+	Weird But Tasty Mystery Meat	4	Grilled Hopper Sandwich	4

## Age on Terra Nova - 7.2.9

The average human lifespan has varied across the centuries. During the heyday of Greater Samarkand, human life expectancy reached a record of 150 years. The chaos and holy wars of the fourth millennia reduced the average lifespan down to 35 years. Terra Nova's hostile environment and frequent warfare has kept human lives to an average length of around 60 years or 85 cycles. The shorter length of Terranovan years, called cycles, caused a certain amount of distortion in perceptions among early settlers. To those raised in terms of 365.25 day-long years, Terranovan ages sound odd.

Although Terranovans have long since adapted to cycles, they also expect children to mature much faster. Even if Terra Nova is very Earth-like, it is still a frontier planet where danger lurks at every corner. Thus, a 20-cycle-old Terranovan would often have the same responsibilities and privileges as a 20-year-old Earthling. A few rare Terranovans wed while still in their late teens, but marriage more commonly occurs while couples are in their twenties (between 14 and 21 years of age). Terranovan education is no faster than Earth education, and most Terranovan finish their high school education at the age of 25 cycles. Higher education can take about 6 to 7 cycles more to complete.

### □ Terranovan Age Table

Age in Cycles	Age in Years	Phase of Life	Age in Cycles	Age in Years	Phase of Life
5	3 1/2	Toddler	60	43	Adult
10	7	Young Child	70	50	Middle Age
15	11	Child	80	57	Middle Age
20	14	Puberty	90	64	Middle Age
25	18	Adolescence	100	71	Old Age
30	21	Young Adult	110	79	Old Age
40	29	Adult	120	86	Old Age
50	36	Adult	130	93	Old Age





## 7.2.10 - Medicine



Medicine is a touchy issue on Terra Nova. Medicine has reached incredible heights and is capable of miracles unheard of in previous millennia. Unfortunately, the medical establishment has also been commandeered by the rich and powerful. Terranovan patients fall into two groups, the haves and have-nots. Basic medical treatment is available to all in the polar regions at relatively low cost, but any unusual or elaborate medical procedure, including most complex surgeries, are outrageously expensive, putting them out of the reach of the average citizen. Some medical reforms have been attempted, but the elite have invariably fought for, and maintained, the status quo.

The Yele Medical Center in the Northern Lights Confederacy (see p. 51) is the leading medical research and treatment facility on the planet and has been since colonial times. It is perhaps the best example of the power of economics in Terranovan medicine. Even with the planet on the brink of war, the YMC's halls are filled with foreign (including Southern) patients from the upper crust. Some officials in the North have put pressure on the YMC to be more nationalist in its policies, but the directors refuse to discriminate. Some applaud this example of internationalism; others call this simple greed.

Faced with a lack of medical facilities, poorer polar citizens and most Badlanders have turned to the ancient art of herbal medicine. This craft has advanced by leaps and bounds over the centuries and now barely resembles its ancient quasi-mystical ancestors. Terra Nova produces several thousands species of plants which have some medicinal use, only a fraction of which are recognized by the medical establishment. Terranovan herbal physicians can effectively simulate the effects of many simple surgical procedures and can effectively cure many illnesses, including some forms of cancer, viral and bacterial infection, and toxin effects.

## 7.3 - MONEY AND CREDIT

Despite many gloomy forecasts, hard currency has never become obsolete. Electronic money is practical, but it can be made unavailable too easily, either by accident or intentionally. Plain cash is more substantial and usually more practical than the banking card when making small purchases. In metropolitan areas, however, it has been relegated to a secondary role behind credit and debit cards. Outside of the cities, the situation is reversed, mainly because of a lack of trust toward the institutions backing the credit. In the smaller towns and villages, card use is unusual whereas currency and barter are the norm.

### 7.3.1 - Major Currencies



Each city-state once printed its own money based on available resources. This made trade and commerce somewhat impractical, since the given value of a currency was subject to wild fluctuations depending on the city-state's prosperity and good fortune. One of the first priorities of the leagues was thus the creation of an unified monetary system, and soon the number of currencies was greatly reduced while their value, stabilized by the league's greater resources, could be guaranteed more easily.

Both confederations now use standardized currency. The standard Northern monetary unit is the CNCS mark (abbreviated as M). One mark divides into 100 pence (abbreviated as p; singular penny). Metallic coins are stamped in 1, 5 and 25 pence denominations. In addition, 1 mark "collectors' edition" and commemorative coins are often released by the Confederation Mint. Paper bank notes are printed in 1, 2, 5, 10, 20, 50, 100, 200, 500 and 1000 mark denominations. These notes are often referred to as "rainbow money" because the bills progress along the color spectrum as their value increases. They are printed on a special paper which has a polymer weave embedded within its fibers, making it highly resistant to wear and tear. The polymer has a built-in molecular coding which ensures the bill's authenticity.

The AST dinar (abbreviated as D) is the standard currency across the South hemisphere. Each dinar divides into 100 centimes (abbreviated as c; often nicknamed "sous"). Translucent, pearly-white polymer coins are minted in 1, 3, 10 and 30 centime denominations. Paper bank notes are printed in 1, 3, 10, 30, 100, 300, 1000 and 3000 dinar denominations. They are made of a special paper which is very similar to the one used for the mark bills. Southern currency is often called "milk and blood" because of its white coins and dark red paper money.

A few other places still mint their own money. The city-state of Djakarta Point mints its own mark coins out of gold and silver bullion. Port Arthur's currency, called the lith (sometimes abbreviated as L), consists of small ornately carved emeralds and sapphires. These stones are mined from a small gemstone deposit near the city. Most non-barter transactions in the Badlands use a currency called the Peace dollar (abbreviated as P\$). These corrosion-resistant polymer bank notes are the official currency of Peace River. Both the lith and the Peace dollar are more valuable than the polar currencies. One lith is worth about five marks or dinars while a Peace dollar is pegged at the total value of one mark plus one dinar.

### 7.3.2 - Other Forms of Currency

Money is also available in electronic forms in most cities. Credit cards allow one to make purchases and then repay the card-emitting company later on. Such cards are rare on Terra Nova and are generally only issued to important people or government officials. Debit cards are far more common: a small polymer card has an embedded computer chip and thumb print sensor. To make a purchase, one only has to put his thumb over the sensor plate and insert the end of the card in the card reader. The amount is then deducted from the funds stored on the card. Debit cards can be bought almost anywhere, aside from the Badlands (Peace River excepted).





## Denominations - 7.3.3

The major Terranovan currencies are available in a wide variety of denominations. Despite the fact that both the mark and the dinar have roughly the same value, they come in different denominations. This makes using them together a hassle.

### CNCS Currency

Coins					
Denomination	Heads	Tails		Width	Thickness
1 p	CNCS lion	a saguaro tree		18 mm	1.0 mm
5 p	CNCS lion	a mountain valley landscape		20 mm	1.1 mm
25 p	CNCS lion	St. Vincent's Square		22 mm	1.2 mm
1 M	CNCS lion	varies with each limited edition		24 mm	1.3 mm
Bank Notes					
Denomination	Front	Back	Color	Length	Width
1 M	the Chambers of Valeria	Livingstone	deep violet	15 cm	7 cm
2 M	the Chambers of Valeria	Exeter	deep blue	15 cm	7 cm
5 M	the Chambers of Valeria	Pioneer	aquamarine	15 cm	7 cm
10 M	the Chambers of Valeria	Marathon	deep green	15 cm	7 cm
20 M	the Chambers of Valeria	Sorrento	olive brown	15 cm	7 cm
50 M	the Chambers of Valeria	Wounded Knee	dark brown	15 cm	7 cm
100 M	the Chambers of Valeria	Red Sands	red-brown	15 cm	7 cm
200 M	the Chambers of Valeria	Fort William	deep red	15 cm	7 cm
500 M	the Chambers of Valeria	Lyonnesse	crimson	15 cm	7 cm
1000 M	the Chambers of Valeria	Valeria	slate gray	15 cm	7 cm

### AST Currency

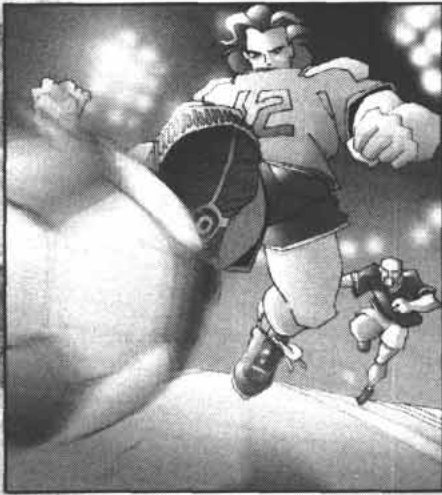
Coins					
Denomination	Heads	Tails		Width	Thickness
1 c	a soaring eagle	Humanist Alliance coat of arms		15 mm	0.8 mm
3 c	a soaring eagle	Eastern Suns coat of arms		17 mm	0.9 mm
10 c	a soaring eagle	Mekong Dominion coat of arms		19 mm	1.0 mm
30 c	a soaring eagle	Southern Republic coat of arms		21 mm	1.1 mm
Bank Notes					
Denomination	Front	Back	Color	Length	Width
1 D	a soaring eagle	a sapa fern plantation	deep red	11 cm	5.4 cm
3 D	a soaring eagle	jhong paddles	deep red	12 cm	5.7 cm
10 D	a soaring eagle	a Copeland giant fern	deep red	13 cm	6.0 cm
30 D	a soaring eagle	a waterroot plant	deep red	14 cm	6.3 cm
100 D	a soaring eagle	a greenstick bush	deep red	15 cm	6.6 cm
300 D	a soaring eagle	a hunter vine	deep red	16 cm	6.9 cm
1000 D	a soaring eagle	Mekong lotus	deep red	17 cm	7.2 cm
3000 D	a soaring eagle	Ashanti orchid	deep red	18 cm	7.5 cm

### Other Currencies

Type	Description	Denominations	Width	Length/Thickness
Djakarta Point mark	Silver coin	1, 2 and 5 M	25 mm	2.0 mm
Djakarta Point mark	Gold coin	10, 20 and 100 M	25 mm	2.0 mm
Port Arthur lith	Carved gemstone	1, 2, 5, 10, 50, 100 L	8 mm	3.0 mm
Peace River Dollar	Green bill	1, 5, 10, 20 and 100 P\$	14 cm	6.0 cm
Mekong demikronar	Silver Coin	1, 3, 10, 30, 50 Dk	15 mm	1.0 mm
Mekong kronar	Gold coin	1, 2 Kr	22 mm	1.2 mm
Mekong kronar	Green or red bills	5, 10, 30, 100 Kr	5.4 cm	10 cm



## 7.4 - ARTS AND ENTERTAINMENT



Having a minimum of leisure time is very important to most humans and Terranovans are no exceptions. Though they have little of it (even less so in the frontier regions where life is much harsher), Terranovans use their free time to enjoy hobbies, to express themselves, to play sports and games, or, more rarely, just to lounge in front of their trideo like a good couch saguaro.

The presence of an easily accessible networked communication system means that many forms of entertainment and art can be shared by people across the planet. A sports event in Valeria can be seen in perfect detail through an holoviewer in a bar on the other side of the planet with only a few seconds of lag. As a result, most Terranovans watch, read and enjoy much the same things. Only art pieces and architecture are truly location-dependent, and even then they could be shared through a relatively simple virtual reality set-up.

Despite easy access to art and entertainment for anyone with a Hermes 72 satellite dish, distinctions do exist from league to league and nation to nation. The North is generally more conservative, due to a generally held feeling that art and entertainment have a responsibility to elevate viewers and promote morality. Republican media is far more diverse and extreme, seen as a combination of intellectual exercise and escapism. By contrast, the Humanist Alliance heavily regulates and censors artistic expression, shaping the media to reinforce the national system. All these differences mean there is a strong demand for black-market art and access to global entertainment channels.

### 7.4.1 - Sports



Professional sports are a major part of Terranovan civic pride. Local sports fans often attend their teams' games in a slavish manner, experiencing vicarious joy and defeat when their team wins or loses. This is especially true of the Terranovan soccer fan. Soccer is the only universally popular sport on Terra Nova, with each major city-state having at least one team. The sport has survived virtually unchanged in over four millennia and still draws in fans by the thousands.

Unfortunately, an unpleasant social phenomenon associated with soccer has also survived: soccer hooliganism. These violent fans often assault fans of rival teams and are responsible for at least one riot every cycle. Almost every Terranovan government has tried, unsuccessfully, to suppress hooliganism, but short of banning the sport outright, this form of criminal activity is not likely to disappear.

Local sports are often carried on Hermes 72 and both polar communications nets as curiosities for sports fans. Many politicians are disturbed by the increasing popularity of ESE bloodsports among the citizens of other Terranovan leagues.

### 7.4.2 - Video and Trideo



History has shown that humans will watch almost anything so long as it is presented on an attractive trideo screen. This truism holds true for Terranovans just as well as for other humans. Terranovans watch anything and everything, from musical productions to sporting events, from educational programming to game shows. Nothing is too sacred not to be shown on one or another video or trideo channel somewhere on Terra Nova.

The most popular items on trideo these days include shock music concerts, Basal war footage, ESE bloodsports and soap operas. The violent nature of most of these programs disturbs many conservative Terranovan groups, particularly in the North. Low-grade pornographic material originating in Mekong and the ESE has been becoming increasingly common, much to the dismay of Norlight broadcasting regulators.

Indeed, the ambiguous legal status of the Hermes 72 system has allowed many taboo programs to be aired with little or no government censorship. This has particularly aggravated the ESE government, which has lost much face over its bungled attempts to suppress the Basal uprising.

### 7.4.3 - Literature



As a result of its cultural diversity, Terra Nova's literary culture is surprisingly rich. Terranovan fiction is widely read, competing effectively with other forms of media. The most prominent forms of fiction include science fiction, Badlands sagas, espionage thrillers and historical romances. One form, the pre-glacial fantasy, has been steadily gaining popularity since the War of the Alliance. Most publishers theorize that the re-contact with Earth is the cause of the resurgent interest in Mankind's distant past.

Non-fiction prose and poetry are less popular writing styles, but they still have many advocates. Popular non-fiction literature include history books, biographies, war stories, self-help manuals and almanacs. Terranovan poetry is even more obscure than non-fiction and primarily exist in the cultural underground. It takes many forms, but the dominant one over the past few years has been sharppeak, a choppy, abrasive form of socially conscious rhyme. Sharppeak is often used by street artists to protest against the system.



## Music - 7.4.4

Terra Nova is home to many musical traditions. Only four of these, however, are major social phenomena. Classical music is the mainstay of traditionalist musical artists. Over the centuries, the definition of classical music has been altered somewhat. A "classical" composition is any song which retains a fan base over one hundred years after its first release. Thus, 19th century Wagner, 20th century Beatles and 38th century Lover's Scar are all considered classical music.

Primal dream is a psychedelic, Southern musical style that reached its peak nearly thirty cycles ago. It features eloquent lyrics and an experimental compositional style, but lacks any social message or emotional pull — it is simply fun to listen to. Primal dream is most popular among middle-aged Southerners.

Rage is a generation-old northern musical style that is completely antithetical to Primal Dream. It focuses on gut emotion, but lacks the ability to express a social message. Its lyrics are screamed at high speed, preventing the audience from readily comprehending them. Rage features simple, somewhat repetitive riffs and reintroduces an ancient instrument to Terra Nova: the electric guitar.

In recent years, a hybrid form of primal dream and rage called shock has emerged slowly but surely in the cultural underground of many cities. Shock music has both the raw emotional power of rage and the lyrical complexity of primal dream, making it a powerful means of conveying a social message.

Shock music is the first pan-Terranovan musical style to arise in nearly three centuries. As such, it has served as the rallying point for a growing anti-establishment peace movement among Terra Nova's youth. The current shock music culture is mostly centered around the city-states of Fort William in the North and Newton in the South.



## Fine Arts - 7.4.5

In fine arts, a clear distinction can be drawn between Northern and Southern styles. Northern fine art is very realistic and traditional. Northern painting draws heavily from the First and Second Renaissance influences, producing a somber style specialized in representing the interaction of light and shadow. Their sculpture is so realistic that many southern critics have argued that Northerners might as well have machines produce it. Theater and dance follow very traditional forms, including kabuki, Shakespearean drama, ballet and opera.

Southern artists favor more avant-garde styles and techniques. Painters produce vivid pieces which focus more on motion and color than cold realism. Sculptors play with the interaction of shape and texture instead of obsessing over trid-quality detail. Southern theater and dance is highly emotional, either bright and vivid, or dark and brooding. Improvisational acting and dancing is also very popular.

The Badlands produce few works of fine art. Badlanders are practical people, more preoccupied by their survival and comfort than art for the sake of art. The majority of the works produced are stone, metal or gemstone sculptures of alien beauty. Many of these are inspired by desert mirages and purposefully induced hallucinations.



## Architecture - 7.4.6

Terranovan architecture varies greatly according to historical period and location. Buildings from the first few centuries of colonization were built primarily using local materials like wood, stone and mud bricks. Of these early structures, the stone edifices have fared well, while most of the old wood buildings have rotted away. Later buildings still relied heavily on natural materials, but over time, more processed materials were introduced into the building process.

There are many distinctive architectural styles on Terra Nova. For example, architects in the United Mercantile Federation resurrected the second millennia gothic style when rebuilding their capital at Lyonnese. Builders in the Southern Republic are often influenced by classical Greco-Roman architecture, especially first and second century Roman works. The Neo-Oriental garden and pagoda style is quite popular in the Mekong Dominion and the richer districts of the Eastern Sun Emirates. The monolithic Neo-Mesopotamian style of Erech and Nineveh, best characterized by their imposing ziggurats, is the most striking evolution of earlier stone structure design. The unusual stained-glass domes of Red Sands are in an architectural class all to themselves. Even underground tunnel cities like Gardena and New Baja are still developing as a style.

The Badlands feature a most unusual architectural type called an oasis tower, or simply oasis. Oasis towers were originally built to shelter travelers and caravans as they trekked across the desert. They are generally cylindrical in shape and are made out of the locally available stone. Their basic shape consists of a truncated cone dug into the bedrock and emerging from the desert sand. Most oasis towers are built on top of a well to ensure a constant water supply. Shielded passageways and doors link the oasis floor to the exterior. An habitation tower stands at the oasis' center, surrounded by hanging gardens which provide food for the inhabitants. Often, repair and other industrial facilities are found in the basement.





## BLOOD AND HONOR



Danghen never knew when to keep his mouth shut. Maena, being his twin sister, has long ago understood this. A fat lot of help that was right now.

"What did you say, *morpion*?" Aleizander Torvas had been, since the departure of Solitaire, the champion of the Khayr ad-Din dueling circuit. A mountain of a man and a fugitive from Southern justice, he was not known to tolerate insults.

"You heard me. I called you a coward." Danghen Jarak was also a fugitive (although from the North in his case) and a Duelist, but there the similarities ended. Danghen was not short, but compared to Torvas he was a lightweight. When Torvas grabbed him by the collar and slammed him against the wall of the Sand Stone bar, it took no more effort than lifting a duffel-bag.

"Do you know who I am, you little turd? I'm the champion. The king of this place." A vein twitched on Torvas' temple, each pulse building his anger to a new murderous level. The crowd was backing up a few paces, wishing to watch the carnage without being caught up in it.

"Being champion is not difficult when all your opponents end up dead." Danghen had heard the story of Torvas' rise to prominence. How he used cheap shots and went for the kill in every battle. How he wasn't satisfied unless his opponent left the field of battle in a body bag. "A real Duelist knows when to use deadly force and respects his opponent. Only a coward would rely on deadly force instead of skill."

"What do you know about Dueling, runt?"

Maena knew right then that any chance of this ending peacefully had just died. Danghen Jarak was a legend among Dueling fans; to have someone not recognize him was an insult her brother would not accept.

"I know more than you have ever dreamed. I learned the arts from the best, I defended my country and regiment from all challenges. I turned my back on everything I loved because of my honor. I //am// a Duelist. You're just a killer with hardware."

"That's it punk," Torvas bellowed, "you're about to see just what I can do without hardware."

The Southern brought his right fist back and Danghen took the opening, striking at Torvas' left wrist so he would let him go. He then moved quickly, kicking at Torvas' midsection to bring the big man down. It should have worked.

Torvas moved more quickly than anyone would give him credit for. He turned a paralyzing kick into his guts into a glancing blow and brought his fist up into Danghen's face, catching the Northerner square in the jaw. Danghen was on the floor before he knew it. Torvas then picked him up and slammed him twice against the wall. Danghen's head slammed against the hard stone with a sickening sound that made Maena's heart skip. It was time to act, whatever her brother had told her.

"Beg for mercy little boy," Torvas said to the semi-conscious Danghen. "I count my honor is blood, you little—"

"Then you're about to have a lot of it." Maena's Paxton 9mm pistol brushed the hair on Torvas head. "Put him down."

Maena wasn't sure who was more furious, Torvas for having been deprived of the chance to kill the great Danghen Jarak, or Danghen himself because she dared interfere.

After all, in a second or two, she too might just be a killer with hardware.



## CAMPAIGNING ON TERRA NOVA - 8.1

Terra Nova is a diverse game setting, including endless frontier deserts, high-tech cities, and pastoral country-sides; democracies coexist with dictatorships, capitalist industrial empires with religious states. Everywhere the potential for adventure bubbles up in conflicts ranging from covert operations to outright rebellions, from street crime to world-spanning plots. **Heavy Gear** Gamemasters need to identify the elements they will want to focus on, the parts of the whole that will feature heavily in their scenarios. GMs will have to decide where to set their campaign, what general roles the Player Characters will take, who their enemies will be and what their adventures will be about. Gear pilots and other soldiers might be best as members of the Northern Guard or Southern MILICIA. Spies could be agents of SRID. Rebels and guerrillas could be freedom fighters in the ESE. Civilians might be best as Badlanders, where a mix of combat and non-combat backgrounds are possible. *Chapter 6: Port Arthur Sourcebook* provides a complete roleplaying setting where all kinds of adventures can take place.

The following themes run through much of this sourcebook and can drive roleplaying campaigns and scenarios. They are the core elements in **Heavy Gear** and ultimately what it is all about. While the plot may wander from covert operations against the South to romance with a young Eastern Emir, a campaign can remain unified by using a theme to tie these elements together. If the theme is intrigue, that young Emir may end up betraying her lover to the South because he was responsible for the death of a relative in an earlier scenario.



### Freedom ◆

Today's Terranovans are veterans or children of the War of the Alliance and take the concept of freedom very seriously. But freedom can mean many different things. Stories centered on freedom can most simply put Players face-to-face with the threat of dictatorship or imprisonment, but could also highlight the contrast between different interpretations of freedom. Within a resistance movement, for example, complete obedience may be necessary to secure the long-term goal of freedom from the oppressor. It is easy, however, for this to lead to just another dictatorship.

### Honor ◆

Honor runs deep on Terra Nova, and it works wonderfully as a theme in roleplaying campaigns. Player Characters with a strong code of honor should gain the respect of many of their peers, but also face the contradictions of such a code, especially if they are soldiers. In the heat of combat, honorable behavior can be hard to come by. Players can also be confronted by honorable NPCs with dark secrets. What happens if the PCs' honorable mentor ends up being a foreign spy? Honorable enemies can also be useful, highlighting the fact that the opposition has its own beliefs as well and making them more than 2D cardboard cut-outs.

### Intrigue & Paranoia ◆

Terra Nova, and most especially the South, is full of espionage and counter-espionage. Players involved in this web of intrigue have entered a world of cutthroat operations and double-dealing. PCs could begin with clear, patriotic goals (e.g. uncover an enemy mole) and slowly discover that nothing is black and white. What happens if the mole is a close friend? What if the PCs discover that their country is involved in immoral activities? Conversely, PCs who start as bitter pragmatists might be forced to finally decide just what they are willing to sacrifice themselves for. Is it worth it?

### Survival of the Fittest ◆

Terra Nova is a rough world, full of natural and man-made dangers. White sand and wild animals make short work of lone travelers in the Badlands, while rovers and thugs target anyone left over. Stories focused on survival can be traditional wilderness adventures: the PCs enter unknown territory and must overcome the dangers therein. Other stories of survival can feature more personal transformations. What happens to an elite unit lost in the Great White Desert, where all their technology becomes useless junk? Can they adapt to life with the Sand Riders, or do they fight to the last?

### The Dawgs of War ◆

With North and South ready to go to battle over national pride, the theme of war runs through many **Heavy Gear** games. War stories can be simple action-adventure tales: the PCs are assigned a mission and must accomplish it, often despite overwhelming odds or unforeseen complications. Other war stories are possible, however. Civilians caught between the juggernauts of enemy forces must find a way to save their homes. Expendable soldiers are sent to their deaths in a seemingly useless offensive; do they rebel? Even elite soldiers can suffer from the stress of war. After seeing buddy after buddy sent home in a box, how do the PCs carry on?



## 8.1.1 - Port Arthur Campaigns

Port Arthur, like many other locations on Terra Nova, is a wonderful place to find trouble, and trouble is the best way to get roleplaying campaigns off the ground. An isolated desert city where enemy cultures are forced to cohabit in peace, it is a community striving to learn from its mistakes and get over the past in order to build a better future. But one cannot dismiss human (or, in the GRELS' case, superhuman) nature so easily, and frictions and conflicts are a daily occurrence. There are clashes between the Earthers and the native Terranovans, and between the Earthers themselves. The CEF supersoldiers usually manage to get into plenty of misery on their own, but they are often helped along by the mistrust and hatred of bigoted humans. And, of course, these frictions comes from purely internal matters; there are many more problems being brought to Port Arthur from the outside, whether in the form of unwanted attention from suspicious polar forces or from vengeful Badlanders.

Since Port Arthur is a hot bed of potential trouble, it should not be difficult to get characters involved in an adventure, regardless of their allegiance or their origin. They can get embroiled just by being present in the city, if they find themselves in the wrong place at the wrong time. For example, a group of desert vigilantes could come into town to get some additional supplies and get caught in the middle of a GREL riot. Will they ignore it and just try to get out of town as fast as possible, or will they try to protect the innocents around them (perhaps with the aid of a Perfect Form cell?). And if they do stick around, how will the local authorities (legal or illegal) react to them? If these visitors are actually foreign spies come to find out if rumors of Arthurian anti-matter weapons are true, then the stakes are even higher. SecBuro and other local forces will hunt them with deadly skill — can the spies get what they came for and get out of town alive?

If the characters are inhabitants of the city, most campaigns will probably revolve around a high level of intrigue, spiced up by the occasional chase or gunfight. Open vehicular combat and mass destruction in Port Arthur itself would be swiftly suppressed, and the presence of all those combat ready supersoldiers itching for a fight should discourage even the most heartened troublemaker. As a result, city campaigns are likely to be subtle and nerve-wracking. The characters could be local SecBuro officials, or they might be Terranovan inductees in the officer corps; both these options come with natural starting points for a campaign, since problems will come to the characters without them having to look for it! They could also be former homesteaders come to the city to get a better life, but who are now stuck within the lower class neighborhood. Mixed with the Perfect Form movement theme, this could turn into a classic rag-to-riches martial arts story so popular in Asian action movies.

The following tables will provide Gamemasters with starting points for games set in Port Arthur. Each picks up on themes established in Chapter 6 and could lead to a full-blown campaigns.

### ◆ Port Arthur Officers and Other Earth Denizens

Stuck on an alien world with no possibility of going home, the Colonial Expeditionary Force human officers have learned to make the best of their new existence. They have rolled up their sleeves and gathered their kind and their bioengineered servants in a brand new city and rebuilt their lives. They have admitted Terranovans within their ranks and adopted many of the local customs. Still, they are anything but a unified group, and the loyalty of some remains in doubt. Caught between the hostility of the Terranovans and the burning hatred of the loyalists, the human officers of Port Arthur must walk a fine line indeed. The situation is even worse for the non-graded Earth personnel — soldiers and support crew — who are often shunned by officers and Badlanders alike for thier actions during the War.

### Random Mission Table (roll or select one) ☐



1	Rumors of ships secretly coming in from Earth abound. Some people mention that their contacts in the Badlands have talked with a man that has identified himself as a Party member. Is the CEF fleet making a comeback, or is this just more wishful thinking?
2	There is corruption or fraud in the Politburo. Discrepancies have appeared in the financial records, and no one from the exterior could have done it. The Player Characters find themselves framed for the deed. Why, and who is responsible?
3	An invitation to join the Yakut Brotherhood has been extended by a careless Brother. Regardless of the characters' true allegiance, they may be considered a security risk by the Brotherhood and targeted for an unfortunate "accident."
4	There's a riot in the GREL quarter! Infuriated by the latest attempt to restrict their access to the Strip, some Mordreds have erected barricades in the streets and started numerous fights with local security forces. The Player Characters find themselves isolated within and surrounded by hundreds of very, very angry supersoldiers.
5	The characters have been sent to the pole for a commercial mission. Despite their best efforts, the mission turns wrong when the group finds itself involved in local politics and their associated complications.
6	Officers must cooperate with Terranovan troops to locate a rover band composed of renegade GRELS and Terrans operating near one of a league's borders. Their mission is to bring them to justice, or, failing that, to terminate their activities. The culture clash and lingering resentment over the war make clash between the two hunting groups frequent.





## Badlanders ◆

Badlanders are by nature independent and distrusting of others, but they are quick to recognize good deeds and good deals. The post-war actions of Colonel Arthur have gained the approval of many locals in the area, and Badlander homesteads and nomads now routinely trade with the emerging city-state. Some even go as far as settling down in the area, relying on their former enemies to protect them from rovers and natural disasters alike. Whatever their origin, Badlanders are exceptionally versatile characters through which a large variety of stories can be told. The exact nature of the characters' occupation does not matter much, either: whatever they do, they can probably find a reason to get involved in local affairs. In many ways, Port Arthur is not the quasi-impregnable fortress that Peace River and most major city-states are, and as such gives more leeway to the Gamemaster to accommodate the Players' complex schemes. Add in some Badlanders, and you are set.

### ☐ Random Mission Table (roll or select one)

1	While in town to trade their products, the characters get mixed up in a local conflict between a Perfect Form cell and the neighborhood's gang of thugs.
2	The characters have been asked by the local marshal to help them track down an escaped criminal so that he can be brought to justice. The last reports about the fugitive show him heading to Port Arthur, where he will probably try to get lost among the caravaneers. He has to be stopped within the next day, before he has a chance to smuggle out in a caravan.
3	While out in the Caravansary one day, one of the characters finds an object on the ground (a knife, wallet, anything the character would be interested in). It was lost by a Yakut Brotherhood member, and it contains next week's meeting's password.
4	The characters have heard that the crash site of a lost CEF shuttle loaded with hi-tech supplies is known to some people in Port Arthur. If they could mount an expedition there, they could end up rich, but others may also want the prize.
5	A friend of the characters was brutally murdered in an unsavory part of the Strip last week. The authorities care little for the investigation, since the only witness to the crime is a "damaged" Mordred GREL who's nearly catatonic.
6	The local PAK commander has decided that the characters' county could use a little more law and order. His heavy-handed approach to government does not please the homesteaders, though, and may well cause trouble in the area.



## Foreign Agents ◆

As the main concentration of remaining CEF troops on Terra Nova, Port Arthur attracts a lot of attention from both polar confederations and Peace River, for obvious reasons. All have reasons to be wary of the actions of their former enemy, and consider it necessary to keep a close eye on Colonel Arthur's pet project. The city is visited at regular intervals by both Northern and Southern agents, each avoiding the others and trying to be as inconspicuous as possible (and sometimes, failing miserably). They are acting on a wide variety of agendas, be it to check up on the activities of the Arthurian government (their usual function) or keeping a wary eye on each other. They are tolerated by the Politburo because they tend to pose little threat to Port Arthur, since most of their activities consist of surveillance of largely useless events (the important stuff is well hidden) or hunting one another. This is true only for the moment, however, and this policy may change in the future without prior warning. Riveran agents have to be even more careful than the others. The hatred between the two factions puts them at a much greater risk...

### ☐ Random Mission Table (roll or select one)

1	Undercover agents already in Port Arthur have confirmed that certain CEF loyalist elements are still active within the city-state. The characters are assigned to ferreting them out and assessing the threat they constitute to the planet.
2	Intelligence has confirmed that a drop will be made by a foreign agent to a contact in Port Arthur. It is critical that the message be intercepted so that its content might be analyzed. Local authorities must remain in the dark about this operation.
3	A war criminal has taken refuge in the Badlands to escape the authorities. The latest intelligence about his location places the fugitive in Port Arthur, where he may have friends and contacts that will protect him. It is imperative that he be found to answer for the atrocities he committed. Or so the official story goes...
4	A shipment of diamonds from the mines is due within the next few weeks. If an "incident" could be staged, the diamonds could be appropriated by friendly forces. This would simultaneously embarrass and weaken Port Arthur, especially if they don't know who did it.
5	The characters have been ordered to escort a prominent diplomat to the city-state in order to negotiate some trade agreements. His life may be in danger, since it is in the best interests of opposing leagues that the deal not be made.
6	The characters have been given the mission of confirming certain ties the Humanist Alliance allegedly has with Port Arthur.





## 8.2 - STOCK NPCs AND PERSONALITIES

The most unique aspect of **Heavy Gear** is its underlying storyline. Over the course of the next years, readers, Gamemasters and Players will see the world of the game change and grow as the story threads scattered throughout our sourcebooks are woven together. While the storyline is intended to serve as an interesting background to individual Gamemasters' campaigns (which are the foreground), it does mean that not every character in the game can be used freely without worrying about the consequences. To give Gamemasters some indications of how to use these introduced characters, every **Heavy Gear** product since *Life on Terra Nova*, first edition has featured the chesspiece system and included a brief description of it.

New characters are given one of five chess pieces as an indication of their importance in the storyline. This permits Gamemasters to understand how best to use these NPCs without worrying about disrupting the setting and having to retrofit upcoming source material. Of course, roleplaying is about creating one's own stories, so Gamemasters should feel free to disregard the limitations of the chesspiece system, as long as they understand that their Terra Nova may no longer mesh with Dream Pod 9's.

The principal use of the chesspiece system is to indicate each character's importance to the overall storyline of **Heavy Gear**. These pieces, however, also give some indication of how to use the characters as NPCs in roleplaying sessions, even if one is not concerned with remaining consistent with the background storyline.

### ◆ Historical Figures

Kings and Queens are characters who have died before the date featured on the Timewatch™ display. Their inclusion indicates that they have had some importance for **Heavy Gear**, either by setting events in motion that have influenced the Heavy Gear storyline or by leaving a legacy still felt by Terranovans. These characters have usually played some role which is important to the storyline, but may also have simply been a prime example of the spirit of their times. Often their legacy will play a role in the development of the **Heavy Gear** storyline, and their descendants, old allies and enemies might as well. Gamemasters running historical scenarios should treat these Historical Figures as Restricted Characters so as not to alter the main line of the storyline.

### ◆ Restricted Characters

Rooks are characters who are key to the **Heavy Gear** storyline and are to be used with care. Although they can still be useful in a roleplaying campaign — both as background elements and motivating forces — their survival until they can leave their mark on Terra Nova is critical to the storyline. Although many Rooks hold powerful positions on Terra Nova, others seem utterly powerless or even insignificant. Small actions may have larger consequences later in the storyline. Gamemasters should tread carefully when using these characters in roleplaying scenarios, but they can become contacts, allies or even adversaries of Player Characters. Using them in purely confrontational scenarios, however, may prove unwise due to the chance for fatalities.

### ◆ Very Important People

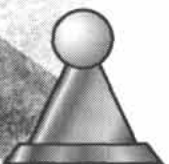
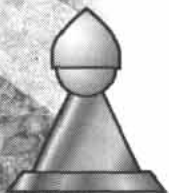
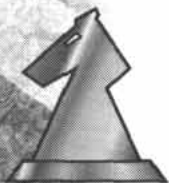
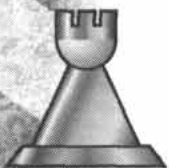
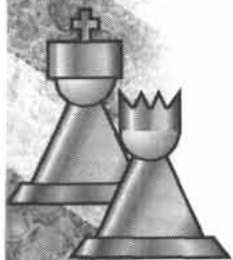
Not everyone of note on Terra Nova is central to the **Heavy Gear** storyline. Very Important People are those characters who have a significant impact on Terra Nova, but are not critical to the storyline itself. This does not mean they have no influence on it, however. Knights may not play a central role in the **Heavy Gear** storyline, but they may well have some impact. As important people in the game setting, they can influence major players or simply be carried along by the storyline. Gamemasters can feel free to use Knights in their adventures and campaigns, but they should remember that all will be well protected (in one way or another) by underlings and allies.

### ◆ Social Encounters

Social Encounters are those characters who are included in source material primarily to add flavor. They are rarely critical individuals and do not have a significant impact on the storyline, but they stand as symbols of larger trends on Terra Nova. They serve most commonly as contacts and background elements, rather than opponents. Bishops serve as reminders of social forces on Terra Nova beyond the central plot of the storyline. From student movement leaders to fashion designers, these social leaders may have some secondary effect on the storyline but are mostly present to add flavor and reflect current events. Gamemasters may use social encounters as they see fit, although they are rarely designed for combat of any sort. Bishops may return in future products, but for purposes of atmosphere only.

### ◆ Expendables

In general, Expendables are "average" Terranovans. They have no personal impact on the storyline and are included in **Heavy Gear** products primarily to be used by Gamemasters. Although this category is used for faceless stock NPCs and typical citizens, many of the Pawns are anything but everyday. Some pawns are peripherally linked to the storyline, but they have no real effect upon it. Interesting pawns can even be used as Player Characters if the GM and Player wish.





## ARTHURIAN OFFICER



The Port Arthur military is led by a group of officers, mostly Earthers abandoned on Terra Nova. A small number of Terranovans have also completed training at the Arthurian academy and have become officers. Arthurian officers are a tough lot, frustrated by being abandoned and left amount "natives" who hate them. Those who deploy in the field are used to commanding GREs, who require a strong hand. They often hide significant melancholy under their hard exterior. Many look forward to battle, if only to distract them from the reality of being stranded on a colony world.

### Attributes

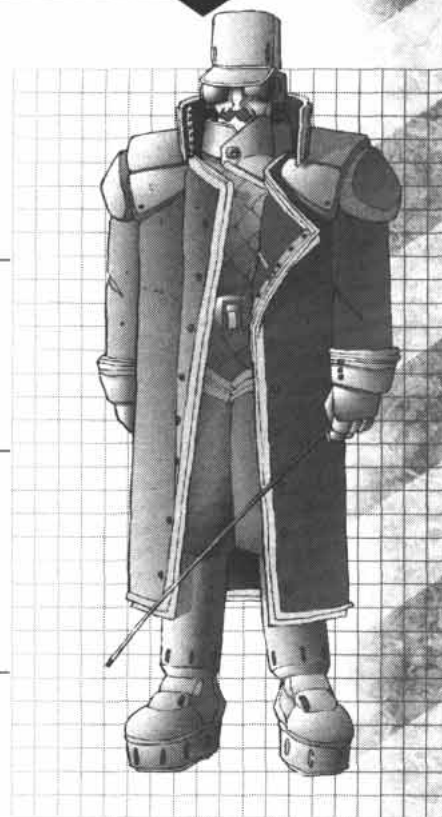
AGI	0	APP	0	BLD	0	CRE	0	FIT	+1
INF	+1	KNO	0	PER	0	PSY	-1	WIL	+1
STR	0	HEA	0	STA	25	UD	4	AD	3

### Skills

Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Bureaucracy	1	0	Intimidate	2	0	Leadership	2	+1	Small Arms	2	0
Combat Sense	1	0	Hand-to-Hand	1	0	Notice	1	0	Tactics	2	0
Drive	1	0	Human Per.	1	0						

### Equipment and Cost

Typical Equipment:	desert suit, longcoat (AR 25), 9mm sidearm, digital goggles, collar communicator.
Salary:	Varies depending on rank; 30,000 to 95,000 marks/dinars per cycle
Basic Character Costs:	19 Character Points and 23 Skill Points



## CORPORATE EXECUTIVE



Corporate life is an important part of the Terranovan experience, especially in corporate leagues like the United Mercantile Federation, Mekong Dominion or Peace River. High ranking executives in major corporations wield almost as much power as national leaders. Junior executives are less powerful, but tend to be highly dynamic, ambitious and (at times) ruthless. The corporate culture emphasizes competition and many are willing to sacrifice everything to get ahead.

### Attributes

AGI	0	APP	0	BLD	0	CRE	+1	FIT	0
INF	+1	KNO	+1	PER	0	PSY	0	WIL	0
STR	0	HEA	0	STA	25	UD	3	AD	3

### Skills

Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Bureaucracy	2	+1	Etiquette	1	+1	Haggling	1	+1	Leadership	1	+1
Business	2	+1	Foreign Language	1	+1	Human Perception	1	0	Notice	1	0
Computer	1	+1									

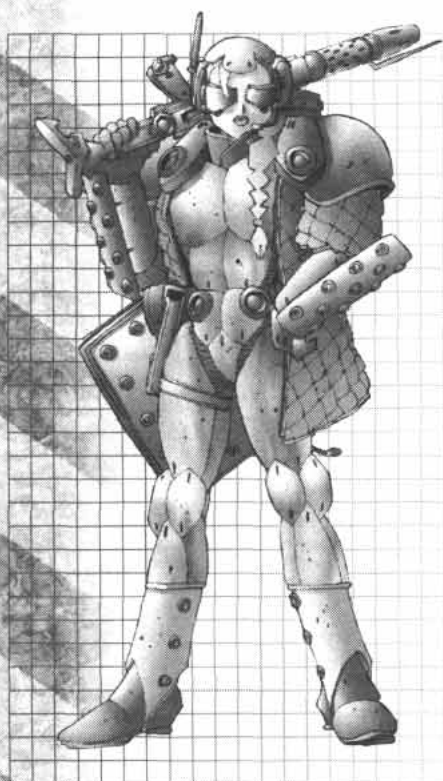
### Equipment and Cost

Typical Equipment:	Personal computer, cellphone, discretion devices, fashionable "power clothes." Some carry a concealed weapon.
Salary:	Varies depending on status; 35,000 to 150,000 marks/dinars per cycle.
Basic Character Costs:	19 Character Points and 24 Skill Points.





## EARTH GRUNT



When Earth's forces abandoned Terra Nova, they left many a soldier behind. Now forced to live among their former enemies, the Earth Grunts, as they are called, often find it difficult to fit in and many turn to a life of crime. Rover gangs tend to shun them and even GREs refuse to be associated with them. Lonely and angry, the Earth Grunts seek employment as bodyguards or small time thugs. Most of them just want to go home and seek contacts to "hitch a ride on the next spy ship."

### Attributes

AGI	0	APP	-1	BLD	+1	CRE	-1	FIT	+1
INF	0	KNO	-1	PER	+1	PSY	-1	WIL	0
STR	+1	HEA	0	STA	30	UD	6	AD	6

### Skills

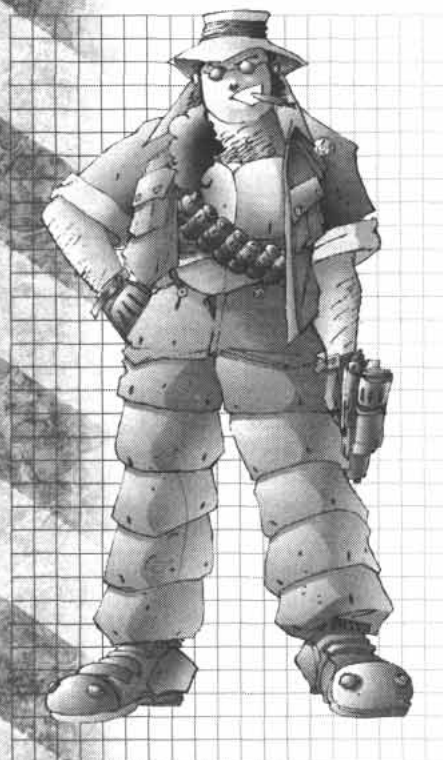
Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Athletics	1	+1	Demolition	1	-1	Hand-to-Hand	1	0	Notice	1	+1
Camouflage	1	-1	Dodge	1	0	Intimidate	1	+1	Small Arms	2	0
Combat Sense	2	+1	Drive	1	0	Mechanics	1	-1	Swimming	1	+1
Communications	1	-1	First Aid	1	-1	Melee	1	0			

### Equipment and Cost

Typical Equipment:	Surplus medium flak vest (AR 25), survival gear, 9mm pistol, 7mm assault rifle.
Salary:	Varies depending on employment.
Basic Character Costs:	18 Character Points and 23 Skill Points.



## FREEDOM FIGHTER/REBEL



Terra Nova has more than its fair share of rebellions and guerrilla struggles. Almost half of the Eastern Sun Emirates are in open revolt; the Republican city of Saragossa bears the scars of a guerrilla struggle that has been ongoing for centuries. The ragtag warriors in these battles go by many names: freedom fighters, guerrillas, terrorists. They share a limited training and a burning desire to change the world. They are often ready to sacrifice their lives — and those of others — to their cause. Unfortunately, their victims are often innocents caught in a struggle they never signed on for.

### Attributes

AGI	+1	APP	0	BLD	+1	CRE	0	FIT	0
INF	0	KNO	0	PER	0	PSY	-1	WIL	0
STR	0	HEA	0	STA	30	UD	5	AD	5

### Skills

Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Camouflage	1	0	Drive	1	+1	Notice	2	0	Streetwise	2	0
Combat Sense	1	0	Hand-to-Hand	1	+1	Small Arms	2	+1	Throwing	1	+1
Dodge	1	+1	Melee	1	+1						

### Equipment and Cost

Typical Equipment:	Civilian clothes, flak vest (AR 15), 9mm machine-pistol, grenades, fake IDs, pamphlets.
Salary:	Varies depending on organization, ranges from 2,000 to 15,000 marks/dinars per cycle.
Basic Character Costs:	15 Character Points and 19 Skill Points.



## GREL [JAN CLASS]



Deadly warriors in their own right, Jan-class GRELS carry genetic and hypno-programming to make them ideal battlefield leaders. Jans have perhaps suffered the most from the abandonment on Terra Nova, however. Trained to believe in their own superiority, they feel betrayed by the CEF and many have turned to hatred of humans. Displaying an unfortunate trend toward megalomania, Jans have become the trouble makers among the GRELS. Many still obey human orders, but most feel they know best.

### Attributes

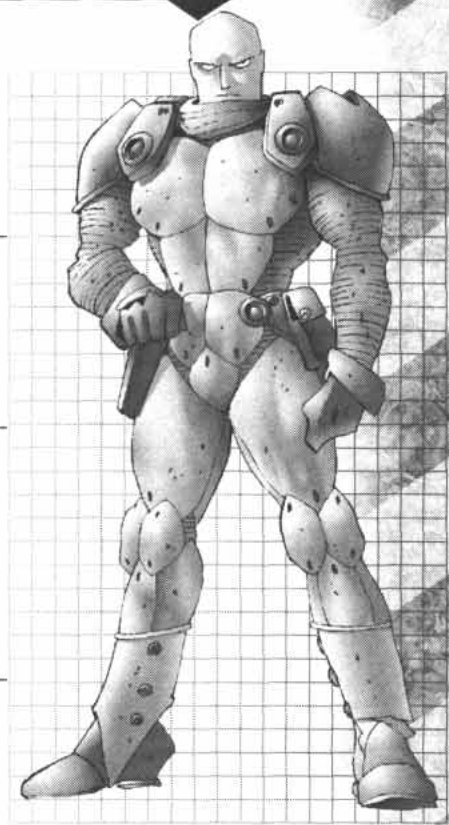
AGI	+1	APP	0	BLD	+3	CRE	+1	FIT	+3
INF	+2	KNO	0	PER	+2	PSY	0	WIL	0
STR	+3	HEA	1	STA	45	UD	10	AD	10

### Skills

Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Athletics	1	+3	First Aid	1	0	Navigation (land)	1	0	Survival	1	+1
Combat Sense	2	+2	Hand-to-Hand	1	+1	Notice	2	+2	Tactics	2	+1
Communications	1	0	Leadership	2	+2	Small Arms	1	+1	Zero-G	1	+1
Dodge	1	+1	Melee	1	+1						

### Equipment and Cost

Typical Equipment:	Medium flak vest (AR 25), military comm-link, 11mm pistol, survival kit.
Salary:	Living expenses +3,000 marks/dinars per cycle.
Basic Character Costs:	N/A; GRELS get half XPs, new Skills cost double; they are not recommended as PC.



## GREL [MINERVA CLASS]



Minervas are GREL pilots and drivers. During the war of the Alliance, Terranovan soldiers facing hover tanks saw Minervas as the best of the best, superior pilots capable of anything on the battlefield. In fact, although skilled, they benefited from technological advantages and from unshakable morale more than anything else. By the end of the war, the Terranovan defenders had learned to deal with the skills of the Minervas and hover tanks became viable targets rather than invincible units.

### Attributes

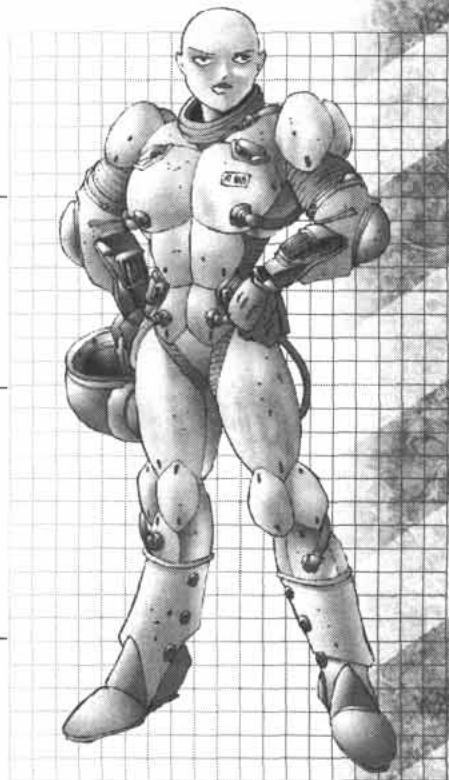
AGI	+2	APP	0	BLD	+2	CRE	0	FIT	+3
INF	0	KNO	0	PER	+2	PSY	0	WIL	+1
STR	+3	HEA	+1	STA	50	UD	11	AD	10

### Skills

Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Athletics	1	+3	Drive (Htank)*	2	+2	Hand-to-Hand	1	+2	Survival	1	0
Combat Sense	1	+1	Electronic Warfare	1	0	Notice	1	+1	Tactics	1	0
Communications	1	0	First Aid	1	0	Small Arms	2	+2			
Dodge	1	+2	Gunnery (Grnd)	1	+1						

### Equipment and Cost

Typical Equipment:	Light flak suit (AR 15), 11mm pistol, pilot's helmet and equipment.
Salary:	Living expenses +3,000 marks/dinars per cycle.
Basic Character Costs:	N/A; GRELS get half XPs, new Skills cost double; they are not recommended as PC.





## GREL (MORDRED CLASS)

Mordred-class shocktroopers were the bane of Terranovan foot soldiers. These huge warriors carried deadly weapons and were almost unstoppable by normal means. Bred for strength and loyalty, Mordreds are not terribly intelligent, but they have completely unshakable morale due to hypno-training designed to keep them going under heavy fire. This has not served them well in peacetime, where they have a hard time dealing with inactivity. Unfortunately, they have almost no personal initiative, so must receive order to accomplish any remotely complex task.

### Attributes ☐

AGI	+1	APP	-1	BLD	+4	CRE	-2	FIT	+4
INF	0	KNO	-2	PER	+1	PSY	0	WIL	+2
STR	+4	HEA	+2	STA	50	UD	12	AD	13

### Skills ☐

Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Athletics	1	+4	First Aid	1	0	Melee	2	+1	Survival	1	0
Combat Sense	2	+1	Hand-to-Hand	1	+1	Notice	1	+1	Throwing	1	+1
Dodge	2	+1	Intimidate	1	+4	Small Arms	2	+1	Zero-G	1	+1

### Equipment and Cost ☐

Typical Equipment:	Heavy flak suit (AR 40), 24mm anti-HG rifle, grenades, comm set.
Salary:	living expenses +3,000 marks/dinars per cycle.
Basic Character Costs:	N/A; GREs get half XPs, new Skills cost double; they are not recommended as PC.



## GREL (MORGANA CLASS)

Morganas were the most feared of GREs during the War. The CEF regularly sent these deadly commandos on strike missions against enemy positions. Terranovan soldiers saw Morgana almost as mythological grim reapers, calling them "death dealers" and "vat killers." To face Morganas and survive became a badge of honor. In the postwar period, Morganas still long for the rush of combat and many seek out any excuse to resume the "hunt," becoming mercenaries and bodyguards across the Badlands.

### Attributes ☐

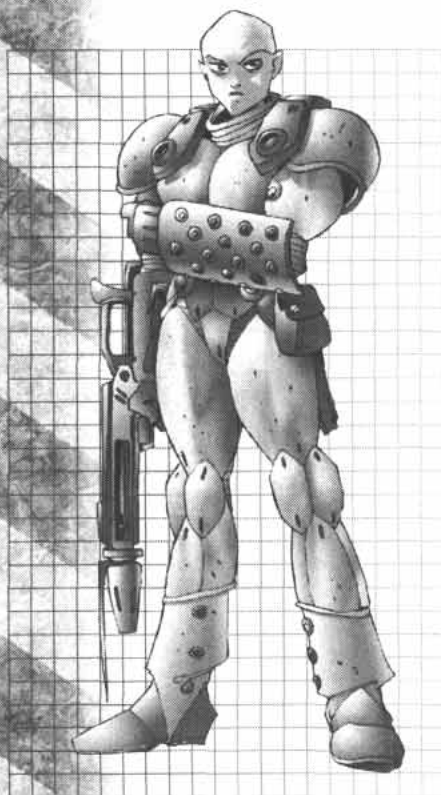
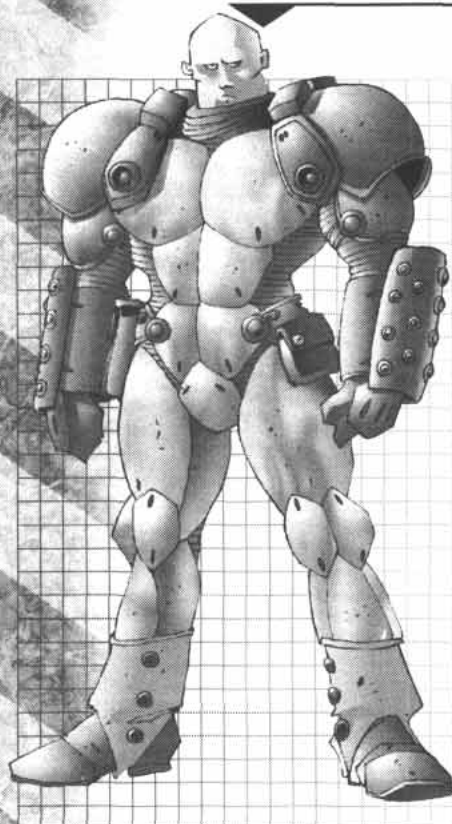
AGI	+2	APP	+1	BLD	+3	CRE	0	FIT	+3
INF	0	KNO	0	PER	+1	PSY	+1	WIL	+1
STR	+3	HEA	+2	STA	50	UD	11	AD	11

### Skills ☐

Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Athletics	1	+3	Dodge	1	+2	Melee	2	+2	Stealth	2	+2
Camouflage	1	0	First Aid	1	0	Notice	2	+1	Survival	1	0
Combat Sense	2	+1	Hand-to-Hand	2	+2	Small Arms	2	+2	Swimming	1	+3
Demolition	1	0									

### Equipment and Cost ☐

Typical Equipment:	Light flak vest (AR 15), comm link, 9mm heavy rifle, 11mm pistol.
Salary:	Living expenses + 3,000 marks/dinars per cycle.
Basic Character Costs:	N/A; GREs get half XPs, new Skills cost double; they are not recommended as PC.





## INFORMATION BROKER/SPY



Every league has its covert agents seeking out confidential information, infiltrating enemy positions, and identifying potential traitors. Many have multiple organizations, some of which even work at cross purposes. Spies known where to go to find illegal info, how to smuggle it out, and just what it takes to remain hidden. The Badlands is also home to freelance spies, information brokers who sell covert documents and intelligence to the highest bidder.

### Attributes

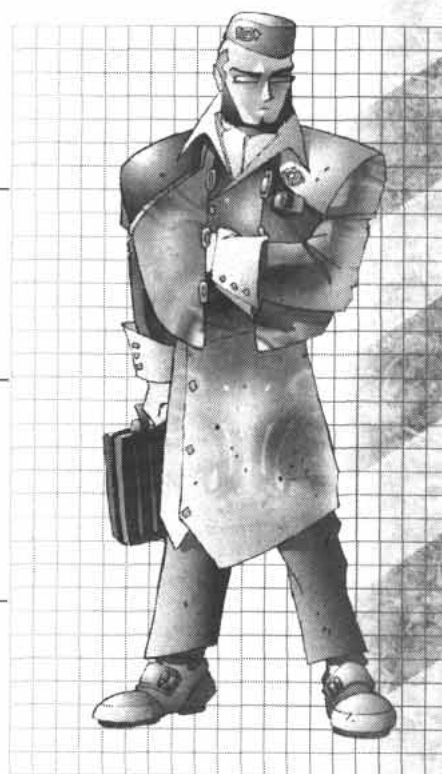
AGI	0	APP	0	BLD	0	CRE	0	FIT	0
INF	0	KNO	+1	PER	+1	PSY	-1	WIL	+1
STR	0	HEA	0	STA	25	UD	4	AD	3

### Skills

Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Combat Sense	1	+1	Dodge	1	+1	Notice	2	+1	Stealth	1	+1
Communications	1	+1	Hand-to-Hand	1	+1	Small Arms	1	+1	Streetwise	2	+1
Computer	1	+1	Investigation	2	+1						

### Equipment and Cost

Typical Equipment:	9mm pistol, discretion device, personal computer with encryption, personal comm device (with encryption).
Salary:	Varies with assignment; ranges from 15,000 to 75,000 marks/dinars per cycle.
Basic Character Costs:	19 Character Points and 26 Skill Points.



## MINER



The desert sands of the Badlands hide a large amount of mineral wealth. Be it the vast Tigris oil field or the gold mines of Marigold, there are enough examples of Badlanders drawing wealth from the soil to attract a wide variety of mining operations. Miners are a hardy lot, using heavy machinery and no small amount of elbow grease to draw precious metals, stones and other items from the hardened rock. Some mining camps exist deep underground, on the subterranean rivers and lakes of the MacAllen cave network; others survive on wind-blasted mesas. All these camps are strict company towns.

### Attributes

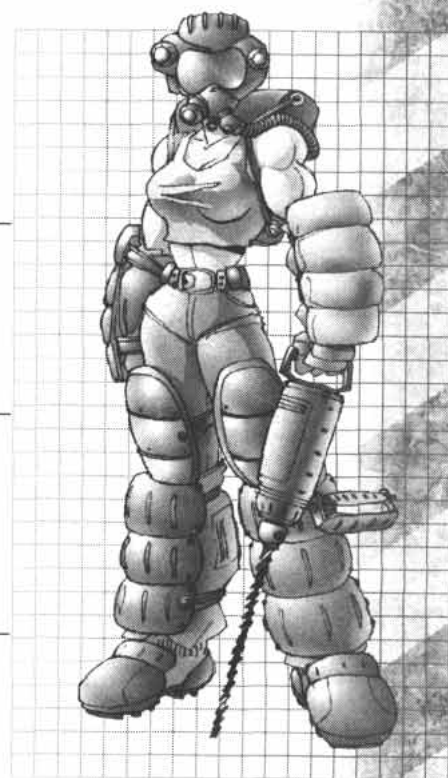
AGI	0	APP	0	BLD	+1	CRE	0	FIT	+1
INF	0	KNO	0	PER	0	PSY	0	WIL	0
STR	+1	HEA	0	STA	30	UD	6	AD	5

### Skills

Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Computer	1	0	Drive	1	0	Hand-to-Hand	1	0	Mechanics	2	0
Cooking	1	0	Earth Sc.	2	0	Intimidate	1	+1	Survival	1	0
Demolition	2	0	Gambling	1	0						

### Equipment and Cost

Typical Equipment:	Mining equipment, heavy pads, tool kit, surveying equipment.
Salary:	Varies depending on success; ranges from 15,000 to 40,00 marks/dinars per cycle.
Basic Character Costs:	16 Character Points and 28 Skill Points.





## PILGRIM/MONK



Pilgrims and other religious figures are a common sight everywhere on Terra Nova, but most of them are Revisionists seen in the equatorial regions of the planet. Although they are travel all over the Badlands, either seeking or spreading the true teachings of Mamoud Khodaverdi, most of the pilgrims spend at least a month a year in Massada, rejuvenating their faith and basking in the spiritual glow of the city. Most pilgrims are gentle and benevolent souls, but they are no fools to the dangers of the Badlands. They often entice the help of more ruthless and capable individuals (read: bodyguards) to protect them through their travels.

### Attributes ☐

AGI	0	APP	0	BLD	0	CRE	0	FIT	0
INF	+1	KNO	+1	PER	0	PSY	+1	WIL	0
STR	0	HEA	0	STA	25	UD	3	AD	3

### Skills ☐

Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Etiquette	1	+1	Literature	1	0	Social Science*	2	+1	Teaching	2	0
For Language	2	+1	Navigation (land)	1	+1	Survival	1	0	* (theology)		

### Equipment and Cost ☐

Typical Equipment:	Survival gear, religious garbs.
Salary:	Generally survives from donations.
Basic Character Costs:	19 Character Points and 26 Skill Points.



## POLITICIAN



Politics and diplomacy are dangerous games on Terra Nova. The South has the most cutthroat reputation, but even the smallest Badlands burg can breed ambitious leaders. Even today, with polar war machines rumbling across the desert, there are those who see opportunity in hardship. In the Badlands, ambitious leaders try to strike the best deal they can for their home cities. At the poles, politicians are busy trying to position themselves for wartime, turning themselves into patriots by parroting speeches about the national interest and foreign aggression.

### Attributes ☐

AGI	0	APP	+1	BLD	0	CRE	0	FIT	0
INF	+1	KNO	+1	PER	0	PSY	0	WIL	0
STR	0	HEA	0	STA	25	UD	3	AD	3

### Skills ☐

Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Bureaucracy	2	+1	Foreign Language	2	+1	Leadership	1	+1	Streetwise	1	+1
Business	1	+1	Law	1	+1	Psychology	1	+1	Theatrics	1	+1
Etiquette	2	+1									

### Equipment and Cost ☐

Typical Equipment:	Discretion devices, personal computer, fancy clothes, cell phone.
Salary:	Varies with station, ranges from 25,000 to 85,000 marks/dinars per cycle.
Basic Character Costs:	19 Character Points and 25 Skill Points.



# GAMEMASTER RESOURCES

8

## ROVER



Rovers populate those deserted areas between the cities and towns of the Badlands. Some of them are rovers by choice, lured in by the freedom and the rough lifestyle of these desert survivalists, while others become rovers by necessity after being exiled from their original settlement. Many of them are criminals who have escaped northern or southern justice. Rovers usually gang up together around a strong leader (INF 1, KNO 0, Survival 2). They are troublemakers, and generally frowned upon.

### Attributes

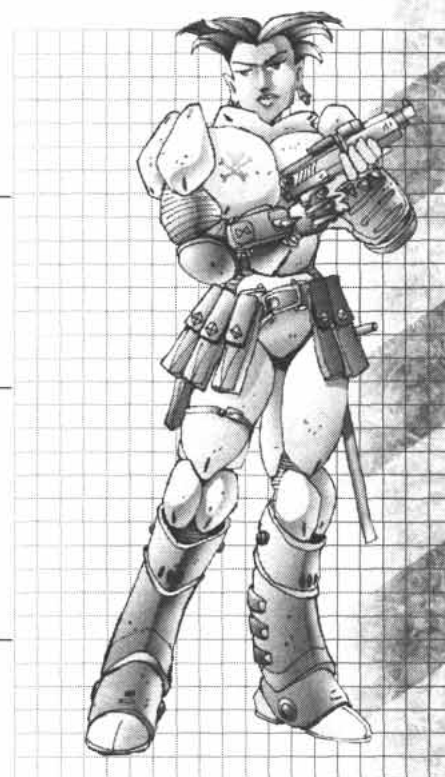
AGI	+1	APP	-1	BLD	+1	CRE	-1	FIT	+1
INF	0	KNO	-1	PER	0	PSY	0	WIL	+1
STR	0	HEA	0	STA	25	UD	3	AD	3

### Skills

Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Athletics	1	+1	Drive	2	+1	Hand-to-Hand	2	+1	Notice	1	0
Camouflage	1	-1	Gambling	1	0	HG Pilot	1	+1	Small Arms	2	+1
Combat Sense	1	0	Gunnery (HG)	1	0	Intimidate	1	+1	Survival	1	-1
Dodge	2	+1									

### Equipment and Cost

Typical Equipment:	Medium flak vest (AR 25), 11mm SMG, grenades, desert suit, goggles.
Salary:	Varies with success, ranges from 8,000 to 22,000 marks/dinars per cycle.
Basic Character Costs:	19 Character Points and 27 Skill Points.



## SAND RIDER



The Sand Riders (Koreshe in their own language) are tribesmen who survive deep in the Great White Desert. Using a rare plant sap, they protect themselves from the corrosive white sand and craft weapons to defend their territory. A few Sand Riders sneak out into the outside world to learn, traveling with trade caravans and other unwitting companions. Homesteaders in the region see them as savage and bloodthirsty, but the tribe is merely protective of its territory. There are rumors of an ongoing conflict in the White Desert between two factions of Sand Riders, but no hard evidence has yet to surface.

### Attributes

AGI	+1	APP	-1	BLD	0	CRE	+1	FIT	+1
INF	0	KNO	-1	PER	0	PSY	+1	WIL	0
STR	0	HEA	0	STA	25	UD	3	AD	3

### Skills

Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Animal Handling	1	+1	Foreign Language	1	-1	Navigation (land)	2	-1	Small Arms	1	+1
Combat Sense	1	0	Hand-to-hand	2	+1	Riding	2	+1	Survival	2	+1
Dodge	1	+1	Melee	2	+1						

### Equipment and Cost

Typical Equipment:	15mm heavy rifle (w/ white sand ammo, DM x35), desert cloak drevis knife (AD+7).
Salary:	Generally none.
Basic Character Costs:	20 Character Points and 29 Skill Points.





A

<b>A</b>	Abaline Reasearch .....	55
	Adjanni, Kathē .....	33, 40, 45
	Age .....	139
	Age of Isolation (TN 1455-1913) .....	27
	Allied Southern Territories .....	71-107
	Allied Southern Territories, Founding .....	29
	Anastapulos, Salvador .....	99
	Anglic .....	17, 136
	Ankara .....	80
	Antonoza, Felipe .....	116
	AppleFish .....	56
	Aquitaine .....	80
	Archeology .....	89
	Architecture .....	143
	Architecture, WFP Forts .....	62
	Argo Project .....	17
	Artemis Systems .....	44
	Arts and Entertainment .....	142-143
	Ashanti .....	81
	Ashanti 200 .....	81
	Ashington .....	57
	AST Border Protectorates .....	106-107
	Atlantean Worlds .....	24
	Atlantis .....	24
	Atlantis, CEF Task Force .....	30
	Atsi .....	91
	Azov .....	106
<b>B</b>	Badlands .....	108-119
	Badlands Revolutionary Front .....	see BRF
	Baja .....	see New Baja
	Banderas, Yves .....	52
	Bangers .....	44
	Bangweuleu .....	98
	Bangweuleu Uprising .....	32
	Barjhal, Srrano .....	95
	Basal .....	34
	Basal .....	97
	Baton Rouge .....	57
	Battle of Baja .....	32
	Battle of Chryse .....	13
	Battle of Pioneer .....	59
	Bethany .....	81
	Bhravo, Rafael .....	98
	Blue Crescent Order .....	49, 115
	Body Sculpting .....	91
	Border Clashes .....	66
	Botany Bay .....	25
	BRF .....	34
	Brood .....	133
	Buddhism .....	86
	Bukharin, Major Eva .....	129
	Busybees .....	44
<b>C</b>	Campaigns .....	145-147
	Campaigns, Port Arthur .....	146-147
	Canterbury .....	58
<b>J</b>	Capac, Dreven .....	67
	Caprice .....	23
	Caprice, Discovery .....	21
	Caprice, Earth Returns .....	30
	Caprice, Earth's Departure .....	24
	Caprice, Trade with Terra Nova .....	27
	Caprician Corporate Council .....	23
	Carlomagnes, Elido .....	20
	Caro, Balthazar .....	106

	Cat's Paws .....	51
	Cathedral, The .....	54
	CEF .....	30
	CEF, attacks Terra Nova .....	30-32
	CEF, Occupies UMF and MD .....	31
	Charity (SRID agent) .....	57
	Charity (Terranovan Moon) .....	5
	Church of the Third Miracle .....	47
	Cimmaro .....	95
	Circle (of friends) .....	133
	City-States .....	28
	Clans (in WFP) .....	62
	Clothing .....	138
	CNCS Border Territories .....	66
	Colonial Expeditionary Force .....	see CEF
	Colonial Wars (A.D 5798-5846) .....	26
	Colonization (of Terra Nova) .....	22
	Communications .....	138
	Compact of Revelations .....	17-18
	Confederacted Northern City-States, Founding .....	29
	Confederated Northern City-States .....	37-39
	Confederated Northern City-States, Divisions .....	37
	Confederated Northern City-States, Map .....	38
	Confederated Northern City-States, Politics .....	37
	Council of True Faith .....	17-18
	Cranston, Francis .....	85
	Crusades .....	see Later Crusades
	Currency .....	140-141
	Cycles (Terranovan Years) .....	5
<b>D</b>	Damien .....	78
	Dapez, Hernando .....	114
	Dark Fox .....	75
	Dates (on Terra Nova) .....	5
	Davi, Solomon .....	54, 56
	Death Track 1000 .....	43
	Deep Space Reconnaissance Probes .....	15
	deRouen, Louis Philippe .....	34, 74
	deRouen, Louise .....	74-75
	Détente (North-South) .....	33
	Di Smit, Gawaïne .....	44
	Diggs, Stacey .....	51
	Djakarta Point .....	58
	Dorothean Order .....	47
	Dueling .....	79
	Dupree, Jeremiah .....	68
	Durocher, Etienne .....	73, 87
<b>E</b>	Earth, Evolution .....	10-11
	Eastern Sun Emirates .....	27, 92
	Eastern Sun Emirates, Founding .....	28
	Edden-Smythe, Victoria .....	39
	Eden .....	24
	Education .....	137
	Elayu .....	115
	Elementech .....	56
	Emigration Wars .....	14
	Equatorial Hispanic .....	17
	Erech .....	112
	ESE, Rebellions .....	93, 97-98
	Ethereal Palace .....	94
	Executive, Corporate .....	149
	Exeter .....	48
<b>F</b>	Faith (Terranovan Moon) .....	5
	Fajil, Maya .....	39
	Family .....	133



- Fine Arts ..... 143  
 Flare, Jolane ..... 43  
 Food and Drink ..... 139  
 Fort Architecture ..... 62  
 Fort Charles ..... see Mainz  
 Fort Henry ..... 64  
 Fort Henry Weapons Testing Range ..... 64  
 Fort James ..... 65  
 Fort Neil ..... 119  
 Fort William ..... 63  
 Fortress, The ..... 63  
 Forts ..... 62  
 Forzi ..... 44, 45, 68  
 Forzi Cartel ..... 41  
 Founders ..... 85  
 Franklin Harbor ..... 48  
 Freedom Fighter/Rebel ..... 150  
 French, Universal ..... 136  
**G** Gardena ..... 102  
 Gardenan Underground ..... see Hehli  
 Garner Fulan, Neel ..... 34  
 Gate, from Caprice to Terra Nova ..... 22  
 Gates & Gatedrives ..... 18, 20, 23-24  
 Gateships ..... 22  
 Gateships, Mothballed Around Jupiter ..... 24  
 Gauld, Marie ..... 46  
 Genetically Recombined Experimental Legionnaires ..... see GRELS  
 Gentle Prophet ..... see Khodaverdi, Mamoud; Revisionism  
 Geography, Map of Major Features ..... 7  
 Geography, Overall ..... 6  
 Geology ..... 6  
 George ..... 89  
 Golden Temple of the Travelling Buddha ..... 86  
 Gommorrah ..... 21, 23  
 Granis Cartel ..... 68  
 Great White Desert ..... 6  
 Greater Samarkand ..... 11, 16  
 GREL (Jan-class) ..... 151  
 GREL (Minerva-class) ..... 151  
 GREL (Mordred-class) ..... 152  
 GREL (Morgana-class) ..... 152  
 GRELS ..... 30  
 GRELS, Types of ..... 122  
 Gropius ..... 104  
 Gropius, Yuri ..... 27, 99  
 Grozz-Dutrie, Emil ..... 46  
 Grunt, Earth ..... 150  
 Guide ..... 133  
**H** Harris, Umberto ..... 21  
 Hasegawa Ichiro ..... 65  
 HCS Eastern Sun ..... 27, 93  
 HCS Keldysh ..... 20  
 Hehli ..... 102  
 Helios & Helios System ..... 5  
 Hemami ..... 101  
 Hemami, Farzad ..... 73  
 HIRA ..... 100  
 History ..... 8-35  
 Holidays ..... 135  
 Home ..... 24  
 Homesteads ..... 110  
 Honor ..... 135  
 Hope (Terranovan Moon) ..... 5  
 Hsi Tsang ..... 87  
 Human Anglic ..... see Anglic  
 Human Concordat, Abandons Colonies ..... 26  
 Human Concordat, Earth-first movement ..... 26  
 Human Concordat, Exploration of Planets ..... 24-25  
 Human Concordat, Founding ..... 19  
 Human Concordat, Penal System ..... 25  
 Humanist Alliance ..... 27, 99-105  
 Humanist Alliance, Founding ..... 28  
 Humanist Insight and Regulatory Authority ..... see HIRA  
 Hunter-Killer Satellites ..... 31  
 Hutchison, Thor ..... 34-35, 41, 47, 67  
 Hwong, Lucie ..... 89  
 Hydrography ..... 6  
 Hypolite, Gavin ..... 100  
**I** Ibn-Muhammad, Erzach ..... 27  
 Ice Age (A.D. 2422-4475) ..... 10-11, 14-18  
 Ice Age, Social Changes ..... 17  
 Indo-Arabic ..... 17  
 Indunar ..... 17  
 Information Age (A.D. 1950-2217) ..... 12  
 Information Broker/Spy ..... 153  
 Innsbruck ..... 43  
 Innsmouth ..... 82  
 International Consumer Products ..... 84-85  
 Interstellar Age (A.D. 4588-5103) ..... 20-21  
 Ironman Competition ..... 77  
**J** Jan Mayen ..... 113  
 Javari ..... 95  
 Jerusalemism ..... 27, 48, 134  
 Joint Terranovan Space Initiative (JTSI) ..... 33-34  
 Jotenheim ..... 25  
 Jousting ..... 96  
 Judas Syndrome ..... 31  
 Justice ..... 135  
**K** Kaine, Brigman ..... 41  
**K** Kelderan, Alana ..... 111  
 Kenema ..... 44  
 Khayr ad-Din ..... 116  
 Khodaverdi, Mamoud ..... 27, 67  
 Kincaid Aquapharm ..... 24  
 Kir Arya ..... 18  
 Kith ..... 133  
 Knights of Saragossa ..... 78  
 Kolson ..... 44, 45, 68  
 Kolson Cartel ..... 41  
 Korolov, Natalya ..... 56  
 Kossuth ..... 49  
 Krellan Foods ..... 85  
**L** Lance Point ..... 34, 118  
 Lang Regina ..... 39  
 Language ..... 136  
 Language, Ice Age Changes ..... 17  
 Later Crusades ..... 17-18  
 Laton, Fael ..... 100  
 Lawrence, Edith ..... 45  
 Leagues (on Terra Nova) ..... 28  
 Liberati ..... 23  
 Liberati Uprising ..... 23  
 Lifeforms (on Terra Nova) ..... 6  
 Literature ..... 142  
 Livingstone ..... 45  
 Lo Samant, Ethan ..... 78  
 Logan, Arron ..... 85  
 Loki ..... 21



Longchamps, Arland .....	31-33	Norlight Intelligence and Security Agency .....	41
Loyang .....	87	North American States (NAS) .....	10, 13-14
Lyonnesse .....	54	Northco .....	56
<b>M</b> MacAllen Cave Network .....	6	Northern Lights Confederacy .....	40-51
Maderan Faction .....	62	Northern Lights Confederacy, Founding .....	28
Maderas Clan .....	62	Northern Lights Confederacy, Politics .....	40
Mainz .....	59	Northern Petrochem .....	46
MainzFood .....	59	<b>O</b> Oasis Towers .....	109
Malkolm, Royz .....	119	Officer, Arthurian .....	149
Mandanese .....	17	Okavango .....	98
Manning, Wyatt .....	32	Olduvai .....	88
Map, Geographic Features .....	7	Operation LongNight .....	100
Map, Human Worlds .....	24	Order of the Falcon .....	75
Map, Northern Hemisphere .....	38	Orlov, Madena .....	43
Marabou .....	77	Overland Cruise Lines .....	51
Marabou War College .....	77	Oxford .....	104
Marathon .....	55	Oxford Academy of Science .....	104
Marigold .....	115	Oxford Agreement .....	93, 101
Mars, Cicil War .....	19	<b>P</b> Paladins .....	18
Mars, Conservative Government .....	15	Patriarch's Ball .....	94
Mars, Joins Concondat .....	19	Paxton Arms, Declares Neutrality in War of the Alliance .....	31
Mars, Revolt .....	13	Peace River .....	116
Mars, Settlement .....	12-13	Peacekeepers .....	84-85
Masao, Enri .....	27-28	People's Party .....	40, 45
Masao, Lysia .....	73, 101	Perfect Form Movement .....	130
Masao, Oliver .....	34, 92	Perth .....	101
Massada .....	67	Peters, Clan .....	65
Medicine .....	140	Petropolis .....	46
Mekong Assembly .....	84	Pilgrim/Monk .....	154
Mekong City .....	86	Pioneer .....	59
Mekong Corporations .....	85	Pit, The .....	54
Mekong Development Corporation .....	85	Planetary Basics .....	5
Mekong Dominion .....	84-91	Politician .....	154
Mekong Dominion, Founding .....	28	Pollution .....	88
Mekong Dominion, Relations with UMF .....	53	Pope Adrian XXXIV .....	25
Mekong Rail .....	85	Port Arthur .....	120-131
Mentor .....	133	Port Arthur Campaigns .....	146-147
Mercenary Guild .....	87	Port Arthur Cavalry (PAK) .....	124
Merchant War (TN 1686-1688) .....	29	Port Arthur Security Zone .....	126
Miner .....	153	Port Arthur, History .....	121
Miyagama, Amanda .....	23	Port Arthur, Society .....	122
Molay, Jacques .....	73	Port Aurora .....	42
Money and Credit .....	140-141	Port Baja .....	see New Baja
Moon (Luna) .....	15	Port Oasis .....	76
Moons (of Terra Nova) .....	5	Portal .....	20
Mother's Massacre .....	34, 92-93	Postwar Period (TN 1917-1935) .....	33-34
Mount Kandrassar .....	91	Prejudice .....	134
Music .....	143	Prima Colonia .....	89
Navar, Mykael .....	100	Prime .....	18
<b>N</b> Neil Motor Works .....	119	Prime Knights .....	18
Nemmelworth's Gear and Merchandise .....	87	Prince Gable .....	118
Neufelt Axiom .....	23	Prophet's Shield .....	35, 41
Neural Nets .....	55	PSC Edison .....	12
New Baja .....	22, 32, 107	<b>R</b> Races .....	17
New Coalition .....	117	Raleigh .....	105
New Earth Commonwealth (NEC) .....	30	Rapid City .....	56
New Eurasian Commonwealth .....	see New Earth Commonwealth	Reconstruction .....	27
New Human Republic .....	114	Red Sands .....	69
New Jerusalem .....	24	Reiss, Nathani .....	67
New Moscow .....	14	Religion .....	86, 134
Newton .....	82	Residence .....	137
Ngorongoro .....	91	Réunion .....	83
Nineveh .....	112	Revisionism .....	27, 34-35, 37, 41, 47, 67, 134
Nomak, Jang .....	90	Rising Cross Regiment .....	42



Rites .....	137	Third House Dojo .....	64
Roads .....	66	Third World War .....	see World War III
Roskiman, Soldier .....	114	Tigris Oil Field .....	112
Rostov Crime Family .....	68	Timbuktu .....	79
Rovers .....	110, 155	Time Keeping .....	5
<b>S</b> Sagan Institute of Science (SIS) .....	18	Timeline .....	9, 10-11
Sand Blazers .....	43	Timmins .....	69
Sand Rider .....	110, 155	Travel .....	138
Sand, White .....	6, 110	Treaty of Westphalia .....	32
Sandrakar-Xia Interworld .....	24	Trent Sector Accord .....	23
Sandstrom Strikes (TN 1896-1905) .....	29	Trideo .....	142
Saragossa .....	78	Twin-Bond .....	133
Saragossa Conclave .....	28	<b>U</b> UMF, History .....	53
Saragossa People's Front for Independence (SPFI) .....	78	UMF, Politics .....	52
Satellite News Service .....	118	UMF, Relations with Mekong Dominion .....	53
Savannah Regional Defense Pact .....	see SRDP	United Earth Government (UEG) .....	17
Seasons .....	5	United Mercantile Federation .....	52-60
Sebastopol, Soldier .....	131	United Mercantile Federation, Founding .....	28
Second Renaissance (A.D. 4476-4587) .....	19	University (in the SR) .....	82
Servants of the Dawn .....	82	Utopia .....	25
Sesshu .....	49	Utopia, CEF Task Force .....	30
Shirow, Nigel .....	34, 97	Utopian Worlds .....	25
Silver Star Casino .....	95	<b>V</b> Valeria .....	42
Siwa Oasis .....	83	Valeria-Port Aurora .....	42
Skadi .....	50	Verona .....	111
Skavara .....	96	Video .....	142
Skavara Heavy Industries .....	96	Von Breslau, Anders .....	31-33
Smolensk .....	50	Vulcanism .....	6
Smyrna .....	96	<b>W</b> Walker Vehicles, Early .....	17
Socialist Economic Pact .....	69	War of the Alliance (TN 1913-1917) .....	31-32
Society, Ice Age Changes .....	17	War of the Alliance, CEF Occupies UMF and MD .....	31
Sogabe, Miyako .....	84	Watchmen .....	6
Sorrento .....	47	Wertheimer, Farah .....	14
Southern MILICIA .....	71, 77	Western Basin Base (WestBase) .....	123
Southern Rail .....	80	Western Clans .....	62
Southern Republic .....	74-83	Western Frontier Protectorate .....	61-65
Southern Republic Intelligence Directorate .....	see SRID	Western Frontier Protectorate, Founding .....	28
Southern Republic, Founding .....	28	Westphalia .....	107
Space Age (A.D. 2218-2421) .....	12-13	Westphalia, Treaty .....	32
Space Colonies .....	12, 15	Westridge Trench .....	118
Space Sickness .....	12	White Rock .....	105
Sports .....	142	White Sand .....	6, 110
SRDP .....	111	World War III .....	30
SRID .....	73, 75	Wounded Knee .....	68
St Vincent Plague .....	29	Wounded Knee Cartels .....	41
St. Vincent's War (TN 1723-1729) .....	29	<b>X</b> Xia, Teri .....	90
Stahl, Gustav .....	43	Yakut Brotherhood .....	128
Stark, Winston .....	39	<b>Y</b> Yakuza .....	68, 87
Stoneheads .....	110	Yele .....	51
Strathclyde .....	94	Yele Medical Center .....	51
Swanscombe .....	60	Yokan Cartel .....	68
<b>T</b> Tanaka, Kenichi .....	39, 73	Yung An .....	89
Tannhauser Gates & Anomalies .....	18	<b>Z</b> Zagazig .....	51
Tannhauser, Markus .....	18	Zagreb .....	60, 69
Tara & Derek .....	113	Zentai Buddhism .....	86
Tatant Facility .....	105	Zuccite Faction .....	62
TCA .....	28, 58, 60	Zucco Adamo .....	61
Témoin, Les .....	75	Zucco Clan .....	62
Temple Heights .....	119		
Terra Nova, Discovery .....	21		
Terranovan Olympics .....	104		
Territorial Arms .....	79		
Tershaw Cooperative Alliance .....	see TCA		
Thebes .....	103		

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