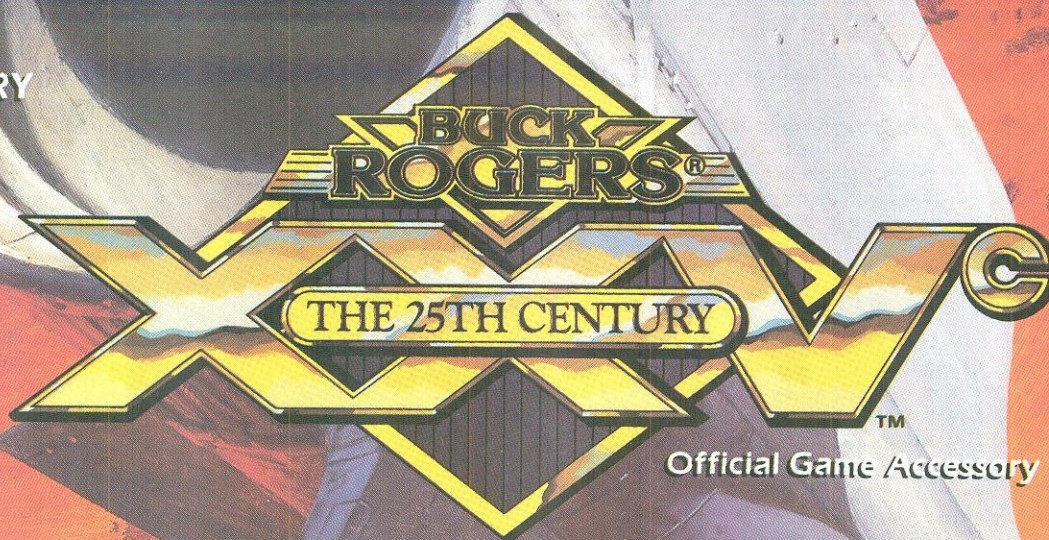


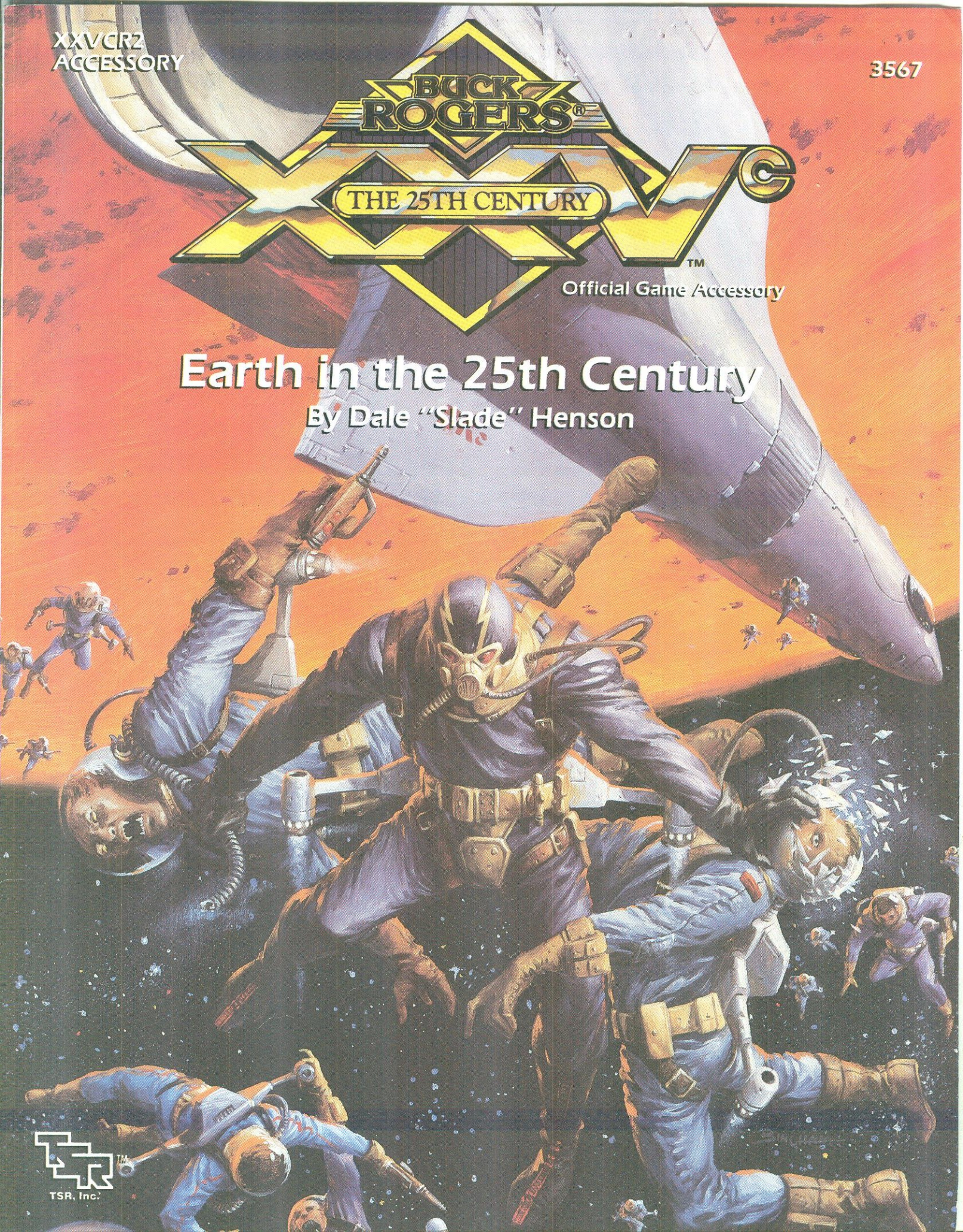
XXVCR2
ACCESSORY

3567



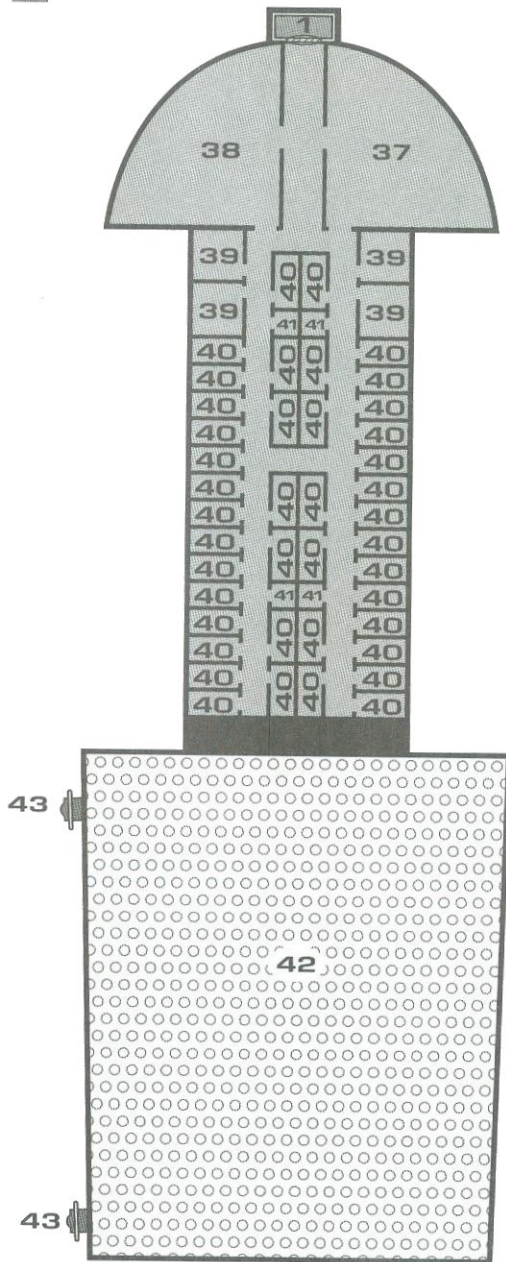
Earth in the 25th Century

By Dale "Slade" Henson

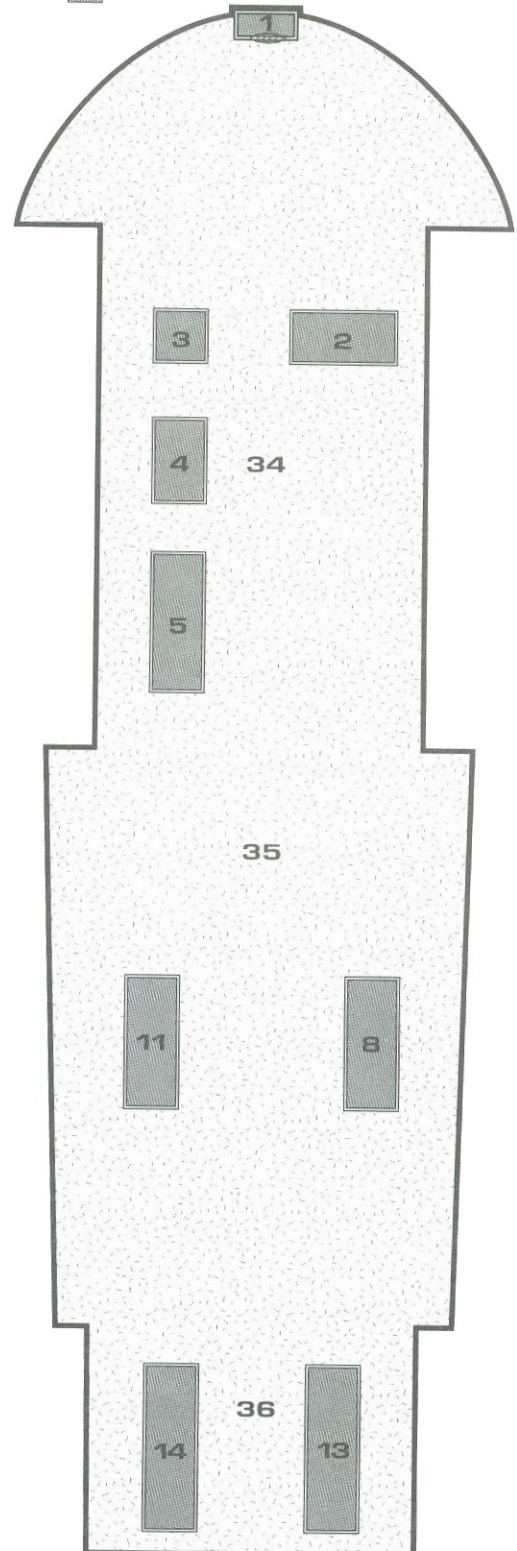




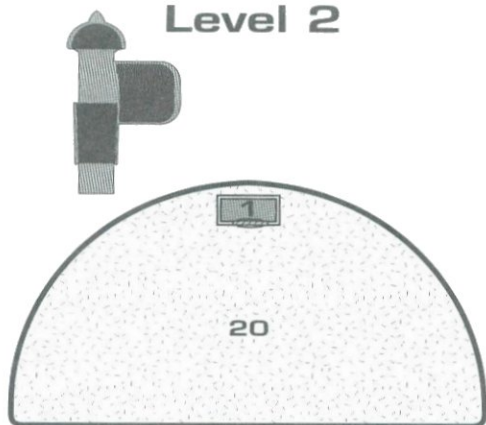
Level B-2 & B-3



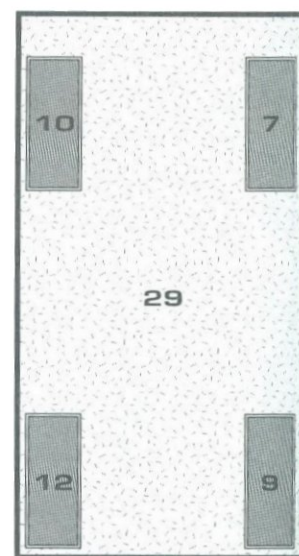
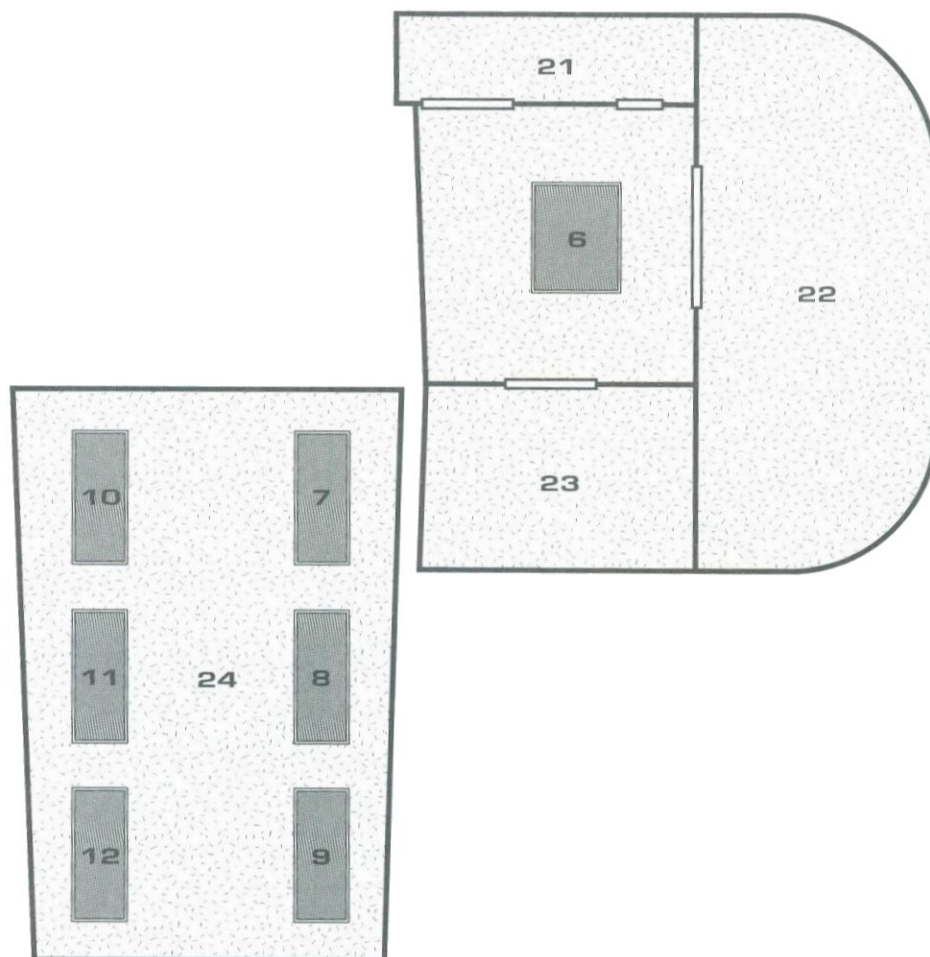
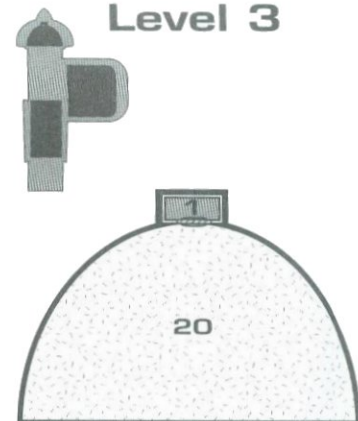
Level B-1



Level 2



Level 3

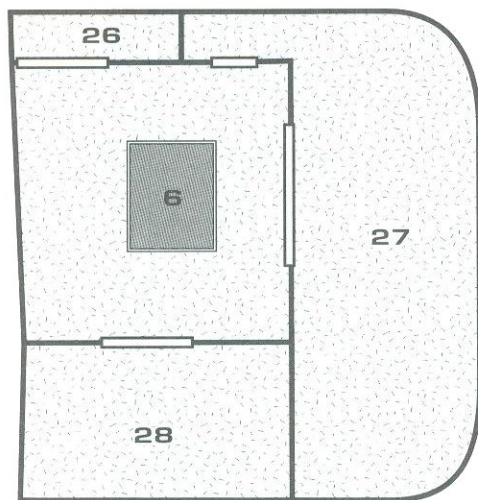
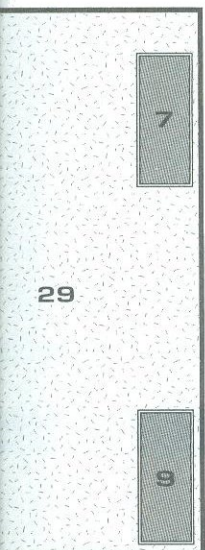


1. Airlock/Elevator
2. Elevator N-1
3. Elevator BW-2
4. Elevator BW-3
5. Lowerable Fueling Station
6. Elevator ANX-1
7. Elevator AF-1
8. Elevator AF-2
9. Elevator AF-3

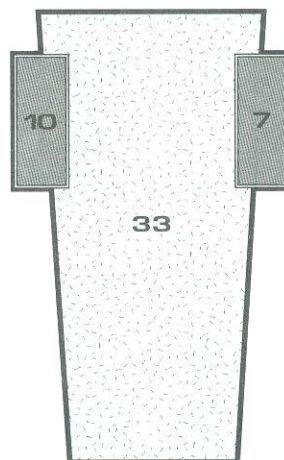
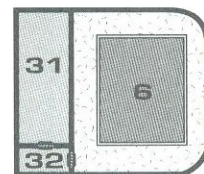
10. Elevator AF-4
11. Elevator AF-5
12. Elevator AF-6
13. Elevator ST-1
14. Elevator ST-2
20. Storage Bay BW-2
21. Storage Bay ANX-2.1
22. Storage Bay ANX-2.2

23. Storage Bay ANX-2.3
24. Storage Bay AF-2
25. Storage Bay BW-3
26. Storage Bay ANX-3.1
27. Storage Bay ANX-3.2
28. Storage Bay ANX-3.3
29. Storage Bay AF-3.
30. The unusable top of the Forward Bubble

Level 3



Level 4



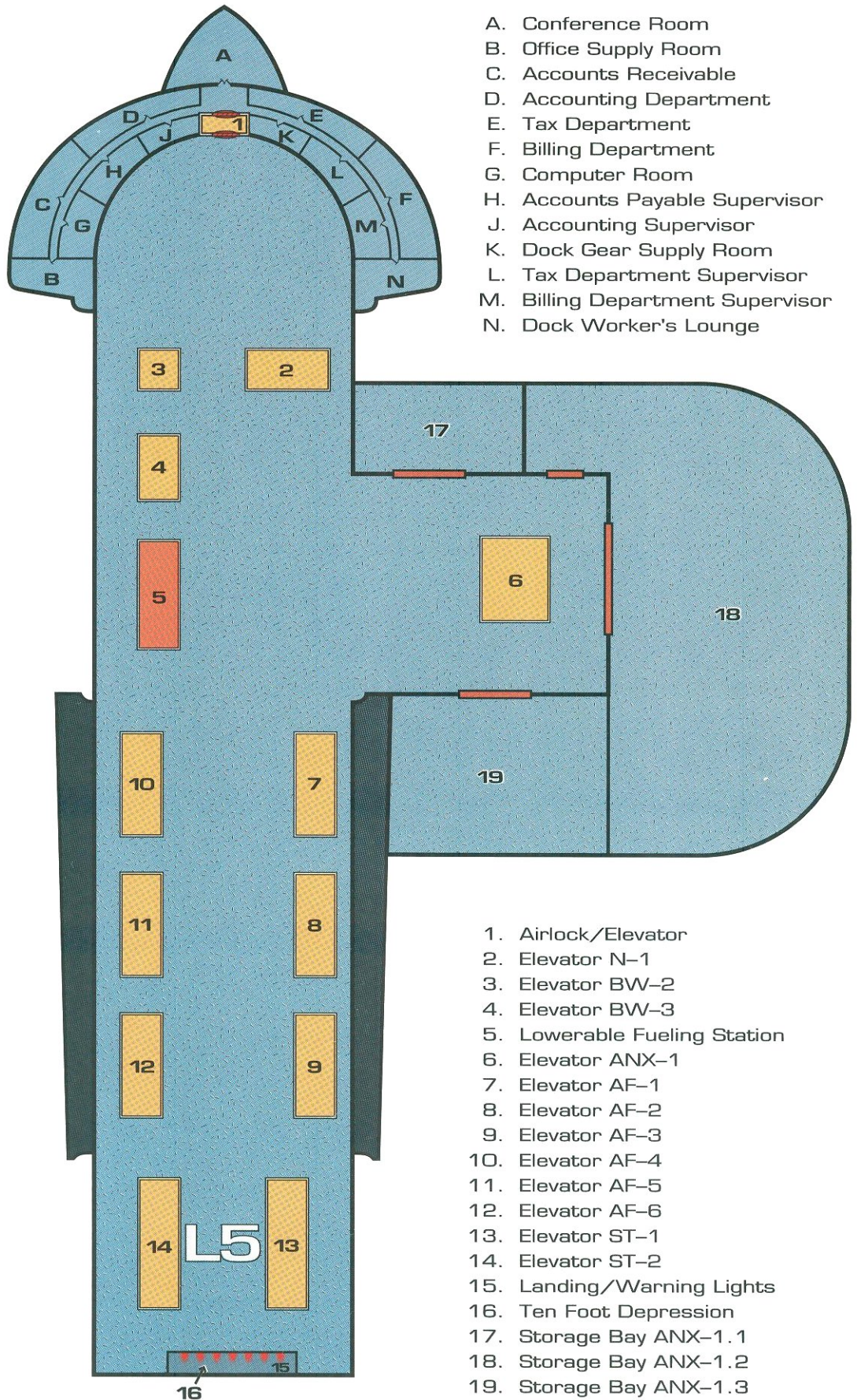
y ANX-2.3
 y AF-2
 y BW-3
 y ANX-3.1
 y ANX-3.2
 y ANX-3.3
 y AF-3.
 ble top of the
 bubble

31. NEO Meeting Hall
 32. Airlock to the
 Meeting Hall
 33. Storage Bay AF-4
 34. Bow Repair Station B-1
 35. Aft Repair Station B-1
 36. Storage Bay ST-B1
 37. Recreation and
 Workout Area

38. Cafeteria
 39. Supervisory Living Space
 40. Worker Living Space
 41. Bath Rooms
 42. Fuel Cells for [5]
 43. Fueling Ports

SALVATION III

Level 1



1. Airl
2. Elev
3. Elev
4. Elev
5. Lov
6. Elev
7. Elev
8. Elev
9. Elev

Earth in the 25th Century

Contents

Introduction to Earth in the 25th Century	2	The Communities	13
Planetary Overview: Land	3	The American Regency	14
Continental View	5	The Asian Regency	20
Africa	5	The EuroAfrican Regency	23
Antarctica	6	The Southern Regency	27
Asia	6	The Oceanic Arcologies	37
Australia	8	Earth Orbit Colonies	38
Europe	9	The Firms	41
North America	10	The NPC Roster	48
South America	11	The Effects of Radiation	54
Planetary Overview: Oceanic	12	New Technologies	60
Civilization in the 25th Century	13		
The Regencies	13	Insert: Genostrains of Earth	29

Credits

Design: Dale "Slade" Henson

Editing and Development: Steven E. Schend

Typography: Angelika Lokotz

Cover: Jerry Bingham

Interior Art: Continuity Studios, Burbank, California

Cartography: John Knecht

Graphic Design: Paul Hanchette

Thanks: James Ward, Blake Mobley, and William W. Connors

Dedication

To Stevie Ray Vaughan. Your music will always live with us. August 26, 1990.

TSR, Inc.
POB 756
Lake Geneva, WI 53147
U.S.A.



TSR Ltd.
120 Church End, Cherry Hinton
Cambridge CB1 3LB
United Kingdom

BUCK ROGERS and XXVc are trademarks used under license from The Dille Family Trust. Copyright ©1990 The Dille Family Trust. All Rights Reserved.

Game design Copyright ©1990 TSR, Inc. All Right Reserved.

The TSR logo and PRODUCTS OF YOUR IMAGINATION are trademarks owned by TSR, Inc.

Printed in the U.S.A. Distributed to the book trade in the United States of America by Random House, Inc., and in Canada by Random House of Canada, Ltd.

Distributed to the toy and hobby trade by regional distributors. Distributed in the United Kingdom by TSR Ltd.

This product is protected under the copyright laws of the United States of America. Any reproduction or other unauthorized use of the material or artwork contained herein is prohibited without the express written permission of TSR, Inc.

Introduction

The world of the 25th century spans vast areas of space covering billions of cubic miles. Neither the unplumbed depths of space nor the struggles of the beings who populate its environs are to be discussed within these pages, but the planet from which all this intrigue and strife started: Earth.

Earth, as it is in the 25th century, is a decimated planet. What nuclear fires and the radioactive fallout from the Last Gasp War and the Ten Year War have not destroyed, ecological catastrophes and planetary exploitation have. What remains of Earth is only the husk of a tired, fallen planet.

The Earth still contains areas of radiation zones that support no plant or animal life whatsoever. These areas slowly kill any unprotected life form that ignorantly wanders into them. Around these areas lie barren ruins which contain little or no water. But all is not lost for this once thriving world. Within areas that contain a supply of water, cleansed by the technology available, thrive the mega-cities and city-states of Earth, known as the Arcologies and Orgs.

The arcologies are the only comfortable habitats remaining. Orgs are 25th century cities akin to the major metropolitan areas of the 20th century. Unfortunately, many are crowded, and are unable to receive the millions seeking shelter. Those denied entrance live in the urban sprawls surrounding the arcologies, counted among the less fortunate populations that live in the low-rad ruins that litter the planet.

Some of these arcologies are governed by, or have befriended, the New Earth Organization, or NEO, but most are under the iron fist of RAM, the Russo-American Mercantile. Roving bands of terrorists disrupt RAM influences whenever possible. These gangs hate RAM, as do all Earth natives, but many also have a dislike toward other gangs. These gangs, otherwise known as Firms, dislike the other firms due to misinformation and RAM manipulation. RAM, with its many spies and cohorts, has set arcology against arcology, and firm against firm. Their plans for Earth include the complete eradication of all human inhabitants, so that the planet will fall into RAM's lap. At that point, they will convert it into a park for RAM executives with system-wide tourism.

RAM has also genetically altered many life forms on Earth to help decrease the Earth's popu-

lations. These animals are rare, but effective. Many of the arcologies have also altered life forms for their own use as well. These life forms were altered for either the protection of the arcology or for monetary and trade reasons.

Earth has been reduced to a rag-tag society whose very survival depends on tenuous alliances of every person and organization. Many factions on Earth all have a basic ideal based in fact and fervor, but they do not see the complete picture in the focus that they should. Player characters have the potential ability to view the Earth situation objectively and can take steps to correct the problems plaguing the planet. They might ally themselves with NEO, and attempt to end the petty wars between the many Terran factions. This could bind the Earth into a "one people, one mind" fraternity against the RAM tyranny.

Until Earth comes together as one, there is no defeat of RAM in sight. RAM, being ultimately a corporation, is primarily concerned about New Rubles and Dolarubes. Nothing else. If the Terrans can raise the price of defeating Earth high enough, RAM will discontinue its efforts of total control.

Learn all you can about Earth and then join the conflict on the battle-scarred planet. As many will remind player characters, "The task is not easy, the pay is horrid, but the eventual reward is tremendous." They say one person can do nothing to change the events of today. It took one person to start this war against RAM, and to this day it still rages. Do you have what it takes to make a difference. Come and join the fight.

Planetary Overview: Land

The land of planet Earth has been ravaged by many forces, both natural and technological. These forces have scarred the surface and disabled its ability to support the vast number of animal and plant species of its younger years. More than half of the plants and animal types have been razed without pity.

The unnatural catastrophes have together dealt more damage in a short period of time than all the natural disasters in the world's history. The primary destructive forces come in the forms of nuclear, chemical, bacterial, and viral warfare, as well as subtler forms such as nuclear waste. These five manmade forces have devastated nearly 75 percent of the planet's surface, and its inhabitants. Surprisingly, nuclear warfare has left a smaller impact on the 25th century than expected; much of the radiation and fallout from the Last Gasp War has been eliminated. Some radioactivity is still present in Europe and North America, these being key nuclear strike zones during the Ten Year War of 2275–2285.

Remnants of the 20th century, buried nuclear waste canisters failed to solve any problems—they simply created a larger, more deadly problem for the future. Deteriorating storage tanks began releasing low levels of radiation into the earth as early as the 1990s, and the level of radiation in some areas has continued to build. In the early 21st century, Earth governments took steps to clean up nuclear waste, but many dumping sites were clandestine and were left contaminated. During the Ten Year War, some RAM forces tracked down certain dump sites and exposed the waste to open air, using the radioactive sludge against their SSA opponents. Due to the centuries old waste and a number of nuclear strikes during RAM's rebellion, some areas of the Earth's surface remain potentially deadly in the 25th century.

The waste and war seeded vast areas of land and water with lethal doses of radiation. The radiation, entering the food and water supplies, mutated and sterilized great populations of animal life susceptible to chromosome damage. These animals have either died or have managed to live long enough to pass this genetic carnage to their doomed descendants. Not every animal or plant species exposed to the radioactive sup-

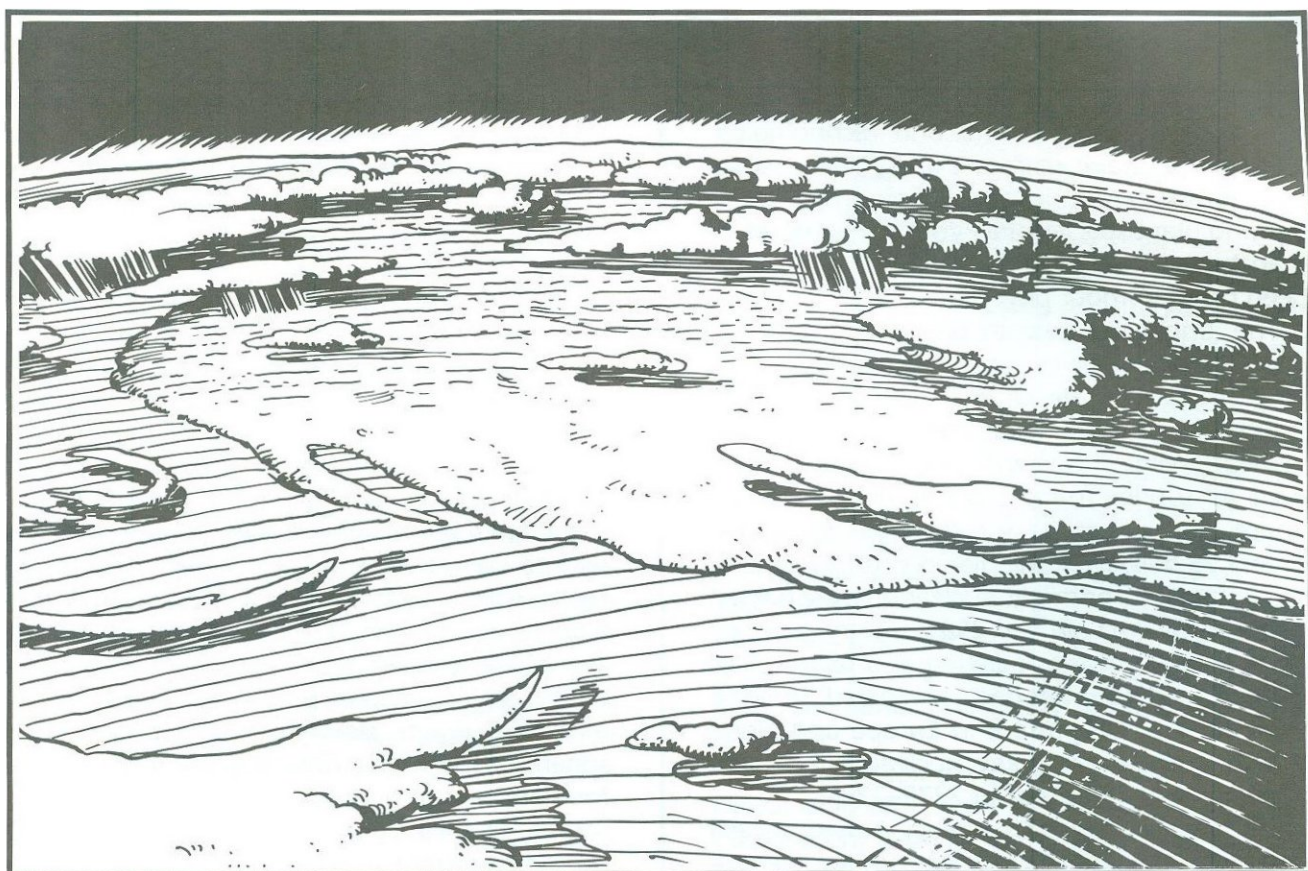
plements in their diets has died. Many have been able to adapt to this harsh, new environment. These rare individuals were fortunate enough to absorb a less-than-lethal dosage of radioactive particles which saved their chromosomes from damage.

Radiation also has a tendency to filter down into the planet's water table. Years before the Last Gasp Wars, many countries of the world had created plans to replenish the aquifers they possessed. One extensive plan by the United States, was 'Operation Force-Feed.' This plan dictated the drilling of many large pipes into the planet's surface to force millions of gallons of purified water into the sandy content of the aquifers. These replenished aquifers have been the ones that have been susceptible to radiation infestation. The other aquifers that were not replenished have been assumed to be drained, but naturally regaining water slowly. The southern hemisphere of the world now has the most reliable food and water supply.

Man, in his fury and fear of other men, has caused considerable damage to the atmosphere as well. Nuclear blasts, fluorocarbons, and other agents have collectively damaged the upper stratosphere and its precious ozone layer. Without the reflective quality of this thin layer of tri-bonded oxygen, there has been nothing to stop the hard alpha and beta ultraviolet radiation from pelting the planet, stripping it of vital soil minerals. The UV has effectively broken the minerals to their basic components, rendering the soil completely sterile. Plants and animals overexposed to this deadly natural radiation have been rendered cancerous as well.

The UV radiation that has struck the planet has also sufficiently raised the planet's mean temperature. This has caused a marked decrease in the amount of rain that falls in all areas of the world. Many areas that traditionally had high levels of humidity are not nearly as affected in this manner. The lack of rain has created a cracked, parched surface with minimal vegetation. Areas such as the American west are prime examples of this phenomenon.

Chemical warfare has done its damage as well. These chemicals included volatile mixtures such as napalm, nitroglycerin, and agent orange.



These chemicals destroyed anything and everything in their path. Other chemicals were used as well. Some of these chemicals were the type that are ingested or inhaled, and stay in the system, stored in major organs. Once a certain threshold has been reached, the organ malfunctions, possibly killing the host. Other chemicals were designed to alter the host's chromosomes, or induce bacterial and viral susceptibility.

Bacterial and viral warfare was used only in time of dire need during the Ten Year War. Often, these offensive tactics backfired, sending the viruses back on the attacker. The use of bacteria in warfare has few long term effects on the inhabitants of an enclosed ecosystem, such as a planet. However, the bacterium, if still living after many years, could prove fatal to most persons entering the planet's atmosphere from another enclosed

ecosystem. The "aliens" do not have immune systems inured to the lingering diseases. This makes the matter of planetary conquest one of suicide as well. Evidently, the viruses and bacteria used in these wars were relatively short lived, as RAM still wishes to gain complete control of Earth with little apparent fear of contracting fatal diseases.

From everything discussed thus far, Terrans on Earth should be completely eradicated from the face of the planet, but they are not. This simply proves they are an extremely tough race. They may lack the genetic engineering of the rest of the solar system, yet they survive in the face of utter and total disaster. This is to the frustration of RAM. Every tactic used against Earth has not accomplished the decimation predicted. Simply put, Earth is more than they bargained for.

Continental View

Africa

The climate of Africa has changed drastically over the last five hundred years. The desert called Sahara, which had almost doubled its size, is now shrinking. The Mandego Mountains border the Sahara on the east. At the present time, the desert lies just north of the equator. Its lands are harsh, but man is still there, living in small foraging tribes.

The southern half of the continent is slowly returning to its original form. The savannahs that were so prevalent before the Last Gasp are beginning to be overtaken by long-lost rain forests. Several scientists believe this is due to genetic engineering, whereas others believe that the cycle is beginning to repeat itself. The only sections of land that are not livable are the sections surrounding Johannesburg and Pretoria decimated during the Ten Year War. These radioactive hotspots are still areas of the 'Lingering Leprosy,' the local term for radiation-induced diseases.

The plant life in the African ecosystem is returning to its original splendor. The bacterial and viral organisms that thrive in African temperatures and humidity are returning to the continent. This is recreating the dangers faced by the earliest European explorers of the land. The old saying "If the beasts don't get ya', the bugs will" is becoming fact once again. Unfortunately, the bacterial and viral life is not all natural in origin. Many of these killers were actually conceived in a petri dish in a now-demolished RAM laboratory. With all these biological dangers, the native human living in Africa gains an additional 20% resistance to diseases, Earthly or otherwise. Due to their environment, their bodies have developed an incredible immune system that breaks down these infestations, immediately creating antibodies for them. Once a native African has been exposed to a specific disease, that disease can never again be effective against him.

The animal life in Africa is being replenished to its previous numbers; many of its native species of wildlife were hunted to near extinction by the middle of the 21st century, and the animals are

slowly making a comeback. This has been done by reseeding the savannahs with zoological specimens from zoos around the world, as well as genotyped animals produced from the chromosomes of hides and bones of extinct species. This process has taken several decades, but many ecologically minded scientists feel they have seeded the continent with the right quantity of ingredients to sustain life in stable niches.

There are several Arcologies spread throughout the continent. The main arcology of Africa is located at Addis Ababa, and a Class B spaceport is located in Nairobi. There is also another arcology at Fort Dauphin in Madagascar. There are a few minor civilized areas along the costal regions and within Africa as well. These are located at the cities of Capeorg, Freetown Org, Casablangorg, Gibralorg, and Zanziborg. Finally, there is an arcology at Germiston, just outside Johannesburg, which was the site of a major biological weapons exchange during the Ten Year War. Due to the deadly viruses still in the area, Germiston observed strict quarantines and used vast amounts of technology to keep the arcology viral-free. Unfortunately, their security missed a RAM saboteur who released a quantity of deadly bacteria into Germiston, and now the population is quickly dying off. The urban sprawls there have long been abandoned and lifeless.

Due to continental shifting, the volcanic activity in the Mendebo Mountain range has created one of the world's most fertile lands in Eastern Ethiopia and Somalia. These lands have no arcologies within their boundaries, but the Ethiopians have dealings with many arcologies on the African, as well as the Asian continent. These fertile lands' greatest asset and export is food, while they import weaponry, knowledge, cloth, and robotics. They are not strong compared to the arcologies, but they do not require strength. Should anyone attempt to breach their borders, the arcologies that have direct dealings with the Fertile Lands, as Ethiopia and Somalia are now called, will rise to their defense.

Antarctica

Antarctica was one of the three continents that was bypassed during the Last Gasp; there was never anyone of consequence inhabiting the continent. The irony of the situation is that, according to rumor, the Premier of the U.S.S.R. and the President of the United States were both on Antarctica during the war.

Throughout history, man has attempted to keep Antarctica free from permanent human residence. This policy still holds true. There are no known resident Antarticans. There are several permanent scientific stations scattered throughout the continent where geologists and astronomers reside for a few miserable months conducting research. These stations are few in number, and relatively difficult to find. Byrd Memorial, Amundsen-Scott, Vostok, Mawson, Casey, Leningradskaya, Siple, and Halley Bay Stations are listed, to name but a few. These stations were owned by different nationalities before the Last Gasp and Ten Year War, but now most of them are owned by RAM. Trespassers are usually shot on sight, and thrown into the oceans. Of all the stations, only two are known to have evaded RAM control. These stations are the Byrd Memorial and Leningradskaya stations. These are secretly owned by NEO. They are now used as outposts for spying on RAM movements in Antarctica and the southern hemisphere. There are no arcologies on the continent of Antarctica. If there had been any, RAM would have used the Antarctic Treaty of 1959 to decimate their numbers, and use what was left for spare parts.

The animals that inhabit the Antarctic continent are still the same animals that lived there before the dawn of man. These hardy animals have gained the intelligence to hide from the very sight of man, or any other bipedal creature. The sparse plant life that grows during the frigid summers remains the same as well. The climate of Antarctica is one choked in frigid weather. This cold, harsh land has been known to draw energy from electrical storage units, such as batteries, as quickly as crossing their poles. This has created many equipment problems for both RAM and NEO.

Asia

Asia is the continent with more radioactive hot spots than any other continent in the world. Luckily, the Lethals, as the Asian humans call their irradiated zones, are relatively small and confined, so this continent has survived better than Europe into the 25th century.

The major Lethals are near Seoul, Beijing, Shenyang, Hong Kong, Shanghai, Leningrad, and Tehran. Some of these areas are only now inhabitable after the Last Gasp attacks, though radiation deaths are still frequent.

The climate of the Asian continent has altered slightly. The humidity has risen somewhat, and the plant life requiring such humidity is flourishing. The northern river valleys of upper Asia have advanced above the fiftieth parallel, while the steppes of old Mongolia have fanned out across the old lands of China. Deciduous forests rest between these two great regions, spreading their broad leaves west toward the devastation known as Europe.

Very little time and effort was required by scientists in the plant life boom. The forces of nature seemed stronger here than in any other inhabited continent, and the choke hold man once had on the environment seems to be quickly disappearing, which is to the liking of many of the arcologies in this region.

Many species of animals had to be recreated due to the senseless destruction of their habitats and the mass hunting by careless and heartless RAM officiates. These animals are restored by using the genetic encodings found in the bones of extinct animals, as well as the genetic material found in pelts from coats, boots and mittens. This process, expedited by the discovery of lost information around the dead city Leningrad, brought about the seeding of upwards of ten thousand animals in as little time as eight years. Some geneticists fear that too many animals are being created from the same source, thus creating a weakness in the genetic pool. Other scientists feel that this problem will be alleviated by natural means, thereby perfecting the gene pool more quickly.

The major arcologies in the Asian continent are Bangkok, Bombay, Moscv Tagil (better known as

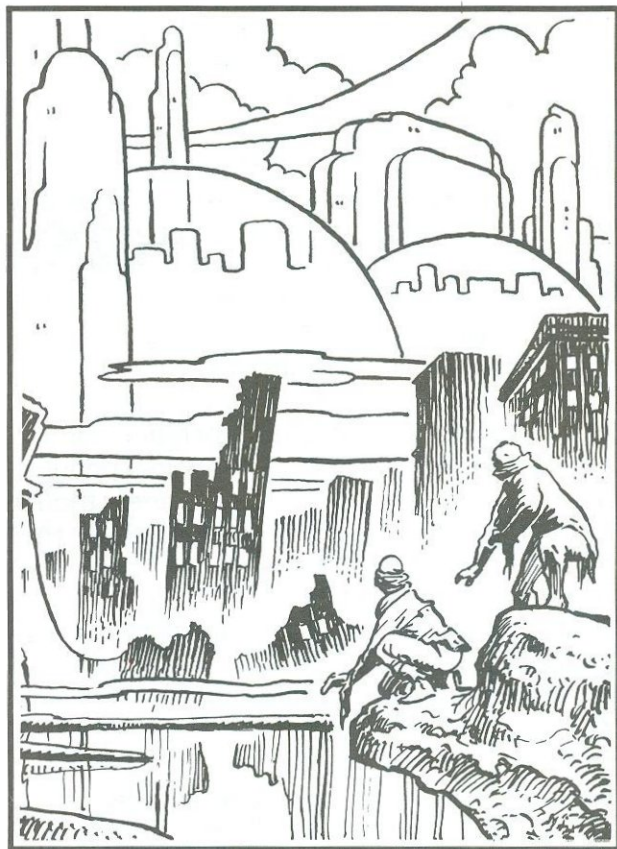
Moscow), and Osaka. The major orgs within the Asian Regency are Calcutta, Taiporg, Kiyevorg, Hanorg, Tulorg, Novosiborg, and Karachorg. There are over one hundred other settlements within the Asian continent, but they are too numerous to mention. All of these minor arcologies and orgs are dependant on other arcologies, or on the sprawls that surround them. One minor org, in particular, Adenorg, is very dependent upon the Fertile Lands of eastern Africa. Adenorg, being a military stronghold, protects the Fertile Lands and trades weapons for the grains and other foods it is unable to produce itself.

In Asia, RAM covertly uses its Terran agents to stir the feelings of patriotism among the people. Then, by manipulating these good feelings, they instigate wars between the arcologies, even in the same continent. RAM enclaves are instigating both sides of a conflict, urging each side to victory against "the tyrannical arcology" that helped devastate the Earth. The only thing that all of these arcologies, worldwide, have in common is their hatred for RAM. Many of these arcologies are controlled knowingly by RAM, while others are ruled by RAM Terran agents, posing as native independents. These people are elected seemingly to prevent RAM rule. Unfortunately, many of these arcologies do not recognize their mistake until a RAM fleet with Terrines arrives to control the masses.

For all those reading this who do not believe that RAM is the threat that NEO claims, please give this scenario your full attention. Manila, was the only arcology on the Philippines. The remainder of the main island was contaminated by sulfur bomb remnants as well as other chemical warfare remains from the Ten Year War. When a RAM agent was unknowingly voted into office, a full fleet of RAM fighters flew into the area. The people, long used to freedom of speech, became angered, and raised their voices. The new rulership held a meeting for all people who wished to

speak on the matters. Nearly sixty percent of the population of Manila went to the meeting. Only four RAM officials and a squad of Terrines left that meeting. RAM workers soon showed up and reduced the arcology to spare parts. The rest of the inhabitants were sent fleeing for their lives. Surely no one can find such activities justifiable, sane, or crediting to an organization.

Fear tactics, as well as outright mind control, have given RAM the edge in Asia, and it appears as though RAM will be there for a long time yet. NEO has one arcology on their side in Asia—the Arcology of Bombay. From here, NEO is attempting to infiltrate the other arcologies and free the people from all fear of RAM. All of their efforts have met with failure, but NEO has not given up hope yet.



Australia

Australia is one of the three continents to remain unscathed from the hellish blasts of nuclear weaponry during the Ten Year War. Unfortunately, RAM instructed an agent to release fatal bacterial agents into the air at Brisbane. This bacteria was spread by the southeast trade winds across the eastern seaboard up into Townsville and Cairnes. Before its effectiveness deteriorated, this bacteria caused a death toll that equals the Last Gasp strikes on Chicagorg or New London Org.

The Australian animal life is unusually hearty. The aborigines that lived in the outback were hearty and survived as well, until RAM decided the outback was a close and cheaply maintained prison. Soon after the installment of the prisons and the subsequent prisoners, RAM Terrines saw various groups of humans roaming the countryside. Working on suspicions that they were escaped convicts or marauders trying to free the prisoners, the Terrines completely exterminated whole tribes of aborigines. Now, the remaining aborigines have collected themselves into a force to be reckoned with. Their knowledge of the outback and its many hiding places has made them one of NEO's greatest allies, even though they know nothing of NEO. The aborigines now thwart many RAM activities in Australia, causing RAM to pour an ever-increasing amount of money into their Australian operations. RAM's attempts to exterminate the aboriginal populace have met with failure; the aborigines, though technologically inferior to their foes, retain their native knowledge of the land, and a sense of cunning the Terrines lack.

NEO, when told of these guerilla tactics, was going to contact the aborigines to have them join their cause. But NEO tacticians decided against it. They feared that the aborigines would either mistake them for RAM, or they would dilute the aborigines' effectiveness, and quite possibly expose the Australian natives to RAM, thus wiping them out. NEO has chosen only to aid them with supplies and foods from the arcologies in the area.

The climate of Australia still remains the same. The deserts here have not changed, though they now serve RAM in the form of prisons. The Great Victoria Desert houses six prisons, Sturt holds one, Gibson has eight prisons, while the Simpson Desert has five. The Great Sandy Desert and Canning Basin have no prisons. The soil was determined to be too easily manipulated by the prisoners.

The vegetation here in Australia has remained as unique and alien as any on Earth. Its relative heartiness has assured its longevity, even in the grim times of the year 2456. Some of the plant life here has been found to produce surprising healing properties.

Australia's arcologies are few and far between. The following arcologies are the only ones known to exist. They are located in the old cities of Albany, Geraldton, Wyndham, and Darwin; major orgs include Cooktownorg, Geelorg, and Wollongorg. There once were arcologies in the cities of Canberra, Goulburn, and Broken Hill, but RAM destroyed these arcologies due to their dissension against RAM policies.

Most of these arcologies do have the ability to exist without importing and exporting, but have set up various trade routes between themselves, and the numerous open towns that still exist. This has assured the continued bonding that exists from coast to coast. Australia is unique in that it is the only continent that does not have a great deal of bickering between its arcologies. NEO has strong supporters among many of the settlements in Australia; the solidarity of the people ensures a large resistance force, and this has kept RAM primarily to the confines of its own prisons.

HABILUS

Indigenous to Australia alone, habilus is found in the Johnston Lakes, just west of Norsemanorg. The fungus acts as a mild painkiller and metabolic booster when eaten. As such, it adds one hit point immediately to a character and allows a resting person to gain five hit points in one day.

Europe

The damage caused by the fury of the Last Gasp War caused more damage in Europe than in any other continent. Seemingly recovered from the destruction by the early 23rd Century, Europe was again devastated by nuclear weaponry during the RAM rebellion of 2275. Now, in the 25th century, there are radioactive hot spots called 'Static Zones' stretching for hundreds of miles. This is truly the darkest area on Earth. The radiation here has spread slightly into Asia, but the effects are not as prevalent as they are in Europe. A large portion of the inhabitants has either died or mutated. Please see the "Effects of Radiation" section for further details.

For the last four hundred years, there has been a rarity of animals, except for the domesticated types. Now, even these have become all but extinct. A few varieties still exist, but these are indeed rare. The arcologies that remain intact and surviving have taken these pure strains and have genetically altered them to better suit their needs. Many of the cattle have been altered to produce more milk, with a higher protein content. Several breeds of pigs have been created that gain weight in a more efficient manner. All these genetic changes have been necessary to keep the people of Europe alive. In light of these desperate conditions, each settlement in Europe tends to be extremely paranoid as well as greedy. Open trade with other arcologies, orgs, or even with the urban sprawls is exceedingly rare.

The arcologies, being as paranoid and self-serving as they are, also have a tendency to produce genotyped animals for their own protection. Many of these genetic animals are let loose into the sprawls to kill the 'mutants' that they feel threaten the arcology's security. Unfortunately, many of these animals have been known to attack the arcology as well, doing more damage than the sprawls' mutants ever could on their own.

RAM infiltrators within these closed systems create additional paranoia as well. Many of these arcologies ignorantly team up with RAM to bring about the end of an enemy arcology. RAM, siding with both secretly, ensures their mutual destruction.

The natural vegetation of the European continent is almost wiped out. The highlands of Scotland and northern Great Britain were among the first areas to regrow healthy, normal vegetation. In fact, the environment here is better now than before the Last Gasp War. The great forests that once spread themselves out to accommodate the endless plains are now jugged with ragged and bent trees with little or no leaves. The northernmost sections of the once great Black Forest are returning slowly to their splendid beauty, but the plains have not recovered as hoped. Vast areas of pseudo-desert have sprung up within and around these Static Zones. Eventually, when the radiation has regressed through several more half-lives, the vegetation will thrive once again, as well as the corresponding animal life.

Of the arcologies in the European continent, these are the most prevalent: Edinburgh, Zurich, Amsterdam, and Gdansk. European orgs are not as numerous as they once were, but their numbers are still too large to be listed here; major orgs are Cambridgorg/New London Org, Bordorg, Milanorg, and Genovorg. The majority of the other civilized areas that did exist have been destroyed by RAM. RAM to this day insists that the destroyed arcologies attacked them first and they simply acted in self-defense. It is rumored that several arcologies exist in the mountainous area surrounding the Swiss Alps. Their existence has never been verified.

There are verifiable accounts that the Maginot Line in old France is now an active arcology as well. This underground community was created from the plans of a greedy 22nd century businessman; he originally bought and reconstructed the entire Maginot Line to convert into condominiums. These eventually became self-sufficient when additional caverns were cut below the existing dwellings. These caverns were seeded with plant and animal life, and were lit by solar power gained from orbiting satellites and masked solar panelling in the mountains above the arcology.

Outside, urban sprawls are almost barren of life altogether. A few people do live there, but their relationships with the arcologies are ones of envy and distrust.

North America

The North American continent was also decimated by nuclear devices during the Last Gasp and Ten Year Wars. Luckily for the inhabitants, the targets generally surrounded military bases and few areas of unusually high population masses. The overall ecology of the continent, already exploited, suffered only slightly from the radiation. These areas remain inhospitable, and will continue to be so for a very long time.

The climate of the North American continent remains as it ever was, save a few subtle changes. Evidently, the monstrous number of detonations across the Rockies on targets like NORAD, the Air Force Academy, and the multitude of other military targets has created an unusual highly radioactive zone. This is attributed to the amount of radiation and fallout still stored in the targets. The inhabitants of the North American continent that live within one hundred miles can feel the radiation from this area. The lands are totally devoid of life, and radioactive particles carried by the rare rainfall make life directly to the west of these targets especially hard, the land now an arid desert.

The animal life most prevalent on this continent is still cattle. Scientists, using the same techniques as the Europeans, have developed cattle with large udders to ensure more milk per animal. They have also developed sheep that are able to produce three to four times more wool than their predecessors, as well as the ability to convert food into muscle more efficiently. These two animals, alone, have assured this continent's survival. Woolsheep are actively exported to orgs in New Zealand in trade for fresh fruit and untainted food.

Wildlife specimens have also been returned to their natural habitats from zoos to ensure their survival. Surprisingly, much of this has been done by RAM agents. This is to assure that the planet, when it eventually falls into RAM hands, will have its natural animals in their original genotype available for hunting by RAM officiates and paying tourists.

The natural vegetation was thoughtlessly ignored and ravaged even before the Last Gasp

War. The plants that survived this pre-war ordeal found the war's aftermath to be no less difficult to overcome. The prairies remain as they did before man's intervention with mass farming. The tall redwoods have fallen to the mono-axe, trimmed at the roots for desks in RAM headquarters on Mars. The cedar trees have been severely depleted to the point of extinction; its aromatic properties make the wood a highly sought and priced commodity for space transports and personnel quarters.

The arcologies that still exist are located at the following sites: Newporg, Montreal, Nome, Denver, Dallas, Canaveral, and Madison. Bostonorg, Ottaworg, Newyorg, Lauderborg, Mazatlorg, Los Angelorg, and Chicagorg are sites of some of the major orgs on the continent. There are also unsubstantiated reports of orgs located in the Mammoth Caves south of the devastated city of Louisville, as well as the Cave of the Winds west of Colorado Springs, which also was demolished by the hellish forces of the Last Gasp War.

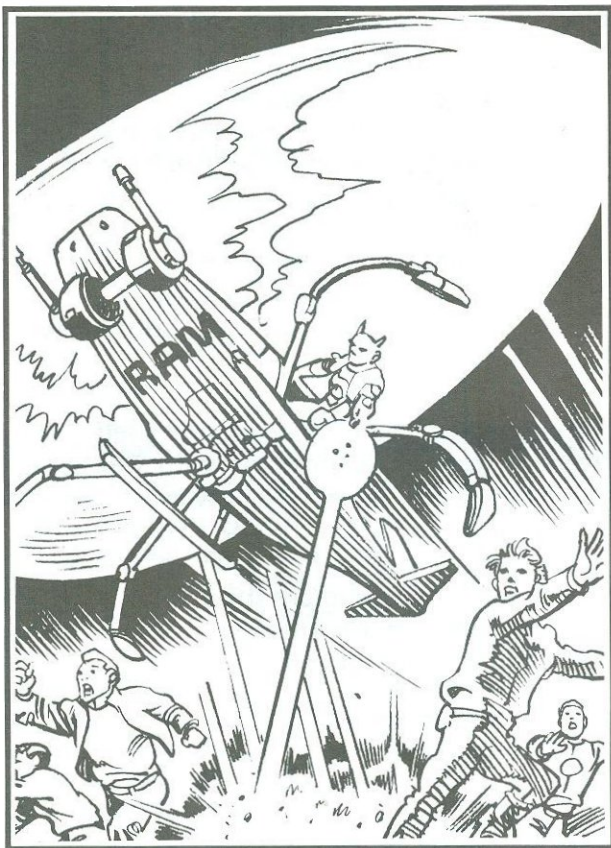
The people that still live in North America are especially angry and resentful of RAM. Their patriotic American ancestors were ones that fought for freedom, and this need has been bred into the very life essence of the people. They see this as a never ending battle which cannot be lost. Though the United States no longer exists as a governmental force, many natives of North America still believe in "certain unalienable Rights, . . . among these are Life, Liberty, and the Pursuit of Happiness." They view themselves as better off dead than without their freedom.

This zeal for liberty has brought about the birth of NEO, the New Earth Organization as well as the other Firms of Earth. These inhabitants are the fighting breed of the solar system. If these Terrans are ever able to bind together into one fighting unit, getting everyone else from around the world to join them, they would have no problem overthrowing RAM's control on Earth. But while RAM is here, controlling the thoughts and actions of millions of Earth's people, this unification will never happen, and the victory that Earth needs so severely will always be out of reach.

South America

South America had no nuclear detonations during either the Last Gasp War or the Ten Year War. The continent was also free of chemical as well as bacterial/viral agents, and thus the ecosystem remained intact. The rain forests were in dire need at the closing of the 20th century, but ecologically conscious leaders in the next centuries took very stern measures to correct the transgressions. This has created a relative paradise here. The animals that once were on the verge of extinction thrive again. There has been no sign of any genotyping of these animals at all.

The inhabitants of South America have no arcologies to speak of. There are many cities and many towns, and excessive numbers of burrows, but neither the cities nor the villages are self sufficient. They remain in a state of mutual dependence with extensive trading of food, water, and low level technology. The people here prefer the 'simpler' life to life entombed in the arcologies. When one steps onto this continent, he will feel the vibrancy of a natural age long passed.



RAM, when they viewed this continent, laughed. Here was a lush, green piece of real estate with no discernible claimants; it was RAM's to plunder! After building spaceports at Buenos Aires and Guyana, RAM attempted to further "civilize" the continent. They then discovered many more natives objected to their presence than originally thought. Using low level technology like metal blowguns, powered bows, and explosive arrows, the American natives deterred RAM's expansion and have kept them in check here for years.

RAM has issued several memorandums stating that the people of South America have allied with the RAM cause, and now call this place home. The propaganda speaks of RAM turning Earth into a garden to be enjoyed by all living on the major planets. Needless to say, this does exclude all who currently live on Earth. This was an absolute lie conjured by the RAM officiates to instill the pretext that RAM is a benevolent force in the solar system. RAM does not realize it but it is severely underestimating its enemy here.

South American Freedom Fighters

Any player wishing to use a South American PC will have a unique and intriguing character. The natives are specialists in the blow gun and bow (both ancient and modern); the South Americans are the only known makers of their Darters and Power Bows and Power Arrows; any South American freedom fighter can use these weapons with a +2 combat bonus to hit and damage rolls. They manufacture their own ointments and poisons for blow-darts, and they are also immune to most of the diseases that dominate the lands. These strange and deadly strains can kill the strongest and healthiest Terrines and humans, should their skin ever be breached. These surprises await the RAM agents should they ever traverse this soil away from their spaceports.

Unfortunately, all of the inhabitants of the South American continent suffer a -2 to their Tech roll, although, their Tech can never get below a 3 with this penalty. This penalty is also given to the inhabitants living in the major cities as well. Their ability to fight diseases is increased, though. They gain a bonus of +2 on all disease saving throws, due to the harshness of their native environment.

Planetary Overview: Oceanic

The oceans are probably the most ecologically sound places on Earth. Within their depths swim the whales and the dolphins that neared extinction in the late 20th century. These herds now number as they did before the advent of commercial whaling. The other types of oceanic life, whether plant or animal, have finally been left alone, and thus have stabilized the ecological balance to perfection.

Perfect, that is, everywhere but where humanity still pours its lethal sludge and garbage into the clear blue of the ocean. The Delph, fortunately, have set up many stations at these sites to clean and purify the ugliness from the land.

Genotyped from seals, dolphins, and humans, gennies called the Delphs now inhabit the oceans in large mobile arcologies that float along the surface, travelling where the currents take them. These arcologies are usually followed closely by vast numbers of whales and dolphins who greatly enjoy their company. Scientists have a theory that the Delphs' language is roughly based on that of the dolphin, thus creating even more of a bond between the two species.

RAM, though, in its continual war against the Terrans and the Delphs, has created several new genetically-altered killer fish to hunt down and slay the Delphs. Some of these fish are genetically stitched from barracudas and piranhas, while others are altered sharks with greater intelligence.

At the same time, RAM has been infiltrating the ocean depths, looking for wealth of all kinds. With the number of ships that have sunk in the oceans during man's nautical history, RAM believes that gold and other wealth litters the ocean floor. They have sent many an expedition to the bottom of the Atlantic as well as the Pacific Ocean to search for these treasures. What they have also found are huge sedimentary reefs of whale bones and teeth. Some of these reefs have even melded together due to the incredible pressure from the water at those depths. These major ivory deposits have been collected as well, and

are sold to the highest bidder. This has been a very profitable business venture.

One aspect of this venture which the Delphs absolutely despise, and fear, is that these treasure hunters also 'accidentally' destroy Delph arcologies whenever they are encountered. To date, there have been three Delph arcologies obliterated in this way. In each of these attacks, there have been large numbers of Delph slain. Luckily for the dolphin and whale populations, the RAM agents are very accurate with their missiles. Very few of the natural ocean inhabitants have been killed in these attacks.

There are very few Delph arcologies that are purposely stationary. One is located at the Marshall Islands. There is one other was partially dragged onto a coral reef adjacent to 'Uta Vava'u in the Tonga Island group located just over 2,300 kilometers north and east of New Zealand. The Delphs attempted to dislodge the arcology, but with complete failure. Shortly after the tropical storm that stranded them on the atoll, they found the inhabitants there to be very friendly and willing to set up trade with them.

The other surviving Delph arcologies are located sporadically throughout Earth's oceans. These move about by the currents in the oceans, so their speeds are as varied as their locations. It is believed that eight Delph arcologies still survive.

One misconception regarding the Delphs is that they all live in arcologies, and none of them are surviving without the protection of the arcologies. This is very wrong. Many of the Delphs have chosen to leave the relative security of the arcology and fend for themselves. This is the Delph's equivalent of "finding one's self." Many Delphs, through altercations with RAM, have been thrust into the open sea without the arcology. These Delphs tend to be somewhat bitter and often experience the feeling of loss and of being lost. Since these are the Delphs most witnessed by Terrans, the illusion that all Delphs are lost children is a common misconception.

Civilization in the 25th Century

The Regencies

Earth is no longer a conglomeration of individual nations and governments. Now, in 2456, it is separated into Regencies: wide ranges of territory usually covering a continent. RAM controls the rulers, called Regents, and has a stranglehold on Earth. The people of Earth detest RAM's presence, but keep their dissension to themselves; only the most extreme people actually do anything against RAM, since most average Terrans wish to "keep my living quarters in the arcology rather than risk my neck out in that wasteland with those NEO revolutionaries!"

The American Regency consists of both the North and South American continents and all the islands associated with these continents. The regency is currently controlled by Cornelius Gustav. This man is the epitome of heartless cruelty. Though of Martian descent, many suggest his ancestor was the mad Terran dictator, Adolf Hitler.

The Asian Regency consists of the entire Asian continent and the majority of the Pacific island groups. This regency is currently controlled by Vladimir Skorensky. This mild mannered person will do whatever the RAM officials dictate, and when they say. He never takes action against the Terrans on his own initiative, except when forced by RAM.

The EuroAfrican Regency consists of Europe, the Mediterranean region, and the African continent. The regency also governs the Atlantic Island groups and the Indian Ocean islands as well. This regency is currently under the control of Andessa Valmar. Hardly a pleasant woman before this job, Andessa matches Europe's current climate: harsh, unforgiving, and deadly.

The Southern Regency consists of Antarctica and Australia, as well as New Zealand, New Guinea, and the southern Pacific island chains. The regency is ruled by Vendette Copernicus. Her government is little more than a group of wardens running the prisons in Australia. As one who cares for nothing but the expansion of her electronic bank account, Vendette is as ruthless as Simund Holzerhein himself.

The Communities

Earth, after years of ecological abuse and warfare on a global scale, is in ruins and signs of civilization are relatively few and far between. Though the population has remained constant since the late 20th century, the number of cities and settlements has diminished significantly. Earth's three billion people now try to live within the confines of a few hundred arcologies and orgs.

Arcologies are gigantic buildings which contain everything necessary for a city's survival within the confines of their walls. From inside the arcologies, people can live out their lives in relative comfort and safety from the dangers of the outside world. Life here is more affluent than outside, as everything is within reach. Arcologies are the closest RAM has to supporters among Earth's citizenry.

Orgs are the open cities of the future; built along the same patterns as cities of the 20th century, orgs are attempts to rebuild directly from the ashes of old Earth. The orgs are reminiscent of Greek city-states, each city relatively self-supporting and autonomous. Problems with inter-org communication and organization prevent any organized movement against the RAM puppet rulers within the arcologies. Life in the orgs is akin to any 20th century metropolis: crowded, chaotic, and guarded. Dangers from the sprawls and wastelands are more frequent in orgs, and org citizens carry at least one weapon.

The sprawls are the ruins of former Earth civilizations. Shattered skyscrapers, broken and twisted monorail systems, mortar and stone remains of once-great cities can be found worldwide. These devastated relics of old Earth are inhabited by the unfortunates who cannot gain entry to the arcologies or the orgs. Sprawls are danger-filled zones, alive with altered beasts, mutants, not to mention the basic dangers within the rubble. Many old relics still can be found within many sprawls, from old radios to antique televisions, and some secrets which might be of use in 2456. It's simply a matter of braving the sprawls for the hunt.

Each of the detailed arcologies or orgs will use the pattern below for basic information. Loca-

tions are given with 20th century place names for easy reference. Concrete descriptions are not provided for every city, but the following holds true for all of Earth's settlements. Arcologies are enclosed within one to three large buildings with minimal direct access to the outside. Orgs generally appear much along the lines of a normal city, except transportation is usually by monorail or train, buildings and technology are more modernized, and police tend to be humans and robots with the rare RAM Terrine infringing on the territory.

NAME: Popular name of org/arcology

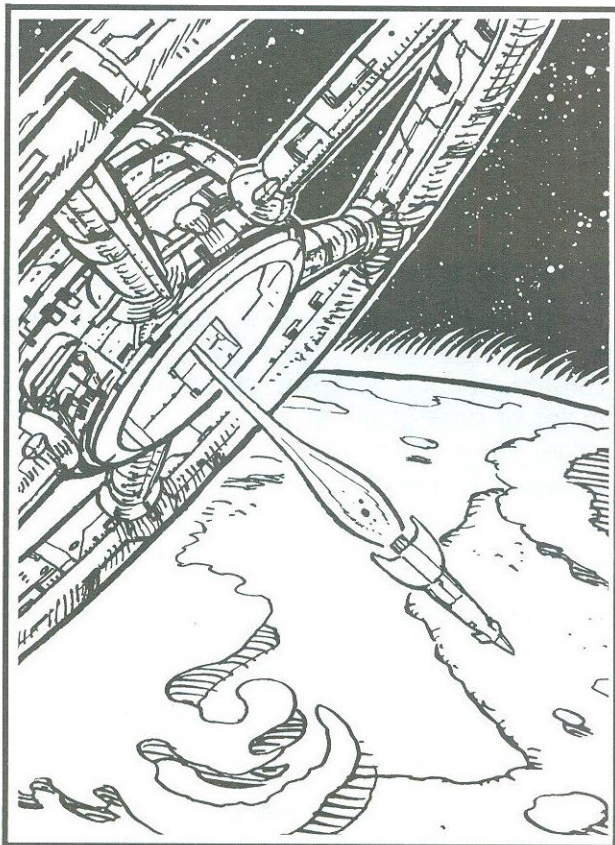
LOCATION: Location in relation to Old Earth territorial designations; also denotes degrees of latitude & longitude

POPULATION: Current population

IMPORTS: Products brought in from outside the arcology/org

EXPORTS: Excess products produced at the arcology/org which are traded for imports

SPACE PORTS: Number and class of ports located near the arcology/org



The American Regency

The Arcologies

NAME: DTA (Denver Tech Arcology)

LOCATION: Denver Tech Center, Colorado, USA
39.33° N, 105.04° W

POPULATION: 52,000

IMPORTS: Medicine, Food, Water

EXPORTS: Technology, Knowledge

SPACE PORTS: One type C

The DTA is a case study of degeneration. This once beautiful arcology is now faced with eventual decimation. The land surrounding the arcology and its history will explain.

There were over fifteen separate targets within one hundred miles of this arcology. About twenty years before the Last Gasp War, this arcology was constructed, and thrived with no importing being necessary. When the Last Gasp shook the foundations of Earth, the U.S. Air Force Academy, Fort Saint Vrain, Denver, and Colorado Springs all were nuclear strike zones. Places like NORAD and Rocky Flats each took innumerable hits. The lands surrounding DTA are still decimated to this day, some large pockets of radiation still active after all these years.

DTA has introduced a number of technological miracles to Earth such as Blood Coagulant and the Dot Matrix Blanket. Unfortunately, the scientists' successes simply balance their failures. An early experiment in fusion power destroyed 1/3 of the original complex. A failed exercise in nuclear waste decontamination turned the lands surrounding DTA into radioactive deadlands. The arcology is currently attempting to curb its infant mortality rate. Many deaths are attributed to radiation sickness of a higher degree than ever recorded. Conventional techniques prove fruitless in searches for a cure; the population is dwindling not only from radiation deaths but the migration of people from the ill-fated arcology.

The DTA arcology imports clean food and water. These importance of these two factors makes DTA especially susceptible to RAM tariffs, further eroding DTA's resources. The arcology does grow food, but most of the food must be abandoned due to radiation infestation. The water purified here is barely over the required amount needed for crops in their agridome.

The most expensive import is the medicine re-

quired to ease the pains of radiation sickness. Occasionally, the arcology will purchase drugs that will actually remove the radiation from living tissues, but this is only given to pregnant mothers. Normally a cure for radiation poisoning, this drug only allows a year's respite from the strong radiation here. In that time, most mothers hope to deliver a healthy child and move away from this problem-filled arcology.

The exports from this arcology include ancient knowledge gained from lost books or data disks. There is not a very high demand on this type of information, since it is basically historic in nature, but their other technological export helps subsidize the losses here.

DTA is known for their efficient and ingenious computer storage devices. Unfortunately many potential purchasers, especially RAM affiliates, refuse to buy anything from DTA, because of fears that the radiation of the area will be transmitted to the purchased hardware. This also keeps the DTA arcology one step behind financially.

NAME: Montreal

LOCATION: Montreal, Nord, Quebec, Canada

45.36° N, 73.38° W

POPULATION: 995,000

IMPORTS: Cloth, Heating Fuel

EXPORTS: Entertainment, Literature

SPACE PORTS: One class C

This arcology is one of the more spectacular arcologies in existence. It has domes that seem to shimmer in the sunlight like huge diamonds. The arcology has several tall spiraling monuments inside as well as outside its domes. The monuments are memorials to several men and women of the Unification Front who died in the fight to save Montreal from a brutal RAM Terrine attack force. The people here have an almost maniacal loyalty to their arcology and, to a lesser extent, its government. There are never shortages of skilled marines or recruits for its armies. Montreal has been expanding in recent years, clearing sprawls and annexing much territory. This does not sit well with Ottaworg which lays claim to some of Montreal's annexed territory.

This arcology is very open about its affiliation with NEO and the Unification Front, and goes almost as far as to invite RAM to 'do something

about it.' RAM, on the other hand, has been suspiciously silent towards Montreal. It wishes to avoid open warfare with Montreal, unless the other arcologies band together against RAM, thus weakening its position on Earth. It now leaves that sector of the American continent alone, but it does keep Ottaworg informed with deceptive propaganda regarding Montreal. This is done to keep the two neighboring arcologies bickering and divisive.

The arcology imports vast amounts of heating fuels for the slowly diminishing urban sprawls. These fuels are imported year round and stored to make sure that a winter lull in shipments does not harm the masses. The other import treasure is simple cloth. This comes in the form of wools, simple cottons, as well as smart clothing. These are rationed among the masses, both arcological and urban. These imports provide incentive for the sprawl-dwellers to aid in rebuilding the ruins into civilized areas to live.

The government in this arcology seems to be a strange mix of extreme democracy and pure communism. The hierarchial governor makes every issue open for a vote. Everyone with access to a computer terminal can vote. The voting is done once every twelve hours if there is a need. Nothing is done without a positive vote from the majority of Montreal's citizens.

There is only one exception to this rule. In times of war or battle, the governor issues a arcology-wide alert, and every able person must take up a weapon and head to Montreal's defense. Once the crisis is over, the governor must give an extremely good reason for the battle. Everyone, at that point, votes to see if he stays in office. If he is expelled, someone else is voted into place. If the governor dies, one of his descendants immediately takes over the slot until a vote declares otherwise.

The common citizen does not pay for anything here, as long as he is a resident. No one carries money, except the import and export division, and this is very closely monitored against theft. Everyone in the arcology is given rations of any needed food, clothing, and other materials by the government; salaries are non-existent here, but hard work is rewarded with extra food and benefits.

The exports of Montreal are two things that every embittered person on the inner planets

needs: literary and visual entertainment. Dramas, movies, comedy recordings, music, and literature are staples here in Montreal. There is a huge market for this in the solar system, since RAM Entertainment Division is understandably viewed with much distaste here on Earth and elsewhere.

NAME: Nome
LOCATION: Nome, Alaska, USA
64.30° N, 165.30° W
POPULATION: 102,000
IMPORTS: Grains, Synthetics
EXPORTS: Seafood, Oils
SPACE PORTS: One Class C

Nome is a unique arcology. It came into being when the state of Alaska reinstated oil drilling rights in the mid 21st century due to the price of imported oil. A conglomeration of oil companies established a drilling community at Nome, Alaska, and eventually it became an arcology.

The arcology, to this day, still pulls oil from underground reservoirs. This they sell in very small quantities to orgs and sprawls around the world which still use small amounts of fossil fuels.

The arcology also exports seafood. These are collected by methods that do not harm the oceanic environment at all. They also have fish farms that raise various forms of rare fish that are considered delicacies.

Nome is a rarity since the majority of the arcology is nothing more than a very exclusive resort. Wealthy people are able to come to Nome to escape the wiles of the industrialized worlds and enjoy a relaxing vacation equalled by none. The patronage is able to watch dog sledge races, enjoy some unusual fishing, skiing, as well as a multitude of other northern pastimes. The air here is the freshest and the crispest in all of Earth.

The Orgs

NAME: Bostonorg
LOCATION: Lynn, Massachusetts, USA
42.25° N, 70.57° W
POPULATION: 451,000
IMPORTS: Medicine, Food
EXPORTS: Clean Water, Technology
SPACE PORTS: Two Class C.

Bostonorg is an unstable org that resides on the American east coast seaboard. There are four docks connecting the org with the oceans, its main source of income. There are two class C space ports within three miles of the org which are periodically used.

The vast urban sprawls which line the org on three sides are very hostile towards the org, and various reports state that the urbanites are planning a coup. This has made the RAM officials somewhat nervous, so they have cut all trade with the urbanites completely, which has done nothing but raise more anger.

Bostonorg is currently controlled by RAM, but the leadership appears to change hands quite frequently. Gustav, the American Regent, seems to put his favorite subordinate into the leadership position of Bostonorg. Gustav's favoritism seems to change with the weather. Ironically, though, once a man is removed from that position, he never again returns. In fact, the man disappears from the RAM corporate files completely.

The main imports of Bostonorg are medicines and food. The medicines, curiously, seem to be high potency pills that control depression. Depression is such a frequent occurrence now that the leaders here have decided to make antidepressants a part of everyone's diet. Much of the medicine also consists of a rare chemical used to treat rabies, a near-extinct disease. The rat problem of Bostonorg demands strong pesticides and poisons, but the pest control methods account for some population losses. The Bostonorg leadership is considering bans on the use of these propellants, but the org has a rough time growing food, and their rat population is always well beyond acceptable limits. The population of Bostonorg once was over two million, eighty years ago.

The main export for Bostonorg was clean water, but since trade with the sprawls was cut off, the amount of revenue attributed to this resource

has dipped dramatically. The other export is water purification technology. This technology, though, has not improved much in the last three years, and other suppliers are beginning to produce more efficient and less-costly equipment. In the foreseeable future, Bostonorg will become quite bankrupt. At that point, RAM will piece it out to the highest bidder.

NAME: Chicagorg
LOCATION: Highland Park, Illinois, USA
42.10° N, 87.48° W
POPULATION: 28,525,000
IMPORTS: Cloth, Wool, Sea Food
EXPORTS: Technology, Water
SPACE PORTS: One type B

Chicagorg is actually just a few miles north of the dilapidated ruins of old downtown Chicago. This metropolis has one of the largest populations in the world. This complex is controlled and completely operated by RAM. In fact, the only people that actually work in Chicagorg are the slaves abducted from the sprawls. RAM's Terrine guards roam the sprawls looking for other humans to be put to work to replace those that have succumbed to "work related injuries," and perished.

The imports that enter the org are mostly cloth and wool. These are used in the manufacturing of Smart-Clothing. Seafood, a delicacy in Chicagorg, is usually eaten by the main officials, although occasionally, some may be given to a favored non-Terran employee.

The exported water is usually sold to the huge sprawls that surround the org. The revenue gained from this, though, is minor compared to the funds gained from the sale of technology.

The technology sold and exported from here is some of the finest in all of Earth, but also the most expensive. Smart-Clothing is one of the most popular items sold, while other technologies sold are advanced personal weapons. These weapons are sold only to RAM confederates though. Much technology is smuggled out to NEO and the other firms by allies within RAM shipping; whole shipments of weapons are conveniently removed from all computer files, indicating nothing missing. RAM ironically touts this org as having the lowest theft and crime rate on Earth.

NAME: Losangelorg
LOCATION: Pomona, California, USA
34.04° N, 117.45° W
POPULATION: 21,875,000
IMPORTS: Weapons, Ammunition
EXPORTS: Population, Artifacts
SPACE PORTS: One type B, Two type C

Losangelorg is a large RAM holding. It is also the most ruined org in the American Regency, conditions being barely above the sprawls except for RAM corporation dwellings and laboratories. It is also one of the main ports for its non-Gennie slavery trade. The sprawls that surround the city are vast, and contain literally millions of people, a "natural resource" fit for RAM's plundering.

The imports that Losangelorg depends on are personnel weapons and ammunition. The org needs these to control the masses living in the sprawls. These people raise themselves in revolt frequently, protesting the poor conditions and the slaver raids on their homes. In order to curb the violence, Losangelorg creates troops of Terrines to man the imported weapons.

It is unknown if these revolts are having any effect on the org's monetary position, but it is known that the directors here are quickly tiring, and are slowly losing their heads, thus making mistakes. This seems to prove that the revolts are taking their toll. The great expenses of importing weapons and Terrine creation are slowly turning Losangelorg into a deficit society, but the long-term effects of this have yet to be felt.

The money generated by the arcology's exporting business slightly exceeds the money spent in import costs, but the Terrine cost is another overwhelming factor. These exports are in the form of population and artifacts. The population exports are the people sold to bidders looking for cheap workers. The other rarer export that the org depends greatly is also losing its system-wide market: Earth relics. These relics are the artifacts found in the ruins of the greater Los Angeles area of past history. These relics have been harder to find, and the org feels financially strained due to losses on both major exports.

The morale of the org has dipped significantly in recent years, due to the increased taxing on wages and purchased items. The ruling class of Losangelorg has decreed that this is the only way

to lessen the trade deficit. The trade deficit could be reduced by selling food and water to the sprawls that surround it, but the leadership will never agree to this. They fear that this would increase the effectiveness of the guerilla tactics of the sprawl inhabitants because they would be better fed.

NAME: Mazatlorg
LOCATION: Mazatlan, Sinaloa, Mexico
23.11° N, 106.25° W
POPULATION: 1,005,000
IMPORTS: Fusionables
EXPORTS: Foods
SPACE PORTS: One class C

Mazatlorg is an independent org with no ties to RAM. RAM believes this org is not a threat, nor will it be a threat at any time. The inhabitants here have great spirit, and enjoy a relatively good living. Their beautiful, clean beaches are free for all to enjoy. The org citizens, on the other hand, look down on the unlucky populations forced to live in the sprawls. These populations outnumber the org inhabitants fifteen to one, but no revolt has ever occurred. This is because the org never openly expresses their opinions to the sprawl masses. Also, the sprawl-dwellers share many of the services provided by the org, balancing the scales between the sprawls and Mazatlorg.

The import Mazatlorg is forced to bring in is fusionable material. This, in basic terms, is deuterium, or heavy hydrogen. This is the necessary ingredient in its fusion plants. Most arcologies are able to produce their own fusionables; RAM purposely destroyed the plant here, making them more vulnerable. The imported materials are very expensive, but there is a very large market for their exports.

Their exports are nothing more than prepackaged old Mexican style foods and ingredients. The food stuffs are packages of jalapeño peppers, packages of tortilla shells, and the like. This food is considered to be a delicacy on every planet away from Earth, since none of these plants or other ingredients will adapt to other planets. This creates a very huge market for the org. Many other arcologies are attempting to break into this market as well, but Mazatlorg has created a popular name and following while

maintaining their monopoly and the attempts to take some of Mazatlorg's market have been completely futile.

The one class C spaceport that is owned by the org is actually owned by the sprawls, due to a unique circumstance. Years ago, the sprawl population was angered that the org was making a large amount of credits from its exports, and threatened a revolt. In order to curb this threat, the org struck a deal with them. The spaceport became the property of the sprawls, and the org was charged a fee for every ship that landed there if the landing was to their benefit. Also, the org had to sanction at least twenty percent of all export sales to come from sprawl farms. This was set up to increase the revenue earned by the common man in the sprawls.

For the last six years or so, this relationship has worked, even though several producers in the org are angry at their loss of profits. Many of these people have been plotting to somehow destroy the sprawls, but this would prove fatal due to the sheer number of sprawl inhabitants.

NAME: Newyorg
LOCATION: Westbury, Long Island, New York, USA
40.46° N, 73.34° W
POPULATION: 73,575,000
IMPORTS: Food
EXPORTS: Population, Education
SPACE PORTS: One Class A, Seven Class C

Newyorg is truly the strong hold of RAM on Earth. The org is known for more violence within the org territories and the surrounding sprawls than any other on the face of the planet. The director in control of Newyorg is very proud of this fact, and he is subsequently paid very well for it as well. There are more RAM Terrine troops per capita here than in any other location in the American Regency.

The org imports great amounts of food to feed its people. The org is so large that it cannot produce enough food to feed its people, needing to import over half of its food.

The org has some of the best schools in the solar system, and thus gains its highest monetary profits here. People literally come from all over the system to be enrolled here. Some say the Newyorg schools even outrank Mars' universities,

but do not have matching political clout.

The other exports are the numerous people transported to the asteroids and to other buyers for indentured work. Many of those pressed into service are actually "volunteers for a new RAM recruitment program which will let you escape the drudgery of Earth and allow you to see the stars." Young people from Newyorg and the surrounding sprawls fall into this false advertising and end up as indentured servants or slave miners in the asteroids. The buyers/employers pay RAM a certain amount of money for the work that the people do, and RAM keeps the workers alive. Escape is not an option for the workers due to high security on the asteroids, RAM ships, and the "peacemaker." Each person is fitted with an explosive device near their heart. When slaves escape or if the employer does not pay for services within the specified time, RAM kills the slave with a push of a button.



NAME: Ottaworg

LOCATION: Ottawa, Quebec, Canada

45.25° N, 75.43° W

POPULATION: 387,000

IMPORTS: None

EXPORTS: None

SPACE PORTS: One Class C

Ottaworg is an org with an attitude. The panic from the Last Gasp War, the Ten Year War, and the residual threat from RAM since then has caused it to retreat behind its closed doors, isolating itself from most of the outside world. RAM, though, has recently managed to coax it outside with unjust rumors of Montreal's advances into Ottaworg territory. So far, the fighting skills of these inhabitants have not made them a great threat to the extremely patriotic populations of Montreal.

Being isolationists, Ottaworg has no import or export business with any other org, and no other contact with other orgs or arcologies. RAM has made itself a very subtle force inside the org. These RAM infiltrators do not express the fact that they belong to RAM; they only spread rumors of other people being RAM agents. This has caused many people to go on territorial skirmishes against Montreal. Knowing of the situations within the org, NEO and other firms hope to bring some relief to this powderkeg of tension soon with counter-propaganda agents.

The Asian Regency

The Arcologies

NAME: Bangkok
LOCATION: Bangkok, Thailand
13.44° N, 100.30° E
POPULATION: 545,900
IMPORTS: Information
EXPORTS: Information
SPACE PORTS: One Class B, Two Class C

Bangkok is the information broker of Earth. Its people have no official political ties with any one group, but they unofficially favor NEO. The arcology makes information available to anyone, whether it buys it or "just comes across it." NEO can purchase the information at a cheaper rate, with the understanding that the information may be sold to someone else as well.

The arcology has strict rules on population control, which account for the small number of people in the arcology. Also, Bangkok has over 100,000 spies on the inner planets to ensure their stability in the information brokerage business.

NAME: Bombay
LOCATION: Bombay, Maharashtra, India
18.56° N, 72.51° E
POPULATION: 42,995,000
IMPORTS: Food, Medicine
EXPORTS: Medicine, Science, Philosophy
SPACE PORTS: Seven Class C

This arcology resembles the Venusian arcologies in beauty and architecture. The inhabitants here are only interested in their philosophical undertakings as well as the rites of their religions. Surprisingly, their main exports are medicines that heal damaged and non-functioning organs. The pills' names are synonymous with their capabilities, such as 'liver pills.'

They also delve into the sciences that most would consider mystical. These mystical sciences are psychic healing, astrology, astral projection, Tarot, and many other ancient beliefs. People, who enjoy what many call absurdity, purchase books and computer discs, hoping to find that 'missing factor' in their lives. They seem ridiculous to the residents of the 25th century, but this arcology is among the most peaceful and content

on Earth. Perhaps they do some good after all . . .

Now deemed the Holy City of Buddhism, this city has tourism like no other arcology on Earth. People from across the solar system, especially Venus, come here as the end of their religious quests.

Bombay aligns itself with neither RAM or NEO. It cares not for the two groups or their respective causes. The arcology cares only for the lost sheep in its flock, as well as the lost who come here seeking themselves.

NAME: Moskow
LOCATION: Podol'sk, Moskva, USSR
55.23° N, 37.32° E
POPULATION: 41,954,000
IMPORTS: Electronics, Food
EXPORTS: Computers, Food, Water
SPACE PORTS: One Class B, Seven Class C

This arcology is located close to the site of the old USSR capital. It is currently one of the largest computer exporters in all Earth. Their computer quality is rivalled only by Osaka. Moskow also imports foods native to other lands. This is done to supplement the diets of the arcology's inhabitants.

The arcology grows almost twice the amount of food its people need. Much of the surplus is sold to the other surviving arcologies worldwide, and the rest is given freely to the people living in the rat-infested sprawls. Water, cleansed by Moskow's purification plants, is offered to the sprawls as well.

To the south of the arcology lie the irradiated remains of the great city Moskva. The radiation in this area remains from the Ten Year War; RAM destroyed Moskva in a political move, disintegrating the only major capitol city of Old Earth. The radiation is so strong that, to this day, no one can even pass through the region unprotected without dying painfully of radiation poisoning weeks later. The arcology's scientists feel these lands will be inhabitable in about two thousand years.

NAME: Osaka
LOCATION: Osaka, Japan
34.40° N, 135.30° E
POPULATION: 5,545,000
IMPORTS: Food, Oils, Fuels
EXPORTS: Computers, Lubricants, Navigators
SPACE PORTS: One Class B, Eight Class C

This arcology is best known for its skilled navigators. Currently, many pilots allow their on-board computers to navigate for them. The pilots who worry about other people taking over their ships via computers, are the people who invest in these Osakan navigators. Highly trained in space navigation, astronomy, and astrogation, Osakan pilots and navigators are indispensable to those more trusting of humans than computers.

The arcology also produces computers of unmatched quality. Unfortunately, the arcology takes a great deal of time to produce each computer, so their share in the market is very small. Their lubricants, though, are quickly made and a high demand on lubricants keeps this arcology in money.

The Orgs

NAME: Calcuttorg
LOCATION: Calcutta, West Bengal, India
22.30° N, 88.20° E
POPULATION: 12,000,000
IMPORTS: None
EXPORTS: None
SPACE PORTS: None

Calcuttorg is a closed, secluded settlement. After the Last Gasp War, the org rebuilt its walls, sealing them tightly from the rest of the world and solar system. The population quote above is only an estimate since no accurate counts have been made since the 22nd century. Every time a NEO agent has been sent to the org to seek support, he has met with defeat. A door cannot be found; at times, the org itself cannot be found.

No Terran arcologies have open communication with Calcuttorg. Even Bangkok has no information on it. Some feel that Bangkok actually does communicate with Calcuttorg, and possibly even trades with it, but these rumors cannot be proved.

NAME: Hanorg
LOCATION: Hanoi, North Vietnam
21.01° N, 105.52° E
POPULATION: 4,562,000
IMPORTS: Food
EXPORTS: Strategists, Warriors
SPACE PORTS: Three Class C

Hanorg, a clandestine supporter of NEO, is currently controlled by RAM. The org plots against RAM every time it gets a chance. The org smuggles war strategists and warriors to NEO in exchange for money. The org smuggles these people out as a population control method as well. The org imports foods that it cannot produce itself, such as grains and cereals.

The people here are very friendly, and will offer their house and hospitality to guests. This outward friendliness makes people forget the ruthlessness that they are capable of. Luckily, this ruthlessness is geared only to its Martian oppressors.

NAME: Karachorg
LOCATION: Karachi, Pakistan
24.51° N, 67.02° E
POPULATION: 13,123,000
IMPORTS: Food, Medicine
EXPORTS: Food, Meats, Wool
SPACE PORTS: One Class C

Karachorg is an org that insists on using only natural products, except in the case of disease control. The org imports only drugs that it deems necessary for the survival of the majority. It once was ravaged by a mutated strain of smallpox which threatened to decimate its population. At that time, it changed its laws on natural products to include medicines.

Its other import is food stuffs that are naturally grown around the world. Foods from space stations and off-planet sources are neither desired nor purchased. Karachorg also exports foods as well. The food that it exports are very ethnic in origin, and are valuable to many arcologies in the western hemisphere of Earth.

The org exports meat products from cattle and sheep. None of the Karachorg herds are genetically or radioactively changed in anyway. This makes these commodities necessities to naturalists who are willing to pay a bit more money for

them. The wool that they export is from the same sheep that they slaughter for meat exports. This is also natural in content.

Karachorg is one of the arcologies that is ignored by RAM as being a backward society. It is even the brunt of many jokes. The meek manners and the natural dependency of its natives fool many, but these people are quite capable of protecting their homeland when they deem it necessary. RAM's underestimating Karachorg's impact is something that NEO is trying to use to Earth's advantage; NEO strategists feel that eventually, Karachorg will aid them in retrieving Earth from RAM's grasp.

NAME: Kiyevorg
LOCATION: Kiyev, Ukraine, USSR
50.25° N, 30.30° E
POPULATION: 954,000
IMPORTS: Electronics
EXPORTS: Bioelectronics
SPACE PORTS: Two Class C

Kiyevorg, also known as Kiev, is one of the masters of bioelectronics on Earth. Bioelectronics, also known as cybernetics, bionics, or biotech, are this org's only exports. The ingenuity of Kiyevorg's work is rivalled only by top RAM scientists. The org imports electronic parts to build the bioelectronics.

NAME: Novosiborg
LOCATION: Novosibirsk, USSR
55.04° N, 83.05° E
POPULATION: 5,000
IMPORTS: Mining technology, Entertainment
EXPORTS: Food, Water, Worked Metals
SPACE PORTS: Two Class C

This large org has only a minimal number of inhabitants, and they are the finest metal workers in the system. Their mines produce metals like tungsten, and the rare titanium. Robots extract and purify the ore from the mines and the workers then shape the metals to buyers' specifications.

One quarter of the inhabitants work in the agridomes which grow the org's food. Much of this food, though, is sold to the buyers and pilots that come here to purchase the worked metals. This org does not care who the buyer is associ-

ated with, as long as he has money. Money is needed to restore the org's fading tourism economy and to import entertainment media to boost the lagging morale within this org.

NAME: Taiporg
LOCATION: Taipei, Taiwan
25.05° N, 121.32° E
POPULATION: 1,200,000
IMPORTS: None
EXPORTS: None
SPACE PORTS: None

Taiporg is another isolationist org, although, strangely, they do have strong ties with NEO. Their information regarding NEO is only what they hear via radio waves, and they like what NEO has done for Earth up to now. When RAM encroaches upon Taiporg's territory, these isolationists conduct many attacks against RAM, allowing NEO to take credit for it. This also saves the org from counter attacks by RAM.

They have no official ties or trade with any other org, but their politics may shift due to a leadership change which occurred only weeks ago. All of Taiporg's inhabitants are trained for combat once they reach fifteen, the age of majority. Should these people be admitted into NEO, they would be considered to be of elite status, even in the piloting skills.

The org is not RAM controlled. It is considered an independent org.

The EuroAfrican Regency

The Arcologies

NAME: Addis Ababa
LOCATION: Addis Ababa, Ethiopia
9.03° N, 38.42° E
POPULATION: 852,000
IMPORTS: Water
EXPORTS: Food
SPACE PORTS: None

This arcology is based primarily interested in its continued existence. It cares not for the wars that ravage the planet, or the wars that light up the night sky. This arcology produces food from genetically altered animals and plants, and they sell this food to any buyer.

Their imports are simple and are easy to find. The only thing that their inhabitants require is ample water for their people, plants, and livestock. The people no longer have faith in their former religions, believing their gods have stopped caring for them.

NAME: Amsterdam
LOCATION: Amsterdam, Netherlands
52.21° N, 4.53° E
POPULATION: 125,000
IMPORTS: Medicine
EXPORTS: Genetics
SPACE PORTS: One Class C

This RAM controlled arcology is one of the main sources of genetically altered plant life. Unfortunately, about 25% of all the genetically altered life coming out of this arcology is harmful, causing a loss in overall profits for this arcology.

Due to the radiation in the European theater, anti-radiation medicine is an absolute necessity for continued survival. But since RAM forces the arcology to produce many strains of lethal or short-lived species of plant life, the arcology is almost bankrupt, and will soon be unable to purchase the life saving serum. This will cause a great many of its inhabitants to perish.

NAME: Edinburgh
LOCATION: Edinburgh, Lothian, Scotland
55.57° N, 3.13° W
POPULATION: 852,400
IMPORTS: Soft Metals, Plastics, Food
EXPORTS: Entertainment, Personal Defenses
SPACE PORTS: One type C

This arcology is the most stable of the European arcologies, and is populated by groups of talented and creative people. Approximately one-third of the inhabitants are musicians, actors, or entertainers. Production crews import soft metals and plastics to convert the music or movies onto a compact, transportable format. This is the arcology's most profitable export.

Edinburgh also produces several styles of protective armors and smart-clothing. These they sell exclusively to members of NEO. Edinburgh armor is an especially fine quality of body armor; any armor purchased from this arcology is 10% more expensive, but light body armor consistently is AC 5, and heavy body armor offers an Armor Class of 0.

NAME: Fort Dauphin
LOCATION: Fort-Dauphin, Madagascar
25.01° S, 47.00° E
POPULATION: 121,100
IMPORTS: Purifiers, Chemicals
EXPORTS: Food, Fish, Animals
SPACE PORTS: Two Class C

Fort Dauphin is the major arcology on the island of Madagascar. It is known for selling excess animals to buyers for either zoos or genetic engineering. It also sells excess food from its agridomes. The arcology's fishermen export 75% of their fish, sold frozen on the open market.

The arcology imports chemicals by the ton. It uses the chemicals to build lethal bombs and grenades to protect its borders from RAM and hostile arcologies. Also, chlorofluorocarbons are purchased to use in their refrigerants to freeze the fish they catch. The water purifiers they use ensures the purest quality water frozen around the fish. If nothing else, this arcology is known for its incredible consistency with the finest quality of fish available.

NAME: Gdansk
LOCATION: Gdansk, Poland
54.22° N, 18.41° E
POPULATION: 425,000
IMPORTS: Foods
EXPORTS: Terror
SPACE PORTS: Three Class C

Known as the terror of EuroAfrica, Gdansk is no more than a Terrine military station. Many Terrines complete their training here and are sent on extermination missions within the ruins of old Europe. Often these Terrines are sent alone for missions of two months or longer to do nothing but destroy any non-RAM personnel they find. When their laser weaponry and rocket pistols run dry, they resort to attacking with their bare hands. If these Terrines survive their missions, they usually are sent to a relatively easy command position at a larger settlement, like Newyorg or Losangelorg.

This arcology imports a special type of food specifically designed and produced for the Terrines. Terrines bred and raised here cannot live without this special food for longer than six months. RAM has created this necessary addictive food for Terrines to ensure their loyalty on Earth.

NAME: Gibraltorg
LOCATION: Gibraltar, SW Europe
36.09° N, 5.21° W
POPULATION: 121,000
IMPORTS: None
EXPORTS: Education, Technicians
SPACE PORTS: One Class C

This arcology is known for its great military schools. These schools offer the student the very best military training on the inner worlds. RAM has attempted to keep the schools exclusive for Martians and RAM students. Gibraltorg has resisted this pressure, and keeps the schools open for any who can afford the tuitions. Politics are set aside within this arcology, and no distinction is made between a Holzerhein and a daughter of the sprawls. The education here can be applied to any of the XXVc™ game careers, but all students learn History, Memorize, and Etiquette skills regardless of their main field of study.

NAME: Zurich
LOCATION: Zurich, Zurich, Switzerland
47.23° N, 8.33° E
POPULATION: 12,521,000
IMPORTS: Currency
EXPORTS: Currency
SPACE PORTS: One Type B, Seven Class C

Zurich still believes that it is the best in interplanetary banking. Despite its former prestige, the Lunarians have surpassed them by far. This, however has not diminished the arcology's spirit. They have several good banking schemes which keep them alive in the banking community. Since their disastrous losses in 2285 with the liquidation of all Earth-based RAM accounts, Zurich banks have been trying to recover their name and influence within interplanetary banking. They have, for the last twelve years, mysteriously doubled their profits every year. This has made them very interesting to many investors, including Luna. Unfortunately, their fate lies in the hands of Earth's master, RAM, which is currently looking into Zurich's accounts, searching for ways to break this burgeoning Terran enterprise.

The Orgs

NAME: Bordorg
LOCATION: Bordeaux, France
44.50° N, 0.34° E
POPULATION: 15,200
IMPORTS: Medicine, Food
EXPORTS: Medicine, Water
SPACE PORTS: One Class C

This org is one of the few European cities which does not suffer from excess radiation. The people do, however, frequently suffer from radiation-based diseases, due to constant traffic to Bordorg for their anti-rad serums. These buyers, when they enter the org to buy the serum, infect Bordorg with the many diseases not indigenous to the area. Bordorg must import medicines to combat these foreign diseases, and the constant occurrence of illness explains the small number of inhabitants in the org.

NAME: Cambridgorg/New London Org
LOCATION: Cambridge, Cambs, England
52.12° N, 0.07° E
POPULATION: 5,000
IMPORTS: None; seeking population
EXPORTS: Antiquities, Books, Entertainment
SPACE PORTS: One Class C

Known equally as Cambridgorg or New London Org, this org is almost completely subterranean. It has managed to stay out of RAM sight for most of its existence. It has a very small population, and aggressively seeks immigration to prevent problems with inbreeding.

The org exports Earth antiques which its craftsmen refurbish, as well as conditioned books and reprints. These are not big sellers in the solar system, but the people who prefer the feel of a heavy book, as opposed to a keyboard or voice activated computer, truly appreciate New London Publishers' lost art. The biggest sellers for Cambridgorg are its games. This org produces and exports games played on almost every planet, moon, or asteroid. Universal appeal is their greatest asset.

NAME: Capeorg
LOCATION: Capetown, South Africa
33.56° S, 18.28° E
POPULATION: 3,125,000
IMPORTS: Metals, Chemicals
EXPORTS: Weapons, Storage units
SPACE PORTS: Three Class C

This org creates many of the weapons and batteries used by NEO. Capeorg must, however, claim all of the losses as thefts, because they are ruled harshly by RAM. However, RAM has become even more strict with this org, and the NEO support it can give is lessening with each passing month.

The org has had several revolts against its RAM oppressors, but each one has been thwarted successfully. The org inhabitants feel that they will succeed in time, even if it means their lives. To them, death is better than the current slavery to the RAM caste system.

NAME: Casablancorg
LOCATION: Casablanca, Morocco
33.39° N, 7.35° W
POPULATION: 45,200
IMPORTS: Fishing Equipment
EXPORTS: Mined goods, Food
SPACE PORTS: Two Class C

This is a major fishing org on the western coast of the African continent. The inhabitants import most of their fishing equipment, which include trolling boats, rods, reels, nets, and line. They export upwards of eight tons of fish per week. The org also exports many mined metals and chemicals, and sells them to other arcologies, as well as many Venusian and Lunarian buyers. Casablancorg is known for the unusual high grade ores they produce.

NAME: Dakarorg
LOCATION: Dakar, Senegal, Africa
14.38° N, 17.27° W
POPULATION: 0
IMPORTS: Precious Metals
EXPORTS: Gems, Jewelry
SPACE PORTS: One Class C

Dakarorg used to be a thriving org of over one million inhabitants with a prosperous gem and jewelry trade. The people were completely decimated when poisonous chemicals were entered into their water supply by RAM; it was a "purely economic move" to raise the price of the precious gems and jewelry. The logic worked in the short term; with a sudden shortage of gems, the average cost skyrocketed. The prices soon went down again. The Venusian Lowlanders and the Ishtarrians found several veins of these precious stones, which inevitably lowered the cost across the board, quite to the displeasure of RAM. The Martian conglomerate is currently trying to repopulate this org with workers for the mines to keep their hold on the gem market.

NAME: Genovorg
LOCATION: Genova, Genova, Italy
44.24° N, 8.56° E
POPULATION: 25,200
IMPORTS: Information
EXPORTS: Information
SPACE PORTS: Three Class C



This org is an information broker for RAM. It keeps tabs on every known used radio frequency on Earth. This ensures that RAM will hopefully stay one step ahead of NEO. This has worked to RAM's advantage in several cases, but it also works in NEO's favor. NEO, since discovering this org and its operations, has deceived its spies on many occasions. RAM is now constantly wondering if NEO is lying, or if they are telling the truth . . . this time.

NAME: Milanorg
 LOCATION: Milano, Milano, Italy
 45.28° N, 9.12° E
 POPULATION: 1,321,200
 IMPORTS: None
 EXPORTS: Wines, Juices
 SPACE PORTS: One Type B, One Type C

This org is the wine maker of the solar system. It produces well over a thousand gallons a day. It has actively been expanding its boundaries to produce more, since there is a constant shortage of the wine. The org now is almost the size of Newyorg, although most of it is encompassed in

vineyards and aging vats. The org is heavily fortified to protect it from pirates, always hungry for a free drink. This org is the cleanest and most organized settlement in the EuroAfrican regency, rivaling the organization and affluence of the arcologies.

NAME: Zanziborg
 LOCATION: Zanzibar, Zanzibar
 6.10° S, 39.12° E
 POPULATION: 1,254,000
 IMPORTS: Water, Coolant
 EXPORTS: Food, Services, Mercenaries, Gravitol
 SPACE PORTS: Twelve Class C

This org is known as the "Merc-org." Many mercenaries come here for hire, and most know who to talk to for clandestine jobs. Zanziborg's citizens are a rough bunch that seem to shoot first and ask questions later, if they even think to ask. Making available mercenaries is not the only thing Zanziborg is known for. It is also a place where one can find a ship to haul anything anywhere with no questions asked. There is always a tremendous amount of freight ship action going on here, which explains the need for an abundance of space ports. Despite the large sums of credits circulating within the org, Zanziborg cannot afford Class B space ports, and simply cannot see the use for them; Zanziborg's space ports "aren't as clean as some nice little RAM port, but they get the job done, quickly and quietly."

Zanziborg patrols its own air space which requires a great deal of coolant, due to the naturally high temperatures of its location. Water is a necessity here, as well as salt tablets for humanoids not genetically bred for high temperatures. Zanziborg also makes Gravitol available for sale. This wonder drug stills the body's degeneration processes during extended trips in space. This is a very expensive drug, but most space pirates, mercenaries and freighters demand it. Zanziborg has it, and this alone makes it a frequent stop for many spacefarers.

The Southern Regency

The Arcologies

NAME: Albany

LOCATION: Albany, West Australia, Australia

34.57° S, 117.54° E

POPULATION: 925,000

IMPORTS: Information

EXPORTS: NEO Support

SPACE PORTS: Three Class C

This arcology is the strongest supporter for NEO in the Southern Regency. Its people are very strong willed, and their tenacity is phenomenal. They alone, have been responsible for over fifty terrorist strikes against RAM's Terran holdings. They have a native kinship with the New Aborigine Taskforce, as Albanites call them, and they have supplied these aborigines with much information about, as well as protection from RAM forces.

These ingenious people are known to literally steal information out from under RAM's nose, without them realizing it. They are truly masters

at the art of computerized espionage. The information they get is sold to NEO to pay the taxes levied on them by RAM. NEO owes much to this arcology, and aids the NAT toward the liberation of Albany from RAM's grasp.

NAME: Darwin

LOCATION: Darwin, NW Territory, Australia

12.23° S, 130.44° E

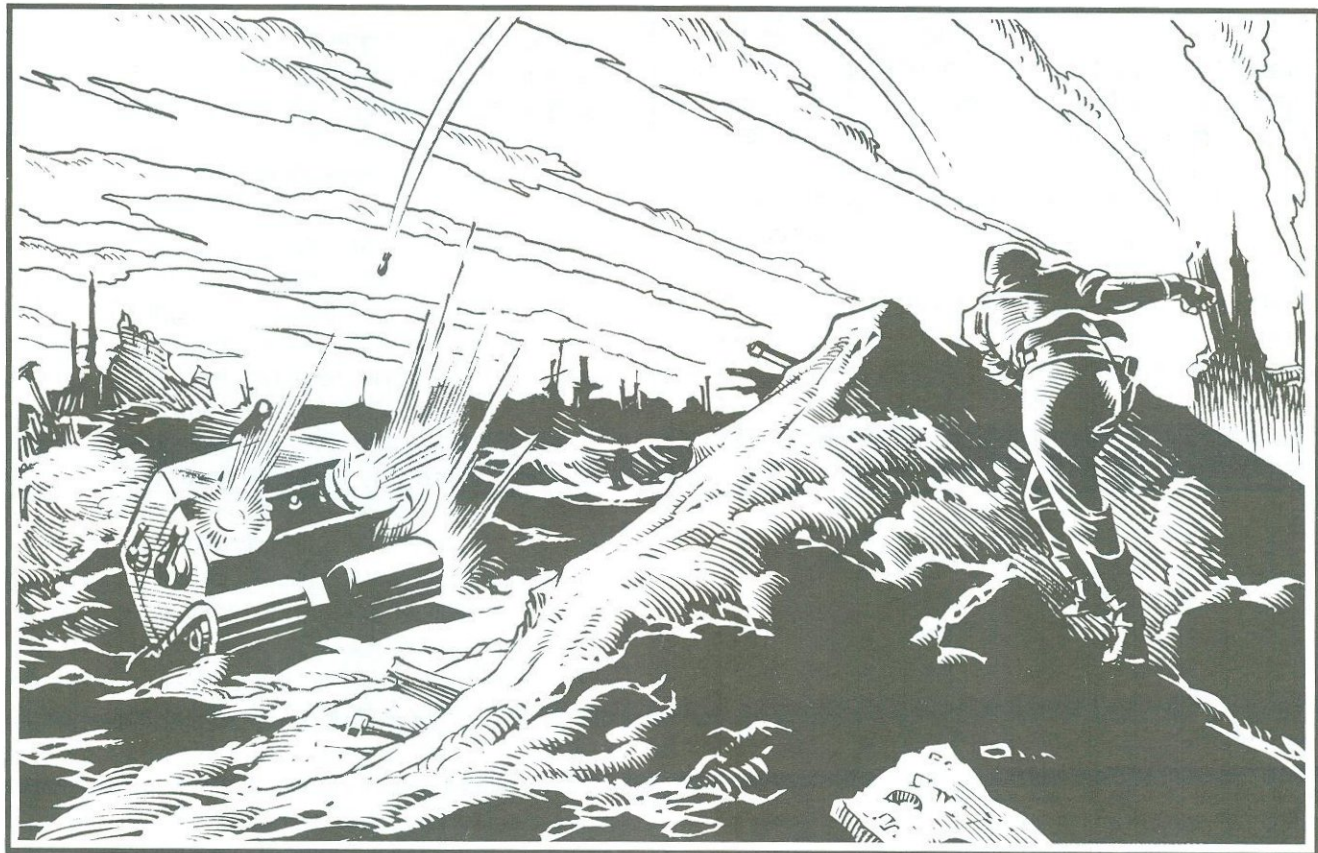
POPULATION: 0

IMPORTS: None

EXPORTS: None

SPACE PORTS: Three Class C

This once was a strong NEO base and some of the best fighter pilots were recruited from its populations. A few years ago, RAM completely decimated its 1,000,000 inhabitants to end NEO's growth in the Southern Regency. Things did not work as planned. When Darwin was destroyed, this only fueled the fire already burning in everyone's souls. That year, NEO recruited well over 80,000 supporters. Since that time, the attacks on



RAM holdings have more than doubled. This has required RAM to increase their defenses and Terrine creation, thus raising the costs considerably.

The Orgs

NAME: Cooktownorg
LOCATION: CookTown, Queensland, Australia
15.29° S, 145.15° E
POPULATION: 65,000
IMPORTS: Food, Water, Clothing
EXPORTS: Clothing, Fusionables, Weaponry
SPACE PORTS: Two Class C

This arcology is owned by RAM. The leaders here deal with guerrilla warfare from the inhabitants of the urban sprawls and the New Aborigine Taskforce daily. Their resources are getting low, and their effectiveness against these attacks are diminishing. NEO believes that the org will fall into rebel hands soon.

Cooktownorg takes water and food by force from the area surrounding the org. They care little for the people who are killed or maimed in their selfish endeavors. These thieving parties are the ones that the aborigines attack the most.

The org exports fissionables and weaponry forged from mined ores, selling only to RAM. Several of the freighters destined for Mars have been intercepted by NEO, but nearly all of them reach their destination. The clothing Cooktownorg exports is all smart-clothing. Despite all these important exports, RAM Central is turning a deaf ear to Cooktownorg's pleas for aid. Its commander has been blacklisted since he aired some undiplomatic comments regarding Ludwig Holzerhein and his Terrine forces at the RAM Regents meeting a year ago. It is even rumored that Ludwig is supplying the rebels with small amounts of weapons to aid in ousting Cooktownorg's commander.

NAME: Geelorg
LOCATION: Geelong, Victoria, Australia
38.10° S, 144.26° E
POPULATION: Unknown
IMPORTS: None
EXPORTS: None
SPACE PORTS: None

This org was destroyed early in 2427. RAM felt that the inhabitants were too rowdy and independent for the local forces to contain; also, the natives were living where RAM had planned a resort arcology. With a check of accounts to assure the end result was worth the investment, the org was levelled by 14 hours of continuous bombing. Confident of victory, RAM left the ruins alone, planning on returning later. Planning seems to have gone awry, as the resort arcology has yet to be built.

Geelorg, fortunately, was forewarned of this attack by NEO spies. They evacuated the org about two days before the attack. The inhabitants hid in the old city ruins surrounding the org when the attack force hit. The people have now joined with the New Aborigine Taskforce, and have learned their fighting tactics. There were almost one million people in the org, but the exact number is completely unknown. They have named themselves the "Geerillas," and these freedom fighters are well armed and financed by private citizens in the Regency.

NAME: Wollongorg
LOCATION: Wollongong, New South Wales, Australia
34.25° S, 150.52° E
POPULATION: 5,121,000
IMPORTS: Anything
EXPORTS: Anything
SPACE PORTS: Thirteen Class C

Wollongorg is private, but only in political terms. It is not owned by RAM, and it does support the efforts of NEO. Wollongorg is considered by all as being the "flea market of the solar system." Everyone looking for "that specific item" can come here, and they will probably find it. Even RAM executive have been known to come here and buy items. Anything from secret information, weapon rechargers, a spare bionic leg, or an old antique bicycle can be purchased here. If it isn't found here, they can tell you where to find what you're looking for, but, "of course, that belongs to 'so-and-so' and we can't be certain he would be willing to part with it. Too bad his security is so poor . . ."

CLIMATE/TERRAIN:	Earth, Oceans
FREQUENCY:	Uncommon
ORGANIZATION:	Community oriented
ACTIVITY CYCLE:	Any
DIET:	Omnivorous
INTELLIGENCE:	Exceptional (15-16)

NO. APPEARING:	3d20
ARMOR CLASS:	4
MOVEMENT:	180, 400 Swim
HIT DICE:	6
THACO:	14
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	By Weapon; 1d6
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Nil

Genotype: The Depthine are genetically modified humanoids that live at the very depths of the ocean floors. They were created when scientists decided to monitor the ecological disasters that were believed to exist there. The original functions of these Depthine were to correct any ecological trauma, such as general cleanup of trash and pollutants, and to monitor and aid any life forms that were harmed by the side effects of human existence.

The Depthine are little changed from humans, except for their hairless skin, gills, and longer fingers and toes with webbing, allowing for easier maneuverability underwater.

Physical/Cultural:

Physical Size: 4' to 9' tall.

External Covering: Thick hide with blubber in shades of brown and gray.

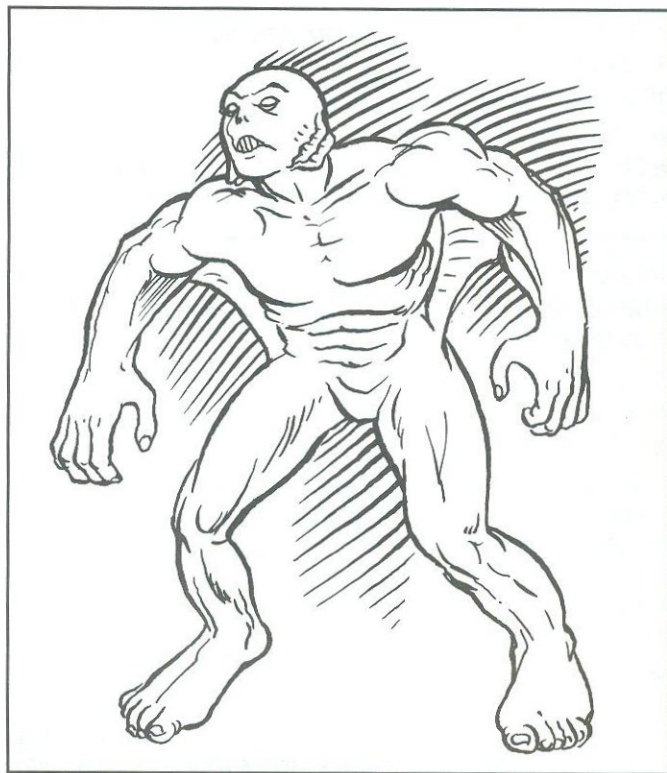
Eyes: White with black pupils, larger than human; infrared sight for 1,000 feet.

Ears: Recessed into head with closeable membrane.

Mouth: Small mouth with baleen ridge.

Nose: None.

Cultural: The Depthine are a very peaceful people who yearn for outside contact. Their language is a variant of 23rd century English, with high-pitched inflections and velar clicks added for their voices to carry long distances underwater. Each of the Depthine communities require the continued efforts of each and every person to survive. Many spend their time hunting for food for the rest of the group, while some maintain a protective perimeter around the city. The elders of the communities are usually the leaders of these loosely based tribes.



Advantages/Disadvantages: With the construction of their bodies allowing comfortable living in the horrendous pressure of the ocean floor, the Depthine are unable to approach the upper world. If Depthine attempt to surface, their bodies expand and rupture above a depth of 10,000 feet. The Depthine bodies were designed to withstand pressure without any regard for their ability to surface.

Combat: When a Depthine attacks, it is usually by weapon, such as ivory daggers (damage 1d4), or multi-bladed scimitars (damage 1d8). They can bite for 1d6 points of damage, but this is not a standard tactic for the Depthine.

Habitat/Terrain: The Depthine live in huge underwater cities which vaguely resemble the Mesa Verde indian dwellings in southwestern Colorado. These genetically altered humans are forced to live at the bottom of the oceans. They can never hope to make it to the surface to communicate with the other humans; they can only wait for the surface humans to come to them.

Ecology: The Depthine are a very peaceful community, the only intelligent species to exist this deep in the oceans. They yearn for outside contact, while continuing their city-building and fighting off the sharks and other dangerous sea creatures.

CLIMATE/TERRAIN:	Earth, any temperate zone
FREQUENCY:	Uncommon
ORGANIZATION:	Field
ACTIVITY CYCLE:	Day
DIET:	Minerals
INTELLIGENCE:	Nil

NO. APPEARING:	1000 +
ARMOR CLASS:	10
MOVEMENT:	0
HIT DICE:	1/8
THACO:	Nil
NO. OF ATTACKS:	0
DAMAGE/ATTACK:	Nil
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Nil

Genotype: The Drywheat is a genetically altered wheat strain created by a RAM scientist team for distribution on Earth. RAM has also been able to reproduce the nutritional deficit of Drywheat into rye, oat, barley and rice. The plant appears identical to normal wheat in every way. The selling point of the plant is that it grows with very little water, an important development in agriculture.

The plant was designed to absorb and utilize an extraordinarily high amount of vitamins and minerals. If this plant was used as a supplement to a normal diet, the character would receive all the necessary vitamins and minerals needed for a complete diet. But there is a dark side to this plant.

RAM purposely created the plant to lack any nutritional value at all. When this plant is eaten, in any form, the digestive system attempts to process the plant into usable materials for the body, but these are missing. The body receives the vitamins and minerals, but nothing else. The remainder of the plant, 99% of the ingested material, passes through the body as useless fibrous material. Drywheat contains new enzymes which prevent the body from using any fats, sugars, or carbohydrates which are in material mixed with Drywheat.

When RAM designed the Drywheat plant, they purposely encoded the plant to absorb and metabolize vitamins and minerals to hide the weight loss aspect of the plant. This ensured the plant's success in the Earth's marketplace.

Physical/Cultural:

Physical Size: up to 7' tall.

External Covering: As standard wheat plant

Advantages/Disadvantages: Drywheat will yield a good crop with only 25% of the rain needed for a regular wheat crop. Consequently, a big clue to the danger of this plant, is the fact that dead birds, rats, squirrels, in-



sects seem to cover the ground around any large field of Drywheat.

Habitat/Terrain: This plant grows well in any non-arctic environment, even in some areas of desert.

Ecology: The person eating the Drywheat loses weight in accordance to the amount he ate, regardless of the form of the Drywheat—pasta, cookies, bread, or cake. If the normal character eats one pound of Drywheat-based food, the character will lose one pound of weight.

The effects of the Drywheat seem to be exponential. When people find themselves losing weight, they tend to eat more leavened or starchy products to regain that weight. When Drywheat is used in the weight gain attempt, they end up losing weight quicker.

In cultures where these products are the main dietary staple, like rice is in the Orient, there have been many mysterious starvation deaths. When the bodies are examined, they find the body in a state of starvation, as though the person refused to eat, yet they find a textbook amount of vitamins and minerals.

If Drywheat is eaten as a supplement to a meal, the character will not suffer the weight loss side effects experienced by people relying on it for their major food intake. In fact, they benefit from it. The benefits are the vitamin and mineral intake from the Drywheat. Also, the weight loss aspect, if moderate, will help the character to maintain a desired weight.

Microbytes

25CR2

CLIMATE/TERRAIN:	Any
FREQUENCY:	Very Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Special
INTELLIGENCE:	Non-
NO. APPEARING:	1d100
ARMOR CLASS:	Nil
MOVEMENT:	1/100"
HIT DICE:	0
THACO:	Inapplicable
NO. OF ATTACKS:	Special
DAMAGE/ATTACK:	Special
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below

Genotype: Microbytes are microscopic computerized robots designed to fulfill a specific function. These marvels of miniaturization are able to enter a cell without rupturing it, perform delicate operations on the DNA material, or combat a deadly virus. These machines are programmable via frequency modulated radio waves, and get their power from their environment.

These robotic units are constructed in laboratories using 100% pure metals and ceramics. The metal or ceramic is melted and placed in a strong magnetic field. This magnetic field shapes the different minute mechanics; after shaping, they are frozen quickly. Still using the magnetic fields, scientists put the separate sections together, making the Microbyte. Just like a circuit board, the Microbyte's mechanics and programmable memory are placed in different layers, separated by the ceramic materials.

Once programmed, the Microbyte begins its functions. To aid in its functions, the Microbyte has sensors that it uses to find its targeted function. These sensors can detect light, sound, surface vibration, or power surges. No Microbyte can be tailored with every type of sensor, because the memory capacity disallows the functionality of more than two.

Physical/Cultural:

Physical Size: 0.25 Microns across.

External Covering: Metallic structure

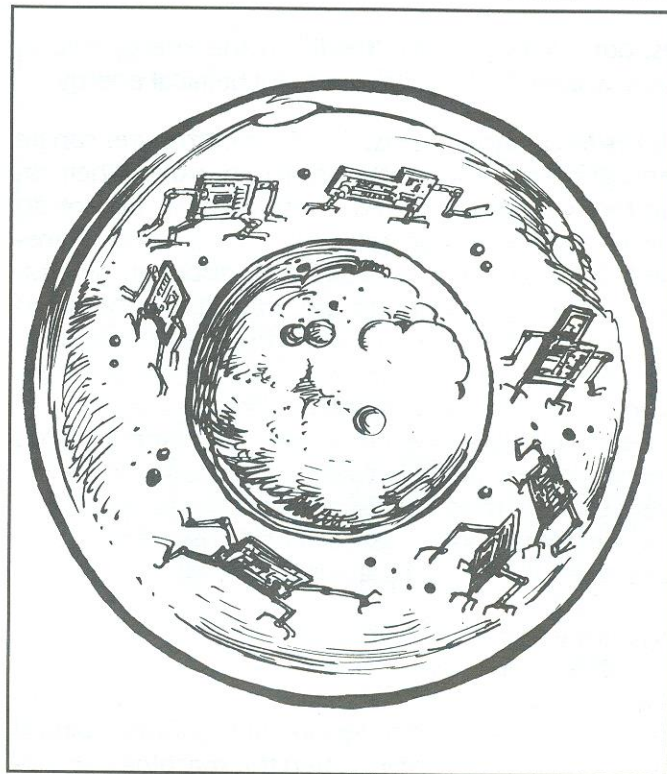
Eyes: Electronic photoelectric sensors, if installed

Ears: Electronic auditory sensors, if installed

Mouth: None

Nose: Electronic olfactory sensors, if installed

Cultural: Microbytes lack any real culture, save what interaction they are programmed for. All can be



programmed to reproduce themselves from available materials within the host system. This programming is illegal to use in many sections of the solar system, and RAM Main will not allow the reproductive programming to be installed in its main computer's Periferal microbytes. The reproductive cycle allows the microbytes to duplicate themselves once a week.

Advantages/Disadvantages: The microbytes, if programmed with an FM radio transceiver, can be turned off or reprogrammed by a simple FM radio message at the frequency the microbytes are able to receive. The code and frequency is very specific to the model and owner. It can be nearly impossible to easily 'shut them down' without the correct communication frequency.

Combat: Combat for the microbytes comes in many fashions. Depending upon the type, the microbyte can quickly destroy computers, cell structures, any electronics, make vehicles explode, and more. The possibilities are endless.

Habitat/Terrain: These mechanical 'creatures' have been found in every environment known to man. However, they seem to operate better in vacuum.

Ecology: Microbytes are individually designed to exist within specific ecosystems, and their only "natural" enemies prove to be the defensive systems of whatever they enter. They have small energy batter-

ies, but microbytes do “feed” on the energy within each system, be it electrical or biochemical energy.

Notes/Microbyte Forms: All of the microbytes can be reprogrammed for another function, unless their radio receivers are removed. Most scientists do not do this so any error in programming can be easily remedied. Surprisingly, even after several dozen generations, the programming on multiple generation microbytes is identical to that of the parent microbyte. This accuracy has completely amazed the scientists who created the first microbytes.

Detailed below, are five of the more common types of microbytes, and an example of how they have been used by those with good and evil intent. These five are not the only ones currently in existence. Their uses are limited only by the imagination.

Antibody Microbyte: These microbytes, also known as ABMBs, are robotic units that roam biological organisms in search of viral infestation. ABMBs’ sensors are programmed to ignore all organisms natural to the body they inhabit. When this machine encounters an alien virus, the ABMB enters the nucleus of the virus, and alters the DNA to render it harmless.

Several altered versions of the ABMBs exist in either RAM laboratories or in actual use. These are known as Viral Microbytes, or VMBs. These nasty machines are designed to pit the host’s body against itself. Whenever the VMB encounters a white blood cell or other beneficial cells, the VMB will alter the DNA patterns of the cell, rendering it hostile to the host. Once its job is complete, the VMB exits, and searches for another cell to alter. The damage caused by this microbyte is the loss of one permanent hit point per month, until either the VMBs or the host are eliminated.

Genetic Microbytes: These tiny machines, also known as GMBs, are often used by geneticists in their research. A version of this machine was used in the perfection of the Terrine gennie. This microbyte enters the cell and alters the DNA in accordance with its programming. Once the job is done, the microbyte exits the cell. The whole process takes about three minutes. The sensors available on these machines is a camera capable of viewing the infrared, allowing controlling scientists to monitor the GMB’s work.

The genetic microbyte can get energy from either a light source, or from a heat source. Despite warnings from experts in the microbyte field, several scientists programmed some genetic microbytes with reproductive capacity. They injected these into their RAM-supplied ‘volunteers.’ Within several months, each person was showing signs of cancer. Polyps and

other growths, when studied, were inhabited by the genetic microbytes. Further studies proved that these microbytes could be transmitted by touch, although the odds were very small, 1%. These microbytes are now called CMB, or Cancer microbytes, even though the only difference in them is their ability to reproduce; theories now estimate the cancer and its transferral factor is caused by badly reproduced programming.

Hunter Microbytes: There are several breeds of microbytes that only search for other microbytes to destroy them. These destroyed microbytes are used to make other hunter microbytes. The down side of this model is that they very often destroy their own kind, unless encoded to ignore them.

Janitor Microbytes: These microbytes are used extensively by doctors to clean up the various parts of the body that are not readily accessible to surgery. These area include removing cholesterol deposits from arteries and capillaries, unclogging lymph nodes, destroying harmful blood clots, and removing cataracts. These tiny robots are the “medics’ best friend.”

There are several scientists who, for reasons of “scientific inquiry,” alter these microbytes and make them killers, not healers. Destructive Microbytes, or DMBs, are introduced into the host’s body, where they actually destroy any living tissue it can get hold of. These are not content in destroying blood cells. They usually attack the inside of blood vessels, rip nerves apart, or destroy brain cells. These destructive beasts tend to cause one permanent point of damage the first week, two points the second week, four points the third week, and so on. Known trafficking or use of DMBs in any way is now a serious criminal offense on the inner planets, punishable by death.

Periferal Microbytes: These robots are a very special model of microbyte. They are used to repair any damaged sections of any computer system. The PMB will release any fused circuitry, repair memory chips, realign laser drives, and perform many other repairs. These microbytes can travel via any wires and hard-line computer hookups and repair anything within reach. Many of these vital microbytes are given the programming to reproduce themselves. The parts needed are often sprayed onto the computer boards so that the microbytes will not dismember computer parts for their reproductive needs. The destructive counterparts of the Periferal microbytes, are the Downtime microbytes. These robots destroy computer components to facilitate their own reproductive needs.

CLIMATE/TERRAIN:	Earth; any non-arctic or non-desert
FREQUENCY:	Rare
ORGANIZATION:	Packs
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Average (8-10)

NO. APPEARING:	1-6
ARMOR CLASS:	6
MOVEMENT:	150
HIT DICE:	3+3
THACO:	17
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	2d6
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	Nil

Genotype: The Rotguard is a genetically altered dog with a higher intelligence. A greater ferocity is also exhibited in this RAM-tailored species as well. The dog is able to adhere more closely to its training, as well as pick up new and altered orders more readily. This animal was bred in the Newyorg arcology, under direct supervision of RAM authorities. It is used for protection, as well as "sprawl cleaning." The Rotguard is a large canine with genetic patterns from the rottweiler. It has the tracking abilities of the lesser hounds, as well as the average intelligence of man. This combination makes it a very formidable opponent to anyone.

Physical/Cultural:

Physical Size: 6 feet long (plus tail), 130 lbs.

External Coverings: Furred hide.

Eyes: Canine normal.

Ears: Canine normal.

Mouth: Canine-based, stronger jaw structure.

Nose: Canine normal.

Cultural: These animals are known to roam in packs of two to six. Sometimes, they travel in packs of up to thirty, but this is exceedingly rare.

Advantages/Disadvantages: Due to the training they receive since birth, the Rotguard will only answer to one person in its entire lifetime. Rotguards will never allow another man or machine control it. This makes them valuable for their owner, but it requires the need for the extermination of any dog whose master has died.

Combat: A Rotguard attacks with its powerful teeth and jaws, causing 2d6 points of damage. Often they will hold on, rending their heads to and fro, continuing the bite and causing an extra 1d10 points of damage. Each round a Rotguard hangs onto an opponent, the attacked



character, or animal, must roll a constitution check at a progressive -1 penalty. If the check is failed, that section of the defender's body is removed by the Rotguard.

Due to the intelligence of the animal, it will never fight to the death. It will run from a fight it cannot hope to win, but that does not mean that it has given up. It will attack again at a more advantageous point, and will never fight stupidly, or in rage.

Habitat/Terrain: These animals are able to survive in any non-arctic and non-desert terrain. Several packs have been spotted in devastated areas, like the American desert, but it is believed that these are exceptions to the rule. RAM plans to transport these dogs to their headquarters on Mars for silent and deadly security teams that cannot be tampered with via computers. Meanwhile, RAM is placing the animals in the different Earth arcologies under its control.

Ecology: Many of these dogs run away once their master dies, escaping their impending doom. These run-aways tend to fend for themselves very well, until they run into others of their own kind. When this happens, they will have a 'battle of the wits.' This battle is a test of strength and fighting tactics for the rotguards, the winner becoming leader of the pack. There are a small number of wild packs roaming the eastern coast and Midwest of North America; the packs number no more than 12 rotguards and pups.

CLIMATE/TERRAIN:	Earth, deserts
FREQUENCY:	Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Non-[0]

NO. APPEARING:	1d10
ARMOR CLASS:	7
MOVEMENT:	6

HIT DICE:	1 + 1
THACO:	20
NO. OF ATTACKS:	2

DAMAGE/ATTACK:	1/1
SPECIAL ATTACKS:	Poison sting
SPECIAL DEFENSES:	Nil

Genotype: The skorpion is a genetically altered version of the Southern Texas scorpion. The skorpion has been altered to have a greatly reduced gestation period, and a heightened growth span. These creatures have also been enlarged by almost 50% at the adult stage.

The skorpion was genetically altered to produce a number of different poisons, depending upon the random occurrences of certain genes. To accomplish this, though, the RAM scientist had to sacrifice one of the front claws of the creature. The right claw, for the male population is missing, while the female skorpions are missing the left claw.

Physical/Cultural:

Physical Size: 8" long.

External Covering: Hard exoskeletal shell

Eyes: Scorpion normal.

Ears: Scorpion normal.

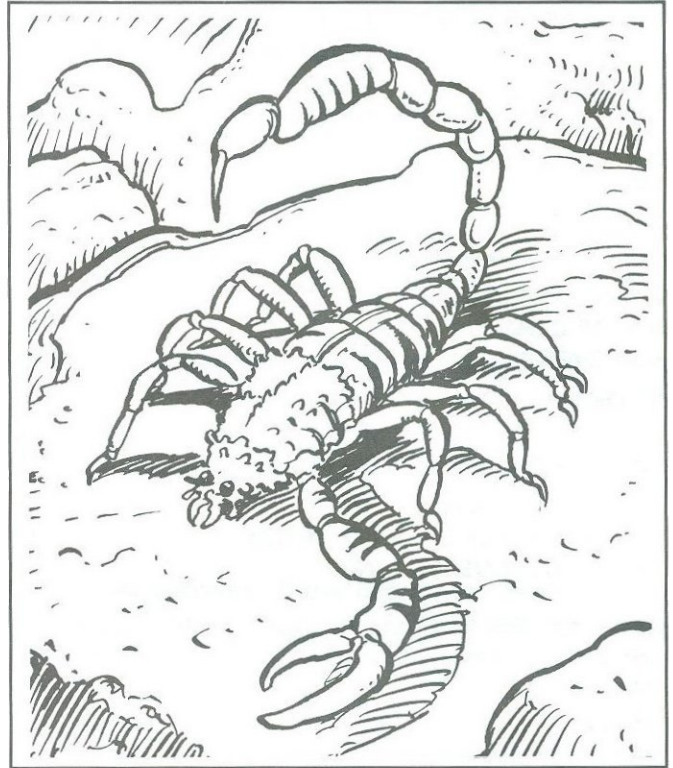
Mouth: Scorpion normal.

Nose: Scorpion normal.

Cultural: Primarily a solitary creature, skorpions will hunt together only in times of drought. Any group of skorpions will number up to twelve or twenty-four. The skorpions have been known to breed as many as eight times in a year. Each time they breed, 5d6 skorpions are conceived. These eggs will hatch in six weeks, and will become fully grown in two months.

Advantages/Disadvantages: The right claw, for the male population is missing, while the female skorpions are missing the left claw.

Combat: The skorpion is able to attack a victim two times in a melee round. It attacks with a claw followed by a swipe of the tail. The tail, being very quick and sharp, gains a +2 to hit. If the tail hits, the opponent must roll a save versus poison, or die in a number of melee rounds



equal to one-half his constitution score. A poison antidote within that time will save the opponent's life, but will induce sickness for days equal to 1d20 – the character's constitution.

Skorpion poison may vary from the normal poison above. Females tend to have a slower acting poison which is painful but not fatal. Other strains of poison could paralyze opponents or even act as a truth drug, a useful poison for RAM interrogators.

Habitat/Terrain: A RAM geneticist designed this pseudo-species with the full intent of unleashing the skorpion upon the inhabitants of the urban sprawls in the high density areas of the southern North American continent. In the last 40 years since its first placement, called Operation Sting, the skorpion has found its niche, and has multiplied greatly.

Ecology: The diet of the skorpion incorporates the complete food chain. They prefer to eat insects and larger spiders. They will eat small rodents, rabbits and other skorpions. Since their arrival in North America, the skorpion has been responsible for over 2,000 deaths within the urban sprawls of both major and minor arcologies in the North American Regency. Many hours of manpower and monetary resources have been expended attempting to flush these creatures out, but these tough and persistent creatures continue to live.

CLIMATE/TERRAIN:	Earth, Humanoid systems
FREQUENCY:	Very Rare
ORGANIZATION:	Parasitic
ACTIVITY CYCLE:	Any
DIET:	White blood cells
INTELLIGENCE:	Nil

NO. APPEARING:	N/A
ARMOR CLASS:	N/A
MOVEMENT:	N/A

HIT DICE:	N/A
THACO:	N/A
NO. OF ATTACKS:	N/A

DAMAGE/ATTACK:	N/A
SPECIAL ATTACKS:	Disease
SPECIAL DEFENSES:	Nil

Genotype: Theo Jameson, a biologist who residences in Kiyevorg created a virus under the financial backing of the Sixth Reich Firm. He was hired to create or alter an existing virus that would infect only the Terrine gennies on Earth. He was given a laboratory, several Terrine prisoners, and everything else he required.

Dr. Jameson proceeded with the work, and met with failure after failure. He noted that the Terrine body built antibodies rapidly for every virus that entered the bloodstream. He then devised a plan to use that equation against the Terrines.

He was able to create a virus that actually looked and acted like an anti-body. The virus was able to enter the Terrine's body undetected and multiply. Once that breakthrough was accomplished, he then altered the virus again. This time, when the virus entered the body, it actually began to devour the antibodies that were in the Terrine's bloodstream. The virus, using the antibodies as food, began to multiply voraciously in the body.

This, in itself, created a strange symptom, which Dr. Jameson called the Terrine Viral Syndrome. The virus began to devour the white corpuscles in the Terrine's body, virtually rendering the Terrine helpless to viral and bacterial attack.

The Terrine used in the experiment, eventually died from pneumonia. After coding the virus to only attack Terrines, he unleashed the virus onto various other biological life, whether natural or genetically altered. He found that the non-altered life forms were always unaffected by the virus. The virus did, however, attack 10% of all genetically altered life, killing them the same way as the Terrine.

As the final stage of the experiment, Jameson unleashed the virus on himself. He studied a dozen of his own blood samples, and found that the virus was indeed there, but inactive.

Physical/Cultural: Inapplicable to viral life-form

Advantages/Disadvantages: The TVS virus will only affect gennies, specifically Terrines, and has no known effects on standard humans.

Combat: The virus attacks the antibodies and the white blood cells in the body, rendering the victim helpless to other viral and bacterial attacks. The TVS virus seems to conquer the Terrine body in 4d12 days. During that time, the Terrine must roll a save versus constitution once a week, or contract pneumonia. If all saves are made, the infected gennie will succumb to pneumonia at the end of the determined time period. Every day after that, a system shock roll at a daily progression of -1 is needed to remain alive. This virus can be transmitted through blood exchange or by simple ingestion; the Sixth Reich effectively destroyed the Terrine population of Budaporg by slipping the TVS virus in the water supplies.

Habitat/Terrain: TVS virus can survive in any humanoid biological system. It is a recessive, harmless virus in unaltered humans, but can be deadly to Terrines and gennies.

Ecology: TVS, or Terrine Viral Syndrome, is a deadly disease that effects 90% of all Terrines, and 10% of all other genetically altered life forms.

CLIMATE/TERRAIN:	Earth, plains, arcologies
FREQUENCY:	Common
ORGANIZATION:	Herd
ACTIVITY CYCLE:	Day
DIET:	Herbivore
INTELLIGENCE:	Animal

NO. APPEARING:	1-200
ARMOR CLASS:	6
MOVEMENT:	10
HIT DICE:	3
THACO:	16
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1d6
SPECIAL ATTACKS:	Charge
SPECIAL DEFENSES:	Nil

Genotype: The Woolsheep is a genetically altered sheep. There are no other animal types spliced into their genes. These animals have been bioengineered for bodily efficiency in every conceivable fashion. 35 percent of the Woolsheep's total dietary intake contributes to muscle growth while, at the same time, 30 percent of the intake goes directly to the Woolsheep's hair follicles for the production of wool.

Over two hundred years ago, a genetic scientist by the name of Leonard Bronsk designed these sheep. Leonard Bronsk was able to decrease the amount of food normal sheep ate by five percent. This does not seem like a large feat, but the end result is absolutely phenomenal. At the same time, he increased the Woolsheep's ability to grow wool, to grow in musculature, and he also lessened the amount of waste. Leonard Bronsk won an award for genetic research in the year 2238 for his astounding work. Shortly thereafter, he was reported missing, and was never found again.

Physical/Cultural:

Physical Size: 2 feet tall at shoulders.

External Covering: Thick hair.

Eyes: Sheep normal.

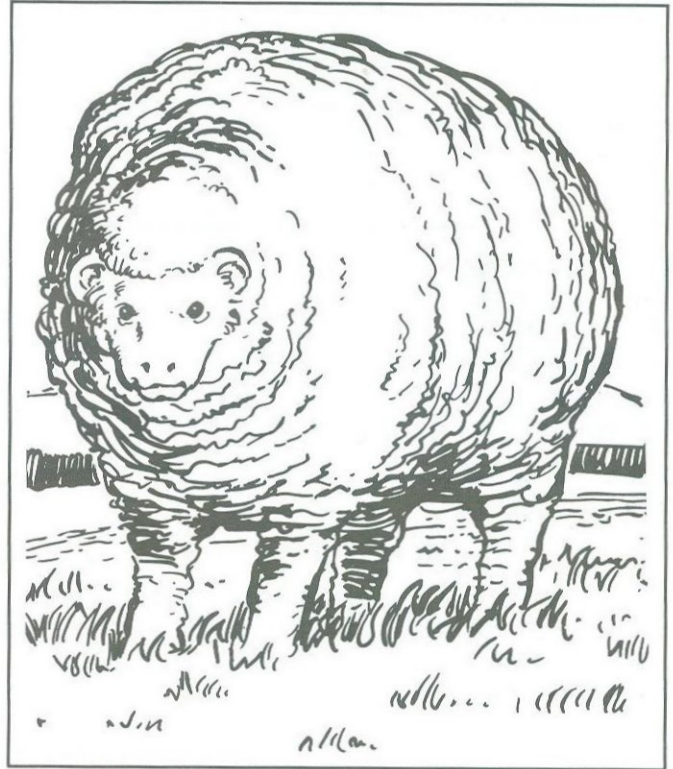
Ears: Sheep normal.

Mouth: Sheep normal.

Nose: Sheep normal.

Cultural: These snowy white animals are one of the most beautiful, but they are truly the stupidest of all the animals. All it prefers to do it eat, breed, sleep, and run around in a big disorganized circle.

Advantages/Disadvantages: None, aside from those mentioned elsewhere.



Combat: Woolsheep do have a bite which can cause 1d2 points of damage, but it only bites if it cannot run away. Also, these animals, in their everlasting fear, have been known to butt even the kindest of people for 1d4 points of damage.

Habitat/Terrain: These herd animals are found in many of the arcologies around the world who rely on the trade of wool and lamb meat as a major export with other arcologies. Their relatively efficient bodies make them much more reliable and inexpensive to breed than their genetically pure counterparts.

Ecology: The Woolsheep was never bred for intelligence, thus, the intelligence of its very stupid cousin remains its weakness. Woolsheep tend to run each other down in their attempt to follow one another whenever they become scared. Eventually what happens, is a whole herd of Woolsheep begin to run in a huge circle in their attempt to run from any perceived danger. This makes them an easy target for carnivores. Herders on the open plains, are known to throw a cow or two into their midst to give them something more intelligent to follow in case of danger.

The Oceanic Arcologies

These floating arcologies are Delph owned and operated. Many of the beautiful crystalline bubble arcologies have met with disaster at the hands of RAM. Whenever a Delph arcology enters the sector of a RAM fighter, the fighter will go out of its way to destroy it. This has forced the Delphs to retreat into isolated clans and sever all ties with land dwellers.

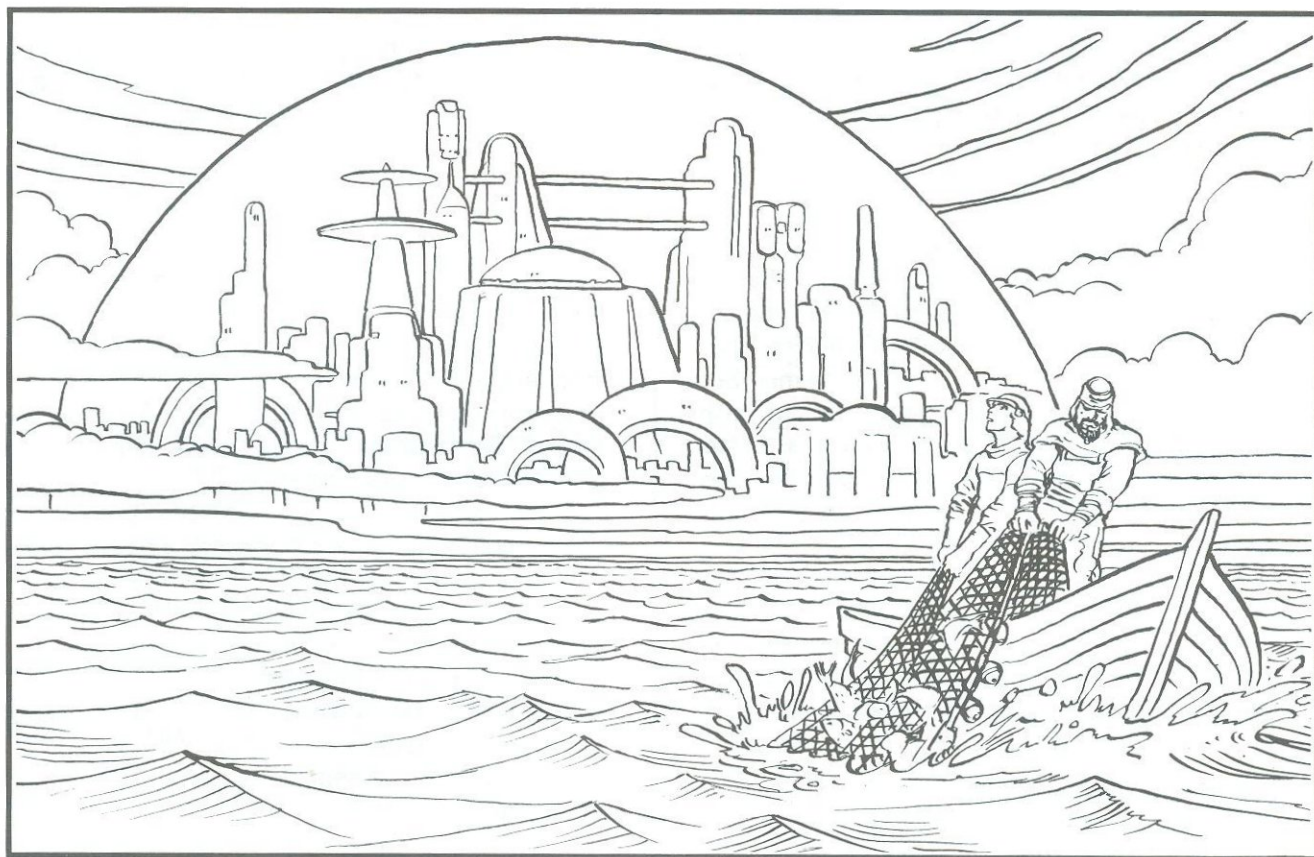
Most of the oceanic arcologies are constantly moving with the ocean's currents. Their last reported location and population is given. The first two Delph arcologies, though, are stationary, and contact with them is easily accomplished. Their distrust of humans may dampen the goals of anyone seeking their support.

NAME: Delph Arcology B4
LOCATION: Eniwetok, Marshall Islands
11.30° N, 162.15° E
POPULATION: 15,400
IMPORTS: None
EXPORTS: None; formerly fish and coral
SPACE PORTS: None

NAME: Delph Arcology A1
LOCATION: 'Uta Vava'U, Tonga
18.35° S, 174.00° W
POPULATION: 1,900
IMPORTS: None
EXPORTS: None; formerly pearls and crabs
SPACE PORTS: None

NAME: Delph Arcology A4
LOCATION: Marianas Trench, North Pacific
12.61° N, 147.32° E
POPULATION: 85,400
IMPORTS: None
EXPORTS: None; formerly sunken artifacts
SPACE PORTS: None

NAME: Delph Arcology C2
LOCATION: Carlsberg Ridge, Indian Ocean
0.01° N, 66.17° E
POPULATION: 65,800
IMPORTS: None
EXPORTS: None
SPACE PORTS: None



Earth Orbit Colonies

Surrounding Earth in orbits, geosynchronous and otherwise, lie hundreds of pieces of metal, plastic and concrete. Much of the junk littering near-orbit of Earth is useless trash that is only good for recycling, while others are actual satellite living quarters and work space. Listed below are some of the largest satellites important to life on and off Earth.

Life on board a satellite is certainly a risky venture. The knowledge that a stray missile could rip through the bulkheads of the satellite, killing all aboard instantly, keeps many people away from them. Motivations for people to dwell in permanent orbital satellites are many—military opportunities and research work to name a few—and the sheer prospect of life in space makes the orbiting living quarters attractive.

STATION NAME: Salvation II

POPULATION: 250

STATION SIZE: 250' × 250' × 85'

FIRST OPERATIONAL YEAR: 2162

Launched and built as a science satellite, this small orbital platform fell into the hands of rogues in 2431. Salvation II is now a vicious community of misfits hostile to everyone, including each other. This small space station has a small permanent population of former pirates turned innkeepers. Many pirates and freebooters relocate here, but few survive long enough to be counted amongst the permanent populace.

Outside the docking ports, Salvation has posted a sign that the regulars truly believe in. "Salvation II. Post No Bills, Ask No Questions. No Colors Allowed. No Interrogations. Remember that no wine flows freer than that on the vein..." The station enjoys the reputation of being a place where anything can be found for the right price. The space surrounding Salvation II is cluttered with the scavenged shells of battlers, fighters and a large assortment of transports. The station patrols these hulks with a force of fifty men. As the station relies on scavenged technology from these wrecks, anyone caught pilfering is brought to a speedy and often fatal trial. Salvation II's court usually allows the thieves to leave unscathed only after all their valuable goods have been 'donated' to the station. They are then

allowed to leave the station's space and instructed never to return.

Salvation II lies in the L4 La Grangian well, conducting its business with almost no RAM intervention. To maintain this anonymity, they do not allow any anti-RAM covert operations to be conducted within three miles of the station. The people here have been known to expel several NEO and Sixth Reich agents from their borders, barely giving them time to retrieve their own ships.

Salvation II is a circular space station that does not offer its inhabitants or visitors a comfortable gravity. The surface is pocked with minute meteor scars, as well as a number of laser blasts. The inhabitants say the laser burns are nothing more than stray shots from elsewhere in the solar system. Many believe they originate from vengeful patrons.

STATION NAME: Salvation III

POPULATION: 394

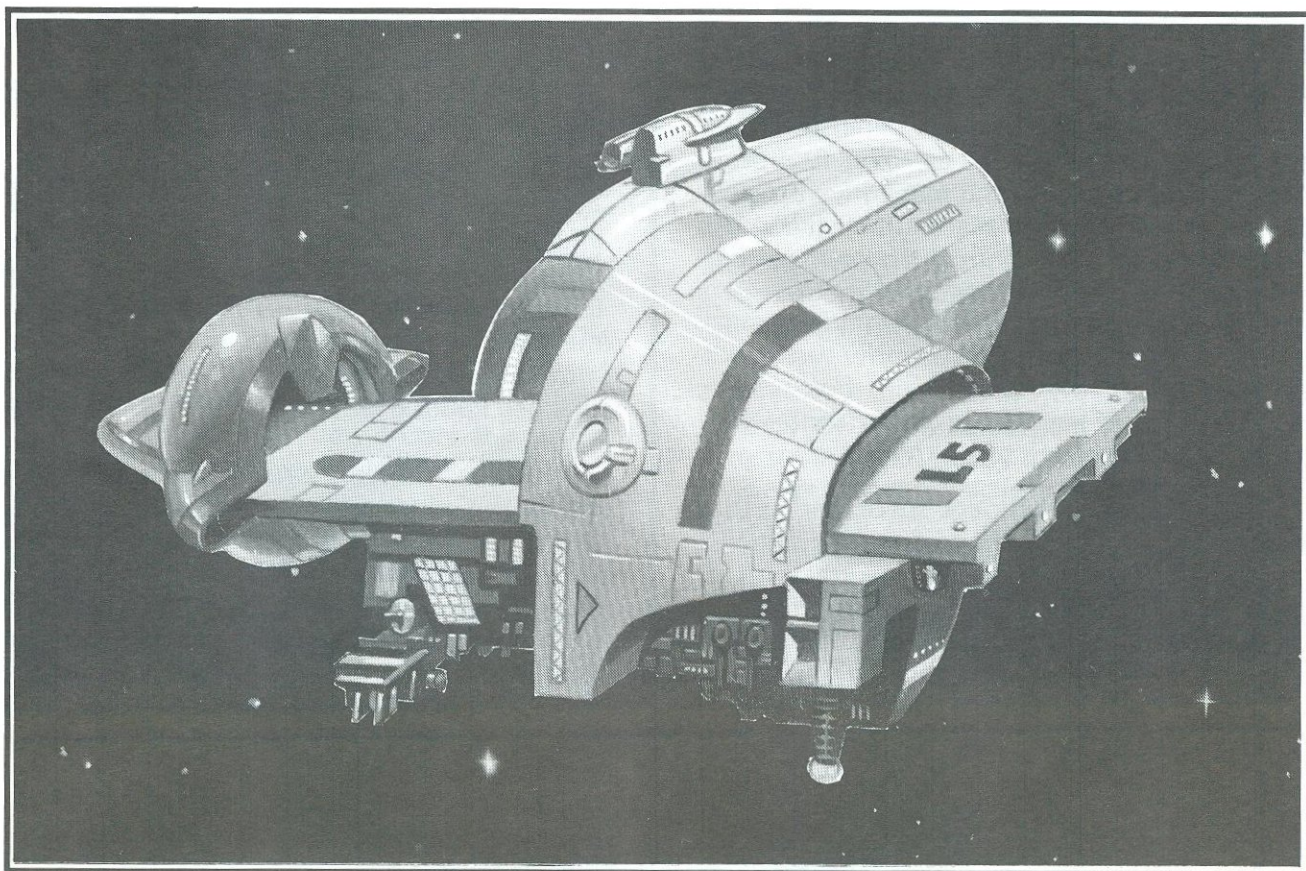
STATION SIZE: 1,240' × 720' × 425'

FIRST OPERATIONAL YEAR: 2194

Salvation III is a large space station located inside the L5 La Grangian point. Its overt appearance and function shows it to be a salvage satellite and repair dock. In reality, Salvation III is the New Earth Organization's main headquarters.

The L5 La Grangian point has collected a great number of derelict ships that were abandoned years ago, their internal mechanisms long since sold to merchants and engineers alike. The debris in the area is so heavy that the station is hidden from any random sensor scans for activity. Were it not for computer records and occasional patrolling of Earth orbital zones, RAM might forget about Salvation III's existence.

The station has over one hundred permanent residents. The other two hundred "citizens" are a constantly rotating group of merchants, NEO agents, Phoenix agents, and occasionally even pirates as well. All these mixed groups of people are welcome and feel welcome here. Salvation III is a place that hides some of the most notorious people in the solar system, but still manages to stay together and keep itself hidden from RAM's watchful eyes.



Salvation III is an odd shaped space station with no gravity of consequence; magnetic boots are standard gear on board and are provided for easy movement throughout this metal floored station. The surface, like Salvation II and many other satellites, is scarred with meteorite pock marks.

NEO's presence here is kept as subtle as possible. If unscrupulous people discover the true purpose of this station, they quickly find their ships "missing, presumably stolen by pirates . . ." Elaborate coverup schemes by Turabian and NEO later cause people to doubt NEO's presence here at all; the people here will do whatever it takes to protect this secret. Salvation III is mapped out for the players' and referee's use on the interior cover of this accessory.

STATION NAME: Hauberk

POPULATION: 25,500

STATION SIZE: 2,200' + radius

FIRST OPERATIONAL YEAR: 2285

The Hauberk station lies in a geosynchronous orbit around Earth at the point where zero de-

grees latitude and zero degrees longitude meet. The station is a RAM-operated station that completely controls Earth through its military might; Hauberk is no more than a large cannon aimed at Earth. Hauberk controls the trade routes in and out of Earth, dictates the military placement of RAM fleets, and controls the money on Earth and its value. Since the installation of the Hauberk station, Earth has been almost completely cut off from the many interplanetary advances in technology and weaponry.

Hauberk station, being a huge sphere, is given an artificial gravity by its slight rotation in space. The station has been continuously growing since its inception, as the computers, Earth Regents, and RAM required more space. The designers of the Hauberk station purposely designed it with the structural bars exposed to the outside, so additional levels could be constructed and added on when necessary. This explains the partially constructed look the Hauberk station shows to any daring enough to get close to it.

Using expanded fieldfence technology, Hauberk is surrounded by a magnetic field that does

not allow anything ferrous to pass through it from either side without proper authorization. Even if someone were able to puncture the shield and get through, the station's defenses would surely destroy them: there are over two thousand batteries of lasers and mass drivers distributed evenly about the surface of the station. All of these weapons are controlled by a single computer bank located near the top of the station.

STATION NAME: Terra 12

POPULATION: 15,525,000

STATION SIZE: 7 mile radius wheel, 90' wide

FIRST OPERATIONAL YEAR: 2250

Terra 12 is a self-sufficient space station that has yet to fall under RAM control. The station's governmental status is officially neutral with regards to RAM and NEO, allowing it to maintain various important trade agreements. The station is a revolving wheel-shaped station designed as a colony satellite; in its development, food production became its primary concern. Since the 23rd century, technological breakthroughs allow the station to consistently grow twice as much food as it is able to consume. This has given way to trade with Earth, RAM, Venus, and the Sun Kings of Mercury. The trade agreements with the other important and powerful factions have deterred RAM from taking the station over for its own ends.

The station is powered almost completely by solar power, but it occasionally resorts to fusion power when it passes through the shadow of Earth or Luna. Several times since its maiden year, Terra 12 has collided with large chunks of sharp metallic debris or has been struck by derelict ships. The station's lack of proper protection makes the elimination of these hazards impossible. The station is forced to purchase the materials to repair these breaches from outside forces. RAM, by charging double or triple the credits for the necessary parts, is attempting to put the station in a monetary bind to assure a total buy-out. To offset this, Terra 12 often purchases these necessary materials and manpower from privateers or pirates. Payment is returned in the form of supplies and food from Terra 12's storage bins.

STATION NAME: PAL 5

POPULATION: 1,215,000

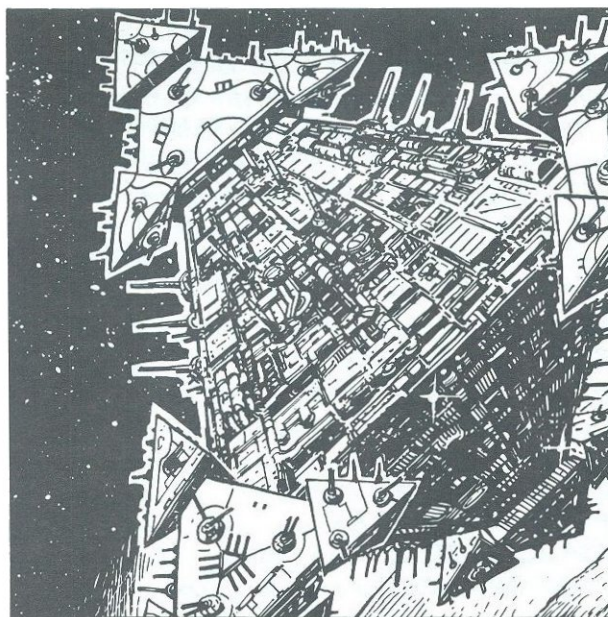
STATION SIZE: 6 mile radius wheel, 200' wide

FIRST OPERATIONAL YEAR: 2380

PAL 5, created by a Martian firm called Prism Arcological Living Inc., is owned by the original inhabitants and their heirs who purchased the property. Their families have the right to inherit the property only if parents specifically will it to their children or heirs. Unclaimed property returns to PAL Inc. control; the real estate has changed hands over the decades because of this loophole.

The station is a huge wheel that is spun to give the feeling of gravity for the inhabitants, fauna and plants. Much of the surface, except for the floor, is covered with UV/IV tinted plexiglass. The glass, when in the full sunlight, filters out harmful frequencies and lessens the intensity to a comfortable state. This glass reflects any lasers and is strong enough to take direct hits from rocket rifles and gyroshells at point blank range with only a scratch.

PAL Inc. is owned by RAM but is given a semblance of autonomy for its work and is well removed from the internal politics. PAL Inc. still builds self-sufficient space stations for operation anywhere in the solar system. Rumor has it that World Builders Inc, RAM's terraforming subcompany, is stationed at Titan in a PAL project identical to the PAL 5 station.



The Firms

Earth, in contradiction to RAM's beliefs, is not a web of insurrection with no visible purpose. The natives have one feat in mind: to free Earth from RAM and regain control for her inhabitants. Some of the arcologies personally rebel against RAM's iron fist, but these small skirmishes are not enough to warrant RAM's withdrawal. This is where the firms come in. Their main purpose is to thwart RAM and send it back to the cold red planet it calls home.

Unfortunately, these firms do not always see the whole picture. Some of these firms have been known to grab onto one truth, blinding themselves from the other facts that exist. Some even feel that NEO may be a RAM front used to disorient and betray the "real freedom fighters" such as themselves.

Each firm has at least one arcology that supports it in their relentless subversive activities. The arcologies support firms with funding, men, weaponry, as well as supplies and a place to hide. The firms, in turn, guarantee the use of the funds in anti-RAM activities.

The firms listed below are some of the most influential, or the most odd, on Earth. They are also the firms most likely to run into the characters on either side of a battle. These firms may recruit the player characters, should there be an interest on both sides.

The firms, in their fanatical ways, will sometimes be the bane of the characters, or even NEO. Sometimes the *threat* that these firms combat is, in reality, not a threat at all. They have been known to attack ships owned and operated by NEO or other firms in fear that they belong to RAM. Many have a knack for disbelieving communications, preferring to "be safe" and assume that everyone is a lying RAM puppet. This type of paranoia has cost NEO a great many ships.

These firms that fight one another have sometimes covertly been supported by RAM. RAM feels that if they can eliminate one group by using another group, they eventually lower their total operating costs, and that is the bottom line. And the bottom line is RAM's area of expertise.

The Fifth Age

This group of covert operators are nothing but computer spies and hackers. They have created over 12,000 different computer viruses over the last seventeen years. These viruses are then dispersed into the RAM network as well as the Mercurian computer system. Unfortunately, a few of these have wormed their way into the NEO computers, and the computers of other firms on Earth. This has caused a great deal of strife between the Fifth Age and the other firms.

The firms that are actively seeking vengeance upon the Fifth Age, due to computer failure or vital information loss, are the 751st Congress and the Sixth Reich. These groups' computers were completely decimated by these deadly computer viruses that accidentally found their way back to Earth. Some speculation insists that RAM found the viruses, duplicated their coding and sent them back to Earth, where they entered random computer banks.

Despite the damage caused by their work, the Fifth Age is considered important and vital by many Earth groups. These groups include NEO and the United Brothers at Arms. In spite of the inconveniences created by these runaway viruses, they still feel that the Fifth Age is creating a viable means of corrupting and slowing RAM down. All activities performed by Fifth Age are wholeheartedly sanctioned by these two groups.

The Forces for a Democratic Earth

This militia group is attempting to bring about complete democratic rule. It believes that it must first get a strong power base in the EuroAfrican Regent before it can disperse its forces to the other regencies. It does, however, tend to be a bit brutal to those who oppose its ideals.

The FDE has met with many victories. Listed in those victories are the allies it has accumulated in the Unification Front, and the 751st Congress. Together, they make up a power that is not to be ignored.

The World Liberation Organization, the New United Nations, and Green Earth all see the FDE's actions as being very selfish. These three groups are fighting on a worldwide scale, and the FDE is

not. They feel that the FDE is undermining their wide-scale efforts, and should also fight on a global scale. The WLO and the GE firms have been known to disrupt some of the FDE's plans to prove that they should join the world's fraternity. This has done nothing but prove to the FDE that they must work even harder in their home land to clear it of the RAM infiltration; the other firms are simply too unfocused to be useful allies.

Green Earth

Green Earth is the descendant of now extinct ecological activist groups of the 20th and 21st centuries; however, its members do not embrace the pacifistic viewpoints of its ancestors. Green Earth still concerns itself with saving the planet from destruction, but now it forcefully does something about it. The members are some of the most violent in all the firms. It actively assassinates many of those who wreak damage on Earth and its ecosystem. Their views are extreme, but they insist they "visit the same mercy on RAM that it places upon this planet." The Green Earth members are most active in Europe, cleaning up the ruined regency while punishing those, in their eyes, responsible for the destruction.

It is common knowledge that Green Earth destroyed at least six RAM installations that were actively poisoning the sprawls to exterminate the inhabitants. These arcologies were then ravaged for all the natural supplies, such as seed, seedlings, and full grown plants. The members then cultivated these plants in their natural habitats in hopes of replenishing the planet.

Their unabated violence has led to the alienation of Green Earth with several of the firms. The Libertarians, the Sixth Reich, and the Forces for a Democratic Earth all view their work as relatively good, but they have had the misfortune of being on the wrong end of Green Earth. The Leper's Court, the World Liberation Organization and the United Brothers at Arms all have assisted Green Earth in its vengeance against RAM. Without these groups' help, Green Earth probably would not accomplish much. Green Earth has placed its headquarters secretly in the Newporg arcology. The headquarters is so secret that the Newporg authorities are not aware of its existence.

The Guardians

This firm is actually a multi-continental group of mentally unstable and suicidal warriors who are trained in piloting, and the arts of war. They consider themselves the protectors of the people. They care not who they are fighting, as long as they are fighting against the oppression of the people. They tend to be a bit too vicious at times, and this has lost them some support. Rumors suggest that some Guardians are actually born from Terrine blood, which could explain their great strength and brutality.

The firm is feared and hated by the Libertarians, and the United Brothers at Arms. These groups feel that the techniques used by the Guardians are too brutal to be humane. The Guardians refer to these groups collectively as "Mono-Necks." The Guardians obviously have no respect for them.

The groups that have sided with the Guardians do so with much public criticism. These groups are the Phoenix, the New Earth Organization, and the 751st Congress. These groups will admit that the Guardians' techniques tend to be very brutal, but they cannot deny the progress and the effectiveness that has resulted from their work.

The Historians

This firm was conceived when a Middle Eastern human found and read the personal diary of a late 20th century dictator; accounts of the dictator's insanity and ruthlessness had long since been lost. This man felt the passionate writing and political rhetoric in the diary was so brilliant that it still held true in the 25th century. Using the same charismatic style laid down in the diary, Ahmet Jihoun has gained a very large following now calling themselves the Historians. Today, their numbers range in the millions. They actively seek to carve out an empire from RAM control for the charismatic Jihoun.

They have actively pursued many RAM targets, and have met with a minimal amount of success. They have also knowingly attacked other firms in order to gain more supplies. This have made them very unpopular with groups such as the Leper's Court, the Libertarians, and the Unification Front. The Leper's Court has even attacked their headquarters many times to ward them off,

but this has not deterred them from their single-minded goals. Groups like the World Separatist Movement, and the Sixth Reich all feel that these actions, although ruthless and selfish at times, all serve the greater needs of Earth in the end.

The Leper's Court

The Leper's Court, basically is a firm that is based in the Eastern European continent. Its members are those who were able to withstand the forces of radiation poisoning. Most of the members' bodies have been mutated and altered by the chromosome damage suffered by their ancestors. It is truly a savage fighting machine, its members paid a certain amount for every RAM lackey that falls to the ground.

This vicious group has ties with Green Earth, the Guardians, and the Sixth Reich. Although they never have worked together on any fronts, this by no means limits their ability to communicate and exchange information.

The group has been known for its efforts against such firms as the World Separatists, United Brothers at Arms, and the Historians. The conflicts between these groups stem from years of disinformation as well as differences in their individual motivations. So much violence has broken out between these groups, especially between the Leper's Court and the Historians, that even RAM has sat back in amazement. No one can deny their passion for their causes, though they might wish to avoid these overzealous group conflicts.

Libertarians

This group is a very small and new group to come out of the eastern section of the North American Continent. These men and women want nothing less than the complete liberation of any oppressed people, no matter what form or reasoning for the oppression. They simply feel that prisons, whether of concrete or of legislation, are illegal and should be banned.

The group is wholly against the actions taken by the Historians, Green Earth, and the Guardians. It feels that these groups are taking prisoners in their cause, which makes them no better than the people they fight. Though the stated groups are now considered among the enemy, the Libertarians have not yet taken any actions

against these groups.

The Libertarians are supported by the World Liberation Organization, the New United Nations, and the World Separatist Movement. These groups are the only groups that follow the true way of liberation, in the group's eyes. The groups have cooperated in several activities that have benefitted each group.

The New Earth Organization

The New Earth Organization, or otherwise known as NEO, is the most popular of the firms on Earth. NEO's main base is an orbiting junk yard named Salvation III. The commander of the station is named Turabian; he stands at the right hand of NEO's leader, Beowulf. Beowulf has managed the NEO affairs for over two decades. NEO is governed directly by its generals on the NEO Council; the Council is, in turn, subordinate to a group of arcology delegates who call themselves the Planetary Congress.

NEO, being the best financed firm on Earth, is responsible for most of the attacks against RAM. Because of this, NEO is also in the spotlight of RAM's hatred and revenge. RAM spends more money trying to thwart the activities of NEO than all the other firms combined. This infamy also gives NEO the highest recruitment numbers as well.

NEO has the respect and admiration of most of the other firms on Earth, with a few exceptions. The Phoenix, originally part of NEO, shares its motives, but feels their actions are too limited by having to answer to the Planetary Congress. NEO does not hate any of the groups because it realizes that their basic motivations are good. They do have strong alliances with the 751st Congress, the Guardians, and the Phoenix. These four groups can be found working together on several occasions.

New United Nations

This firm is a panicked group of men who are very much afraid of any group that has a larger following than they themselves do. They feel that, since their ancestral organization, the United Nations, was a very powerful and respected force in world politics, they should also be accorded the same respect.

Firms like the New Earth Organization, the

Phoenix, and the Forces for a Democratic Earth scare NUN more than any other. They consider their own meetings of policy and politics to be harmful to RAM's hold over Earth, though their policies are entirely ineffectual. Despite NUN's "great advances against our oppressors," NEO and Phoenix and the other firms are viewed as the heroes against RAM by the people. To NUN, these groups are nothing more than self-satisfying terrorists who are trying to undermine the significance of the New United Nations.

Groups like the Libertarians and the Unification Front are all groups who have allied themselves to the NUN, knowing that the unification of all Earth firms is a necessity to its survival.

The New United Nations is a world-wide firm that has a membership of well over 20,000 excluding the three allies mentioned above.

The Phoenix

This firm hails from the midwestern section of North America. Their directives include utterly savage attacks on all RAM holdings on Earth and in space that are within range of its fighting fleet. This group is second in strength only to NEO. Originally, Phoenix was an elite squad of warriors and rocketjocks within NEO under the charismatic leadership of Davian Moore. The group broke away from NEO and joined Regal Bacci, finding the Planetary Congress too restrictive in their policies against RAM. A strictly democratic group, everyone has a vote and equal say in all Phoenix covert operations.

The Phoenix is supported and guided by such groups as the New Earth Organization, the World Liberation Organization, and the Guardians. These three groups have been known to aid Phoenix in its effort to allow Earth to be reborn . . . like the Phoenix of mythology.

Unfortunately, there are a few groups who feel Phoenix is nothing but pirates and spoiled brats. These firms include the Planetary Congress and the New United Nations. RAM hates this group of freedom fighters almost as bad as it hates NEO; this hatred only fuels the Phoenix's fire, so to speak.

The Planetary Congress

This group of arcology delegates have the largest and the most loyal following of all the Earth's firms. NEO, being a small part of the Planetary Congress, is considered to be its military puppet. They have a following in most of the major arcologies and use that following to garner support for a unified world government free of RAM influence. The Congress has been able to construct a planetary constitution that all current members agree to. This constitution requires many of the arcologies to put aside personal beliefs for the good of all Terrans. Whether this constitution will remain stable in the interim remains to be seen. As the primary governmental body, the Planetary Congress believes it will eventually rule Earth, should RAM ever be ousted.

The Congress, and its subsidiary NEO Council, was ecstatic upon the recovery of Buck Rogers; now their forces had a figurehead to rally behind. A few Congressmen are now beginning to worry, however, since Buck is gaining quite a following among the rank and file. His ideals and methods, while admirable and within the group's goals, are running counter to some Congressional wishes and generating some ill will. Many would rather see Buck become a simple symbol for the troops, but, of course, the hero from the 20th century isn't sitting still. Buck Rogers is the best thing to happen to NEO in a long time, but he may not be the best thing for the Planetary Congress.

751st Congress

This firm is the main driving force behind all actions against RAM in EuroAfrica. Its members have led more assaults against RAM fortifications in EuroAfrica than most other firms. This has given RAM a bad taste for Africa, and this has put the Congress into the EuroAfrican Regency spotlight.

The group has supportive allies in the New Earth Organization, the Guardians, and the Forces for a Democratic Earth. These groups, on more than a dozen cases, have assisted the Congress in their conflicts against RAM oppression. This has created strong ties that RAM, with its constant flurry of propaganda and misinformation, cannot seem to break.



These propaganda techniques have, however, wrought several groups against the 751st Congress. These groups are the Fifth Age and the World Separatist Movement. By hampering movement and sabotaging vital equipment, these groups have caused more damage to the Congress than all the firm's battles against RAM combined.

The Sixth Reich

The main base for this firm is what was formerly Old Germany. They borrowed the title of the Reich to represent the "realm of Earth to come," free from RAM control. These pirates are some of the best pilots around. They are best known for their attack runs on RAM merchant ships entering the areas of space surrounding Earth, as well as a few successful attacks on RAM battlers and cruisers. They are a ruthless bunch of pilots that do not know the words 'stop' or 'surrender.'

The group has gained notoriety with such people as the Fifth Age, the Unification Front, and Green Earth. They feel the wealth that the pirates

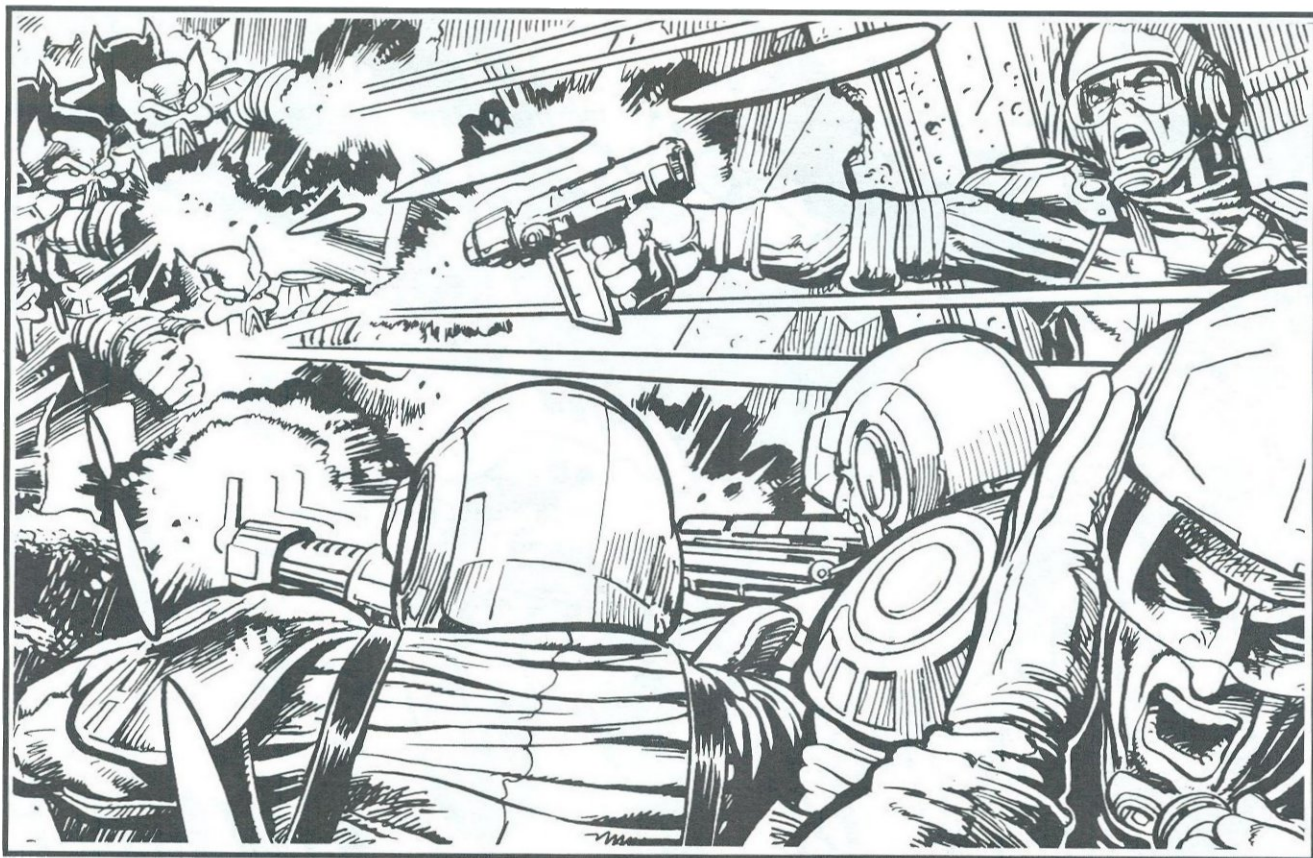
are amassing should be shared equally among all firms, but the Sixth Reich feels that it needs the funding and parts to continue its 'devastating' attacks. Needless to say, the firms do not ally themselves too readily with the Reich.

The group does, however, have the support of the Leper's Court, the United Brothers at Arms, and Phoenix. These groups feel that the tactics used are justifiable, and they have had the pleasure of the Sixth Reich's assistance on more than one occasion.

Unification Front

This firm does not concern itself with the overall picture. It sees only the devastation of its homeland, and is only concerned with the restoration of North America as it was in its birth. The UF fights with an often unbridled vengeance, but loses to more orderly troops. If they were to possess a great leader, the warriors' passion alone would surely defeat any enemy that would oppose them.

The Unification Front has allies in the Forces for a Democratic Earth and the New United Na-



tions. These groups have fought side by side on occasions, but only on Canadian soil. Their relationships with the UF will certainly be strained should they ask the UF to battle on soil other than their own, for they have little interest in world affairs outside of North America.

The UF is disliked, and sometimes hated, by the Historians and the Sixth Reich. These three groups actually were allies to the UF at one time. During a RAM offensive against the Montreal arcology, the UF accepted aid from said groups, but would not reciprocate support in later battles. There has been bad blood between them ever since.

The United Brothers at Arms

Operating almost exclusively in western Europe, the Brothers compose a firm which fights against RAM using old guerrilla warfare tactics. They usually sneak close to their target, snipe, and run. This tactic has ensured their survival after all their years of resistance. They have attacked targets such as laboratories, munitions dumps, and fuel tankers. The Brothers tend to keep their targets relatively small, so as not to attract too much attention to themselves. They know too well, as does everyone else, how powerful and completely ruthless RAM is.

The United Brothers at Arms have gained a few enemies over the years. These enemies are the Leper's Court, the Guardians, and the Libertarians. These groups believe that the secretive methods used by the Brothers are dishonorable, thus linking them with RAM. This rationalization couldn't be farther from the truth.

The Brothers do have allies as well. The Fifth Age, the Sixth Reich, and Green Earth are the firms which stand behind and sanction the actions of this pro-Earth firm. The Brothers' continued success and their never ceasing attacks have brought these four groups together into a very tight bond. Although they have never worked together on missions, they still fund one another with whatever spare resources are available, be they money, munitions, or personnel.

World Liberation Organization

This firm is actually an ancestor of the Palestine Liberation Organization of the 20th and 21st centuries. This group has, since then, included the whole global community in its sphere of influence. Its concerns are no longer just for one people, but for all people of Earth.

The group currently has difficulties with the Forces for a Democratic Earth. The World Liberation Organization views all their actions as reckless endangerment of innocents, and an excuse for RAM to squash all life on Earth. It opposes all activities sanctioned by these groups.

The WLO has strong ties with the Libertarians, Green Earth, and the Phoenix. All of the activities sanctioned by these groups are heartily financed by the WLO. The WLO does not conduct any activities of its own; it simply sits back, and criticizes or congratulates others on their efforts.

The World Separatist Movement

This southern European firm is very confused about who the enemy really is. They have attacked many of the Earth firms while they also pummel RAM holdings. They have completely decimated three attack forces originating from the New Earth Organization. Whether this was an intentional attack upon NEO or not, no one knows.

The confusion of the WSM has caused the New Earth Organization, the 751st Congress, and the Leper's Court to take notice, and stay out of their way. These groups do not openly hate the WSM, but they definitely do not openly assist them either. Rumors abound regarding the true nature of the WSM, but few wish to test the truth of such rumors by sacrificing needed agents and ships.

Although the Libertarians, the Historians, and the Sixth Reich are allied with the WSM, they still keep their distance. Any transactions with the WSM are usually done at a neutral location to keep their bases secret from the WSM. The amount of damage that the WSM has dealt to the other firms causes many to believe the WSM are nothing more than RAM informants or sympathizers.

The NPC Roster

Regal Bacci

Former Terran Minister/Rocketjock 6th Level

Str: 15	Int: 17	Tech: 18
Dex: 11	Wis: 18	
Con: 14	Cha: 15	Hp: 48

Regal Bacci has been the leader of the Phoenix since its introduction into the corps of anti-RAM firms on Earth. Regal, who also goes by *Code Name Infinity*, is a former minister from the Montreal arcology many years ago. He was imprisoned in an Australian desert penitentiary thirty years ago when RAM misinterpreted one of his more popular sermons, stating that it was inflammatory. Since that day, he has been a free-Earth activist. That was when he created the idea for Phoenix. Until Davian Moore and his rebel NEO forces broke away from the Planetary Congress, Bacci did not have the means to make Phoenix a reality.

When Phoenix was created, he made sure that it had the support of the larger firms like NEO. This encouraged many recruits into his midst. With many close ties with NEO still in place, Bacci and Moore established a pilots' cross-training program with NEO, which increases the effectiveness of both groups. In the twenty years since its birth, Phoenix has become one of the stronger anti-RAM influences in the world.

Regal Bacci is a tall, proper looking man with a wild mane of greying hair. He is 61 years old, and still as tough and wiry as a man one-third his age. His incredible intelligence and wisdom have assured several Phoenix victories against RAM. It has also caused RAM to place a 100,000cr price on his head.

Beowulf

Terran Rocketjock 13th level

Str: 16	Int: 13	Tech: 13
Dex: 17	Wis: 16	
Con: 17	Cha: 14	Hp: 98

Beowulf is the leader of the New Earth Organization. He once was one of the better pilots in RAM's fifth fighter squadron. Born in Point Barrow, Alaska, he always was looked down on by the other RAM employees. When RAM witnessed the fighting and piloting skills he possessed, his Terran background soon became minor compared to his value as an ace Rocketjock.

Twenty years ago, Beowulf and his men were sent to destroy a mining station on the asteroid Thule. When they got there, the miners stationed there were defenseless against the fighters, and begged for mercy. RAM insisted upon the extermination of the men at any cost. The job was completed by mercenaries and Terrines; on the return flight to Mars, Beowulf cloaked his ship and broke away from his squadron, heading for Earth.

When he arrived at Earth, he attempted to join with NEO immediately. Unfortunately, NEO was very suspicious of Beowulf, and rightly so, since RAM let 'slip' information stating that RAM was using Beowulf as a spy to bring NEO down. He worked for several years as a free lance fighter and pilot against his former employer, RAM. One of his first missions freed Regal Bacci from the RAM penitentiary at Sturt, Australia; the two have been fast friends ever since.

NEO finally accepted him into their ranks, giving him the duties of a low-rank pilot, which he accepted gracefully. Eventually, he worked his way up the NEO ladder, until he was the head advisor to the NEO fleet commander, Davian Moore. Davian soon left NEO, disgruntled by the "bad decisions and short-sighted leadership" of the Planetary Congress and its NEO Council. Shortly thereafter, Beowulf assumed the position of commander and, later, Commander of all NEO Forces. NEO has never been the same since. They are now a more uniform group, attacking specific

targets with phenomenal success, but the NEO ranks still lack the morale to hit the important targets. That is why the aspect of the 20th century rocketjock with pizzazz appeals to him: Buck has the charisma and leadership potential to bring out the best in his troops.

Since RAM has been notified of Beowulf's involvement with NEO, they have placed a bounty of 150,000cr on his life. The life or death conditions do not apply for Beowulf. RAM only wants to see him dead.

Beowulf is a proud man in his forties. He is a handsome, strong man without a hint of gray in his hair. He had a notoriously short temper in the past, but he has gained control over it the last few years, and he accredits NEO for that.

He is not one to dwell on the darkness of his past with RAM. He claims to gain strength from it. "It is this dark past of mine that gives me the insight and the edge on the affairs of RAM."

Vendette Copernicus

Martian Rogue 4th level

Str: 8	Int: 15	Tech: 10
Dex: 18	Wis: 16	
Con: 6	Cha: 15	Hp: 11

Vendette has been the Southern Regent for only eight months. She is a very focussed woman who carefully thinks and rethinks every action before she takes it. She is one of the best at covering her tracks, should her careful planning ever fail. All her actions and desires are directed at expanding her bank account, while remaining invisible within the RAM computer system. She rules the Southern Regent with the compassion of Captain Bligh and the greed of the Roman emperor Nero.

Behind her beautiful face and the quiet, pondering eyes lies a ruthless monster. When she has been wronged, she always enacts revenge. Her revenge is slow and subtle. She may take years to get even, but she always gets even.

Roberto "Buddy" Deering

Terran Scout 4th Level

Str: 14	Int: 14	Tech: 18
Dex: 18	Wis: 13	
Con: 13	Cha: 16	Hp: 19

Buddy, as he is commonly called, is the younger brother of Colonel Wilma Deering. He found it hard to perform any his duties while in NEO, because her actions always overshadowed his own. Her face was always over his shoulder, ensuring that he wouldn't make mistakes. It became commonplace for her to insist upon going on all the missions he was on, in hopes of protecting him from danger.

Tired and embarrassed by his sister's over-protectiveness, Buddy soon left NEO. Within days, rumors began circulating that he had joined Regal Bacci's Phoenix. This rumor soon manifested itself into fact, when radio communications were received at Salvation III from a near-moon orbit, as Phoenix attacked and destroyed a RAM tanker approaching the Hauberk station. Buddy's voice, as well as many others, was all over the air waves that day, yelling orders and warnings to the other fighters.

Buddy is a fine pilot, but he performs planetary assault missions even better. His skills in surviving the roughest of environments is phenomenal for a young man of nineteen.

It is common knowledge that he idolizes Captain Rogers, and wishes that he was more like him. Unfortunately, Rogers, being a rocketjock, has specialized in a variety of talents that Buddy does not. This fact drives the young man crazy. He berates himself constantly, because "*Buck would have done this differently.*" No matter how well he performs at any task, "*Buck could have done it better.*" The fact that Buddy has many skills that Buck doesn't escapes him.

Buddy is a quiet young man, with a thin frame. He doesn't talk much, unless he is in a stressful situation or excited.

Simon Fletcher

Terran Scientist 13th level

Str: 18	Int: 18	Tech: 18
Dex: 18	Wis: 15	
Con: 18	Cha: 10	Hp: 100

If anyone can claim to be completely unique, it must be Simon Fletcher. He is a man who has been called crazy, stupid, and suicidal. Chances are, he is. He is undoubtedly the most bioelectrically altered human in existence.

For years, there have been vague, unsubstantiated reports about a group of humans with exaggerated and unaesthetic mechanical parts grafted onto their bodies. They have been rumored to be opposed to RAM and Fletcher has been linked to this group. Though he declines to comment on the "Mechina," he is currently wanted by RAM for alleged "destruction of property and wanton acts of terrorism."

Simon had all of his vital organs removed from his chest cavity and abdominals, rerouting them into a heavily armored back pack which was physically bolted to his spine and rib cage in over fifty places. A quarter-inch titanium plate was put in to reinforce his skull. The skin was put back and carefully sewn around the plate, ensuring no scarring. Both eyes were replaced with tough cybernetics. With all these cranial changes, it is said that Simon can survive the impact of a smart shell to the face.

Simon is still required to eat normal foods in the normal way. His back pack was retro-fitted with the proper openings for the various bodily tubes. The armor class of the back pack is -7. The now-empty cavities are kept unused. He once attempted to use it for storage, but found the presence of items there too uncomfortable and unnerving.

In spite of the constant antiseptic smell that follows him everywhere, Simon is a very pleasant person. He stands almost seven feet tall, with short-cropped chestnut brown hair. Every time he moves, a soft whirring can be heard.

Cornelius Gustav

Martian Scout 9th Level

Str: 12	Int: 17	Tech: 14
Dex: 16	Wis: 12	
Con: 15	Cha: 10	Hp: 44

Cornelius Gustav is currently the American Regent. The position was opened for him by RAM, when he singlehandedly turned three pirate ships and their crews over to RAM. By selling false information to the pirates, he led the pirates to a location in space where seven RAM space craft captured the pirates, and sentenced them to death in their brig.

Pirates try to infiltrate the arcologies in North America, attempting to locate the man, but they are unsuccessful, simply because the man resides in relative safety at the Hauberk station in orbit. He prefers this arrangement, since "government by videophone . . . is so much better than being there."

Cornelius is a viciously cruel man. He tolerates no insubordination from anyone, least of all his workers; his employee reprimands usually are soon followed by ambulances or hearses. He is very corporate minded, preferring to delegate responsibility whenever possible. Loyal in his own way, he has never stolen a single credit from RAM.

Cornelius Gustav stands at 5'8" tall. He has jet black hair which he keeps cropped in a military crewcut. He is ugly by Martian standards, and many attribute his transfer to Earth to this. He prefers bright reds and greens in his clothing, which he carries haphazardly on his slightly bent figure. His teeth are continuously yellowed, and his breath always smells of liquor and awful pipe tobacco.

Danielle Marcus

Terran Medic 10th level

Str: 12	Int: 18	Tech: 18
Dex: 14	Wis: 17	
Con: 13	Cha: 15	Hp: 47

Danielle Marcus is a very attractive woman, and a leader in the field of cybernetic implants. Unbeknownst to many, she herself has several dozen bioelectronic modifications. Her modifications include her complete left leg, right foot and ankle, right arm, right eye, both inner ears, and the nasal passages. All of these changes are not visible to the naked eye, and they are mysteriously invisible to normal medical and security scanners.

She is a very soft spoken person. She prefers to listen instead of talking. While listening to anyone, she has the ability, through cybernetic implants, to detect the nervous fluctuations in a voice. With this, she can gauge the nervousness and tension of anyone within earshot. She works with Simon Fletcher on many cases of mechanical prosthetics, but she has not been linked to the "Mechina;" in truth, she is one of their leaders.

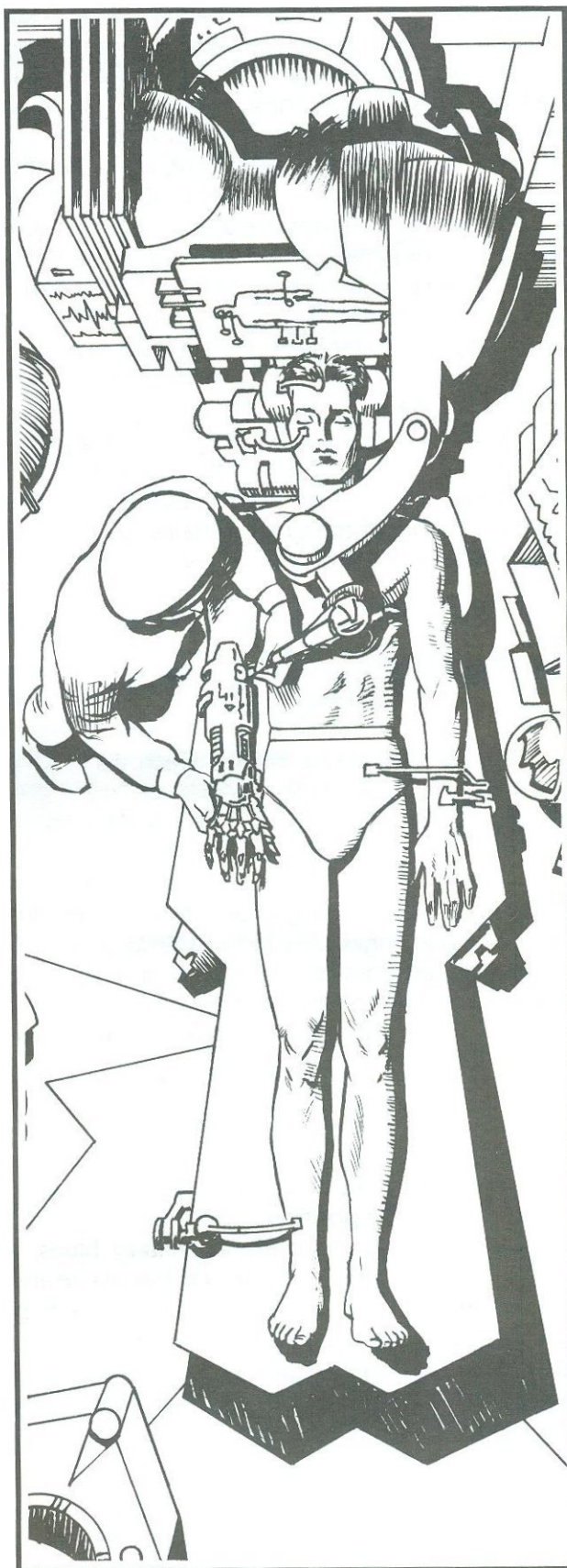
Davian Moore

Terran Privateer/Rocketjock 17th Level

Str: 18	Int: 12	Tech: 14
Dex: 18	Wis: 16	
Con: 17	Cha: 15	Hp: 103

Davian Moore is a privateer who attained notoriety when he single-handedly destroyed the RAM battler, *RMS Defender of Mars*. Davian has given no one any descriptions on how he managed to do it, but RAM records show him as being guilty of the crime, and they are willing to pay 85,000cr to anyone who can bring him to RAM justice. He has done other courageous acts against RAM, but they have been overshadowed by the events surrounding the battler.

The man has a certain knack for determining the weaknesses of his enemy, even at distances of thousands of miles. Davian says he can hear the panic, or the plans, in the tone of someone's voice.



He is currently second-in-command of Phoenix. He is their top pilot, as well as one of their most important instructors. The skills that Davian teaches are truly the finest, though a few of his methods rely on "questionable and reckless tactics, excessive stress to equipment, and a healthy dose of sheer luck." The Planetary Congress' objections to his methods are a few of his reasons he abandoning NEO and establishing the fledgling Phoenix organization. Many of his students boast that Davian can even out-fly and out-maneuver Killer Kane, though Moore himself keeps quiet regarding his opinions of the traitorous rocketjock.

Davian Moore is a quiet man who smiles from behind a thin beard. His tall frame gracefully carries the bulging muscles of his chest and arms. His friendly nature disarms many challengers, and he physically is a match for any wishing to challenge the former "hotshot of space."

Vladimir Skorensky

Martian Medic 8th Level

Str: 9	Int: 16	Tech: 16
Dex: 15	Wis: 19	
Con: 13	Cha: 12	Hp: 23

Vladimir Skorensky is a small, nervous, cowardly man, a surprising choice by RAM for the post of Asian Regent. He follows RAM orders because he is afraid of their wrath against him and his family. He has never taken any personal actions against Earth or her inhabitants, and never will. Vladimir was given control of the Asian Regency because of his loyalty to two of RAM's board members. Seven years ago, he heard of an attempt on the board member's lives, and reported this to them. In their gratitude, they awarded him the position.

Vladimir prefers to dress in military blues, a medic insignia on the shoulder. He has a wife and seven children, "all in the best schools." He may well be one of the wisest men for problem-solving, but even he doesn't know what he would do if RAM or anyone else threatened his family.

Michkiel Stalin

Martian/Terran Warrior 8th Level

Str: 14	Int: 10	Tech: 10
Dex: 19	Wis: 15	
Con: 16	Cha: 14	Hp: 75

Michkiel Stalin is the commander of the Newyorg Terrine forces. The entire org lives in fear of this ruthless man. He has also gained much control within the sprawl areas as well. He gained the position of security commander when he ran across some very embarrassing information regarding a very high ranking official within RAM. After Michkiel gained the position, he went ahead and exposed the man.

Michkiel has the job of "exterminating all mutated life from the sprawls," or so his official reports say. Many of these people killed are genetically unaltered, but few people in the sprawls or on Mars question Michkiel or his work. Once he finishes in Newyorg, he wishes to take his exterminating services to the other arcologies in the American Regent, simply so RAM visitors to the arcologies "don't have to see the ugly mugs."

His complete lack of humanity and decency has won him the nickname, "the Butcher of Yorg." Michkiel is actually proud of that title. Sadder still, RAM pays him ten newruble for every "mutant" Terran that falls to his Terrine armies. In his greed, he has doubled the troops outside the arcology, leaving the arcology itself nearly defenseless. His mentality is that any invaders have to pass through the Terrine patrols before reaching the arcology walls, and he has complete confidence in the Terrines' ability to decimate everything.

Michkiel Stalin is a tall, muscular man who prefers to wear a simple smart suit with no additional adornment. His half-Terran nature allows him to grow his goatee and moustache. He feels that the facial hair makes him more eerie to look at, as well as more professional. He is a crack shot with nearly any gun, and he specializes with a rocket rifle. Few dare to cross him, even the normally fearless Terrine warriors under his command.

Turabian

Terran Warrior 5th Level

Str: 10	Int: 17	Tech: 18
Dex: 13	Wis: 13	
Con: 15	Cha: 16	Hp: 35

Turabian, as the chief of Operations at Salvation III, is an integral part of NEO and the Planetary Congress. He inherited the station from his father as well as a hatred for the Martian corporation.

Once Turabian found out about the fighting force of the Planetary Congress, known as the New Earth Organization, he opened channels, allowing them to use his station as a base, as long as the arrangement remained a secret. This occurrence happened several decades ago, and ever since then, Salvation III has been a very important stopping point for NEO.

When NEO and Phoenix first met after a mutual strike against the same RAM target, they signed an alliance agreement at Salvation III's annex level 4. This is where NEO conducts most of its meetings, except in cases where a lot more room is required.

Turabian manages to maintain the station's facade as a standard dealer in parts and repair. Occasionally, the station sells fuel to RAM ships that fly into the fifth Lagrangian point, where Salvation III lies. This willingness to serve RAM has made it less of a target for RAM, as well keeping a lid on the secret NEO base within.

Often, Turabian insists that the NEO ships, once they dock into the station, are placed on the many elevators in the station to a lower floor. This assures secrecy as well as safety. He does this just in case a RAM battler or cruiser happens to fly by to make a quick inspection of the station.

Turabian is a thin man with a lot of gray hair. He attributes it to the proliferation of NEO warriors and rocketjocks into his station. *"These pilots are some of the more manic people I have ever met in my life,"* but he loves what they are trying to do. Why else would he risk his station and his life in their cause?

Andessa Valmar

Martian Rogue 5th Level

Str: 10	Int: 17	Tech: 15
Dex: 14	Wis: 9	
Con: 15	Cha: 19	Hp: 19

Andessa is a distant relative to Ardala Valmar, and this connection alone gained her the position of EuroAfrican Regent. Since her assignment, she has proven to be a very loyal and seemingly honest supporter to the RAM cause.

She has held the position for over three years. Many within the Regency compare her excesses to the English queen, "Bloody Mary." In response to these slanderous comments, Andessa has reinstated the death penalty using a mono-guillotine. Whether justified or no, 4,000 people have died at the block since her appointment to the Regency.

She is a woman obsessed with control and revenge. Andessa brooks no challenge to her authority and will not stand for any insults, intentional or imagined. Any such activity is punishable by death in her eyes. This has caused many on her staff to apply for transfers elsewhere within the RAM conglomeration. She, feeling slandered even by this, trumps up charges to have many of these requestors killed as well.

With her long raven-black hair and young, svelte figure, she has a stunning beauty which belies her cold, harsh, evil personality. She is a master manipulator, but has little control over her own emotions, the primary emotion being anger.

The Effects of Radiation

Radiation still remains a lethal danger in several areas of the world. Europe, which had the highest population densities of any continent, suffered more nuclear strikes per square mile than any other region in the world during the Ten Year War of 2275 to 2285. Other areas of nuclear devastation were the Western United States and the Baltic States of the USSR, though these were targeted during the Last Gasp nuclear strikes. These three key areas have the highest percentage of radiation casualties and the only concentrations of uncontrolled chromosomal mutation among humans and animals alike.

Chromosome alteration has a variety of effects on the wild life, human population, and the plant life in the affected areas. Fortunately, most mutation-ridden life forms die shortly after birth, or are still-born. Often, many severe mutations are not perpetuated because one or both parents are sterile due to chromosomal damage.

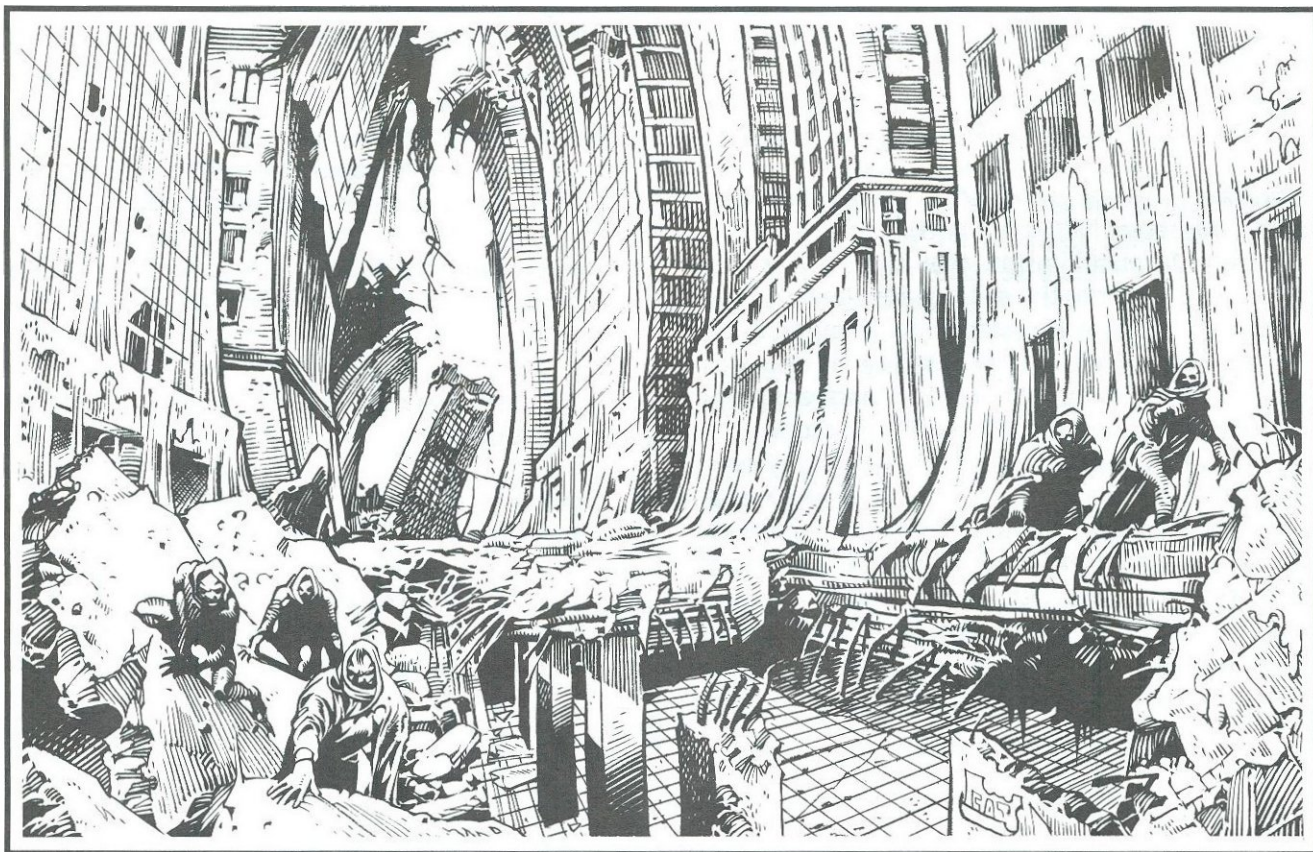
Despite a proliferation of occurrences in pulp fiction, 'fantastic mutations' have never been found or recorded. There are no reported cases of

animals being able to levitate, people having the ability to liquefy an opponent's mind using 'psi-onic' powers, or people having the ability to emit lasers from their eyes. The mutations that have been found are only variations of the abilities or the body parts of the mutant's original species. There also are no cases of a mutant having the properties of more than one species of animals. This only happens as the after-effect of purposeful gene splicing, as done with gennie construction.

One horrid aspect of being a mutant is that whenever these people are seen, they are attacked outright; many people ignorantly believe that the mutations are contagious. This has made the mutants very paranoid, and distrusting of the human "Pure Strains."

Creating a Mutant Character

The first order of business in creating a mutant is to roll the basic statistics for the character. The mutant character receives a +3 on the Constitution roll while receiving a -3 on Tech and Cha-



isma rolls. The highest Tech that a mutant can ever have is a 15. The highest Charisma that mutants may have is also a 15. The lowest Constitution for a mutant is 10.

Once the statistics are rolled, the mutations must be determined. A 1d4 + 4 is rolled, and this determines the number of mutations the character gets. This roll, however is modified by the mutant's constitution. For every three points of constitution (fractions rounded down), the total number of mutations is lowered by one. In other words, if the 1d4 + 4 roll came to be a seven, and the mutant's constitution was a 17, the total number of mutations that the mutant would receive is two. The number of mutations will never increase or decrease, since mutation occurs during cellular development.

The referee has the option of canceling any of the mutations that the characters might roll up. There is no reason for a player to roll up a character with nothing but completely disabling mutations. There is a good point for having a 'substandard' character, though. It creates an opportunity for strong role playing.

%Roll Mutation

01-04	Accelerated Metabolism
05-07	Accelerated Sweat Glands
08-10	Additional Body Hair
11-12	Additional Limb
13-15	Additional Sensory Organ
16-19	Brain Dysfunction
20-23	Decelerated Metabolism
24-26	Decreased Healing Capability
27-29	Decreased Sensory Capabilities
30-34	Dependency
35-38	Hemophilia
39-45	Increased Healing Capability
46-49	Increased Sensory Abilities
50-52	Lengthened Limb
53-55	Loss of Body Hair
56-58	Loss of Limb
59-61	Loss of Sensory Organ
62-64	Malfunctioning Organ
65-67	Musculature Decrease
68-72	Musculature Increase
73-75	Resistance
76-78	Sensory Organ Defense
79-81	Size Alteration
82-84	Shortened Limb
85-87	Skeletal Deficiency

- 88-90 Skin Change
- 91-93 Supra-functioning Organ
- 94-00 Roll Again, or Choose Any

Many of the mutations alter the character's physical makeup, and any severe physiological alterations are noted. Severity of mutations as well as the placement and organization of mutated limbs or organs is left for the judgement of the referee. Other variable benefits or disabilities gained from added organs and limbs are also to be decided by the referee.

Accelerated Metabolism

This mutation will lessen the character's total life span by 1d20% due to an enhanced metabolic rate. These effects can be offset by the many drugs that are available to the characters. Also, since the bodily processes are accelerated, the character can heal 2 hit points every day, 6 hit points per day if resting.

Accelerated Sweat Glands

This mutation doubles the amount of the character's sweat gland secretions. This also allows the character to burn out poisons quicker than normal. This decreases the effects of poisons by 50%, though this does not affect saving throws.

Additional Body Hair

The character has 1d100% more body hair. This additional hair grows only where the character would normally have it. The character get a +1 on all cold-based saving throws, as well as a -1 on all heat-based saving throws. The additional hair does not lessen the character's charisma.

Additional Limb

This gives the character an extra limb of a random type. The chart below determines what the extra limb is. If the character gains an extra arm, he may be allowed an extra attack. If the limb is a leg, he may be able to move 10% faster for each additional leg.

- 01-40 An Extra Arm
- 41-80 An Extra Leg
- 81-90 An Extra Finger on Each Hand
- 91-00 An Extra Toe on Each Foot

Additional Sensory Organ

This mutation gives the character an extra organ, in accordance to the chart below. The character must choose a logical location for the organ, but the referee has the final say.

- 01-25 An Extra Ear
- 26-50 An Extra Eye
- 51-75 An Extra Tongue
- 76-00 An Extra Nose

Brain Dysfunction

Chromosomal abnormalities have altered the brain structure of the character. The mutation causes brain function deficits with random effects.

- 01-30 *Confusion.* The brain is unable to fully comprehend the signals it is receiving. In a stress situation, the character has a 20% chance of becoming confused; no action may be taken until a successful Intelligence check is made (check once per round).
- 31-50 *Learning.* The cerebral cortex receives an insufficient amount of oxygen. This limitation cuts the number of proficiencies the character normally has available in half. Gained proficiencies are also cut by 50%.
- 51-80 *Weakened Willpower.* This mutation enhances the effects of mind control drugs and hypnosis and doubles the effects and duration of any brainwashing techniques. If chemicals are used, the character makes a save versus poison at a -4.
- 81-00 *Early Senility.* After 1d20 years of game time, the character begins to forget skills. The skill ratings of 1d8 skills reduce at a rate of 2d20% per year. Once a skill rating is reduced to zero, the skill is lost and another skill begins reducing its scores as above. When all skills are lost, the character is considered incapacitated. 25% of any depreciating skills are career skills. For example, Elias the Rogue begins going senile after 18 years with NEO. He rolls a 4, and one of the skills which he is forgetting is a career skill. Elias is forgetting his 4 skills at a rate of 31% a year.

Decelerated Metabolism

The character will live 1d20% longer than the average person, but will also gain weight equal to the above percentage. The slowed metabolism causes the organs to work at a slower rate, and healing slows to one hit point every other day.

Decreased Healing Capabilities

This mutation cuts the character's ability to heal in half; the character heals one point every other day. The healing processes sped by medications, however, are not cut. This does not mean that the character has a weak strength. The character, in this case, is awarded a +1 Strength. This character's body is constructed of denser muscle fiber, which simply takes longer to regenerate.

Decreased Sensory Capability

This mutation lessens the abilities of one sensory organ by 5d20%. The character conversely gains a 3d20% increase in another sensory organ of his choice. This is due to the fact that the character is forced to rely upon that sense more because of his limitation. The limited organ is specified by a separate 1d100 roll. The specific effects of sensory capability changes are left for the referee to decide. Examples of sensory changes are a scout with one functioning eye but superior hearing, or a rocketjock, totally deaf in one ear, who can spot a RAM fighter almost as well as his ship sensors.

- 01-24 Taste
- 25-48 Smell
- 29-41 Left Eye
- 42-54 Right Eye
- 55-67 Left Ear
- 68-80 Right Ear
- 81-90 Right Hand
- 91-00 Left Hand

Dependency

The mutant with this mutation runs the risk of becoming dependent upon chemicals introduced into his body. Each time a drug or chemical is used more than once in a six month period, the character must roll a successful Constitution check or become addicted to the drug. The character needs at least one dosage of the dependent chemical per day or he will suffer the effects of dependency withdrawal. The character then suffers a -6 to all statistics for 1d4 weeks. At the end of the 1d4 weeks, the character must roll against system shock to survive the trauma. If the character survives, the statistics will be gained back at the rate of one point per day. After all statistics are restored, the character is back to normal, although he now knows of his addiction to the drug.

The character can become dependent on any drugs from healing drugs to Gravitol, or other prescriptive drugs. Any character with this mutation will be susceptible to no more than 1d20 chemicals. Any exposure to an identified dependent chemical will reactivate the dependency, and the character again suffers the above effects.

This mutation also gives the character a penalty of -3 on all saving throws versus ingested and injected poisons. The body of the character actually attempts to make use of the poison in some positive way due to its weakness for chemical agents.

Hemophilia

Due to the radiation damage in the character's chromosomes, the body is unable to produce enough vitamin K which is used in the clotting of blood. The character will receive an additional 1-3 points of damage each round for 1d6 rounds whenever injured and bleeding in battle; the additional hit point loss will halt if one round is taken to bandage wounds. Monoknives do not instigate bleeding wounds, since the laser edge cauterizes the wound; any other edged or puncturing weapons will effect bleeding wounds.

Increased Healing Capability

The character with IHC is able to restore lost hit points at triple the normal rate.

Increased Sensory Ability

The character has a sensing organ that works 50% more efficiently than normal. The matrix below will determine the organ that is altered.

- 01-25 *Eyes.* This mutation allows the character to see farther than normal.
- 26-50 *Nose.* This mutation allows the mutant to isolate various scents. It allows the character a 30% chance to detect the presence of specific odors, such as the sharp smell of ozone from a laser pistol.
- 51-75 *Ears.* This mutation allows the character to hear better and farther. The PC may even be able to hear sounds behind a wall or sealed door.
- 76-00 *Taste.* This mutation allows the character to taste the different chemicals in foods. A roll against Wisdom will allow the character to detect poisons as well before affecting the taster.



Lengthened Limbs

This mutation lengthens the limbs of the character without any changes to their strength. The longer limbs are determined by a percentile roll on the chart below.

- 01-50 Arms are lengthened by 5d10%.
- 51-00 Legs are lengthened by 5d10%

Loss of Body Hair

The character loses 100% of his body hair. This includes the eyelashes and eyebrows as well.

Loss of Limb

Since the character's gestation, one of his limbs is stunted, and remains undeveloped. The necessary neuron pathways to the missing limb are there, making cybernetic installations possible. The character gains a +1 to the strength of the opposing limb. For example, a mutant missing his left arm adds a +1 to the strength of his right arm. The chart below will determine which limb is missing.

- 01-40 The left arm is missing.
- 41-80 The right arm is missing.
- 81-90 The left leg is missing.
- 91-00 The right leg is missing

Loss of Sensory Organ

The mutation on a specific chromosome has created unreadable DNA information, resulting in the loss of a sensory organ. The necessary neuron pathways are still there; they simply have no organ transmitting information to them. There is potential for cybernetic parts to be installed in place of the missing organ. The chart below will determine the missing organ.

- 01-16 The left eye is missing.
- 17-32 The right eye is missing.
- 33-49 The nose is missing.
- 50-66 The taste buds are missing.
- 67-83 The left ear is missing.
- 84-00 The right ear is missing.

Please note that the external coverings of the missing organs are still present; only the organ itself is gone. In other words, the external ear is there, but the inner ear is gone.

Malfunctioning Organ

The character has a problem with the functioning of an internal organ. The chart below will specify which organ malfunctions due to radiation deformation.

- 01-20 *Heart*. The character must make a Constitution check at -2 during strenuous activity. Failure indicates unconsciousness or heart failure, judgements left for the referee.
- 21-40 *Kidney*. The character is forced to drink twice the normal fluids of the normal character per day. If not, active ability scores (Strength, Dexterity) are reduced by 2 until the situation is corrected.
- 41-60 *Liver*. The character heals only half the normal hit points as the average character.
- 61-80 *Lung*. The character is unable to undertake any strenuous task in an atmosphere less dense than Earth's without equipment.
- 81-00 *Pancreas*. The character is unable to ingest sugars properly. For every round of strenuous exercise, the character must later spend one turn resting and eating.

Musculature Decrease

This mutation lessens the body's ability to metabolize amino acids for the development of muscles. The character receives a -1 to strength and constitution.

Musculature Increase

The character's body metabolizes ingested amino acids more readily than normal, thus creating bulkier muscles. The character with this mutation gains a +1 to his strength.

Resistance

This mutation makes the body highly resistant to foreign chemicals. Unfortunately, this includes healing drugs as well. The character gains a +3 bonus on all saves versus poisons, and the character must save versus poison whenever ingesting drugs of any kind. For drugs to affect this character, he or she must fail the saving throw.

Sensory Organ Defense

This mutation protects the character's sensory organs from danger. The chart below can be used to determine the protective defense.

- 01-25 *Second eyelid.* This allows the character to gain a +2 against being blinded.
- 26-50 *Membrane Filters.* This allows the character to gain a +1 to all gaseous poison saves. The extensive mucous membranes in the nose and throat catch most atmospheric poisons and flush them out of the body.
- 51-75 *Acidic Saliva.* The saliva of the character breaks down chemicals more readily than normal saliva. The character gains a +1 to all ingested poison saves.
- 76-00 *Ear Wax.* The characters' ears produce much more ear wax than normal, allowing the character to gain a +1 against any saves against deafening attacks (explosions or sonics).

Shortened Limbs

This mutation causes either the character's legs or arms to be unusually short. The decrease in size is 5d10%.

- 01-50 The arms are shorter.
- 51-00 The legs are shorter.

Size Alteration

This mutation increases or decreases the character's overall body size by 5d10%. There are no resulting changes associated with the statistics of the character.

Skeletal Deficiency

The character's bones are very brittle. Each time the character gets hit by a bludgeoning or impacting weapon, a Constitution check must be made to determine if the bones in the attacked area break. The bones heal in 2d12 days.

Skin Change

The character's skin has changed in some way. The percentile matrix below will specify the change.

- 01-30 *Hide.* The skin has become semi-chitinous. The skin is scaly and tough. This gives the character a +1 AC versus all non-energy weapons.
- 31-60 *Elasticity.* The skin has gained more elasticity, causing skin to stretch under pressure from edged weapons. This allows a +1 AC versus edged weapons, and a -1 AC toward bludgeoning weapons.
- 61-00 *Pigmentation Change.* The character's skin lacks even pigmentation, resulting in large patches of various skin tones. The tones consist of every known human skin tone.

Supra-functioning Organ

The character has an organ that works with increased efficiency. Percentile dice will specify the organ.

- 01-20 *Heart.* Constitution increased by +1.
- 21-40 *Kidney.* The character's save versus poisons is increased by one point.
- 41-60 *Liver.* The character heals 50% faster than the average human.
- 61-80 *Lung.* The character is able to breathe in any pressure atmosphere, regardless of exertion.
- 81-00 *Stomach.* The stomach works at peak efficiency, absorbing maximum nutrients from any digestible food. This mutation allows survival on less food without harmful effects.

New Technologies

The technological tools listed below are not necessarily unique to Earth. Many of them exist on the other worlds of the solar system as well, or at least in facsimile. Many of these tools are not weaponry, but are considered to be a vital part of life on Earth.

Blood Coagulant

Cost: 100cr per dose

This chemical was the medical breakthrough of the 24th century and is still the wonder drug for all warriors. If injuries result in any bleeding, from scrapes to severed arteries, this drug stops the bleeding in 1d4 rounds. Poured onto the wound or imbibed for internal bleeding, this drug goes to work immediately onto any bleeding area. The Blood Coagulant will not help in the healing of a character's wounds. All it is designed to do is stop excessive bleeding.

If used excessively by characters (more than once a day or 5 times in one week), the coagulant will build up in the system and has a 25% chance of clogging the veins and arteries of an extremity. The referee has the last say on the abuse effects.

Darter

Cost: 0cr; see below

Size: 1" diam. x 2-4' length tube

Weight: 4

Range: 150

Damage: see below

ROF: 1/2

Shots: 10

The darter is a rare weapon found only on Earth, specifically the South American rain forests. Developed by natives in the area of old Caracas, it mimics ancient blow-guns in form and function. The metal tubes contain miniature fan mechanisms which draw in air and compress it into a storage chamber. When the external button is pressed, the pressurized air is forced through the tube, and expelling a dart at high velocity.

The darter opens to reveal a chamber for 10 darts; the darts must be loaded manually, not by cartridge or clip. Typically, these darts are coated by a variety of toxins brewed from native plants

as well as advanced chemicals. The darts themselves do 1d2 points of damage, but the toxins provide a number of effects. The known toxins used are as follows:

- **Type A**—a strong nerve toxin which paralyzes the central nervous system, inhibiting all movement for 1d8 hours. Save vs. poison at -2; successful characters are *slow*, capable of only 1/2 movement.
- **Type B**—a mild soporific; save vs. poison or sleep for 1d12 turns.
- **Type C**—an alkaline which causes 1d8 damage on contact, no saving throw applicable.
- **Type D**—a highly toxic substance capable of 1d6 points of damage and inducing convulsions for 1d8 rounds (save at -2 for limited duration of 1d4 rounds). Convulsing characters drop everything in hand and are immobilized, save for the seizures.

These items are found only in the hands of South American natives who oppose RAM's presence in Buenos Aires and Guyana. PCs and NPCs can only obtain these items if they actively work with the natives against RAM on more than one occasion. The natives will not trade items for these, nor will they build any to order. Needles from needle gun clips can be used in darters, but there is a 10% chance per shot of a needle jamming the mechanisms.

Rosebud

Cost: 1,225cr

Size: 14" diameter

Weight: 8

Range: 50

Damage: 1d4 per laser

ROF: 20

Shots: 20

The original name of this device was the "TACHYON LXIV Security Globe," but most people refer to it as a Rosebud, referring to its "bloom" of red lasers. When activated, it is placed against the ceiling, where it anchors itself firmly. It remains anchored until more than two heat sources to pass beneath it. When this condition is met, it dislodges its anchor bolt, and drops. While

falling to the floor, it will fire all of its lasers in one round until its energy core is spent.

There are twenty lasers mounted inside this spherical ball, and each laser does 1d4 points of damage to its target. Everything within 50 feet will be hit by 1d4 lasers. This damage only occurs in the round as the Rosebud descends; characters can avoid damage if they move out of range.

The Rosebud can be recharged for multiple uses; however, its power core can only be recharged at Montreal or Ottaworg, its places of manufacturing. There is only a slim chance of finding recharging facilities at other arcologies: 5% on Earth, 3% off Earth, 1% beyond Earth orbit. The energy core can be recharged for 20cr in Montreal or Ottaworg, 75cr elsewhere. The magnetic anchor can only be used once, and it can be purchased while recharging the unit; the anchor costs 50cr. These units can be adapted for a variety of situations, but major changes to the Rosebud may destroy the laser circuitry within the globe (25% chance if tampering with the unit).

Dot Matrix Blanket

Cost: 12,000cr

Size: 8' x 12' x 1/2" thick

Weight: 4

This blanket, when activated, can render whatever it covers relatively invisible. The electronics of the blanket "see" the light hitting it, and transfer that information to the diodes on the other side of the item the blanket is covering, essentially wrapping light around the blanket and making the covered area seem empty. The blanket's circuitry takes the folds in the blanket and the shape of the item it is covering into account. The accuracy of the blanket's cloak is registered at 90%; characters have a chance of noticing the blanket's effect by making an Intelligence check at one-fourth their normal rank. For example, a character with a 16 Int needs to roll a four or less to notice an activated dot-matrix blanket and whatever it covers.

The blanket takes a 1/2 second to adjust the circuitry and imaging on its surface to any changes. Therefore, moving objects covered by the blanket will be surrounded by a rippling effect as the blanket strives to blend in with different background patterns. Characters can notice the moving blanket's effects with a normal Int check. Six

batteries are needed, and they last for 80 hours of continuous use.

Ferrofoam

Cost: 175cr

100cr (Refill)

Size: 8" diameter, 30" long cylinder

Weight: 6

This material comes in a container very similar to a 20th century fire extinguisher. This material, when sprayed in the presence of free oxygen, will harden in seconds. Ferrofoam consists of crystallized iron particles in a polymer solution which expands and strengthens when in contact with oxygen, aligning the ferrous particles to form a strong, gray, gritty substance. The material has a multitude of uses, but it does have one disadvantage: it is water soluble.

Stress tests on ferrofoam has shown that an one cubic inch will support one hundred pounds, while the mass of the foam has been found to be one gram per cubic inch. Each can holds exactly two thousand cubic inches of ferrofoam, and weighs just over six pounds when full.

Ferrofoam expands and hardens rapidly, two seconds after release as the average time of hardening. The nozzle on the dispenser can be adjusted to allow thin or wide streams; the wide, flat stream sets in one second, and is used when building temporary walls or emergency sealant on engine seals. Ferrofoam is not a permanent building material due to its rapid disintegration factor. 1 cubic inch of ferrofoam will dissolve in 60 seconds when directly exposed to water; in open air, the same amount will dissolve in 3 hours due to moisture in the air.

Ferrofoam will form a strong bond with materials it touches, though the bond is only as strong as the materials themselves. You can spray ferrofoam to the side of a sand dune and it will stick to the sand; it will quickly harden and fall off, since sand cannot support its weight. If sprayed against rock, it easily attaches to the surface and molds into a steel-hard foam structure, shape and function determined by the user.

The ferrofoam can be used as a restraining agent around kidnap victims or captured enemies, though standard bonds are more reliable. It is sprayed on for extra armor on breast plates, shields and vehicles. In this form, ferrofoam will

give an additional +1 to the armor class for every inch of ferrofoam, but such bonuses are, of course, temporary.

To illustrate its unique versatility, ferrofoam was used once by a retired pirate who robbed a rich executive in New York. While leaving the estate, he accidentally set off an alarm. Climbing to the top of the building, he found that his vehicle was under guard. He ran to the edge of the building, and saw another building about fifty feet away. Knowing that he couldn't jump that distance, he grabbed the nozzle of his ferrofoam can, and sprayed the edge of the roof. He sprayed a foot-thick bridge to link these two buildings together, walking across it as he built it, reinforcing the base of the bridge and arcing the bridge to the opposite roof. He bridged the chasm between the buildings in about three minutes.

Harmonic Paralyzer

Cost: 2,000cr

Size: 9" x 3" cylinder

Weight: 2

This device looks like an old fashioned 20th century flashlight. The front of the weapon is a small but powerful speaker. The item, while the trigger is pressed, sends out an ultrasonic sound wave at 200 decibels. The sound pulse extends from the weapon in a 45 degree cone to a distance of 30 feet and affects all targets within the area. It virtually paralyzes targets while the trigger is pressed; the sound disrupts the inner ear, disrupts balance, and causes tremendous stress on the hearing organs. The usual response to a harmonic paralyzer is to drop all held items, cover the ears, and stumble away from the agonizing sound. A successful save vs. electrical shock allows the character to move at one-quarter of his normal movement and retain held items; otherwise, the targets can move at only a tenth his normal movement rate. Targets within the paralyzer's effects are -4 on AC due to disorientation. It takes 1d4 rounds for the target to return to normal mobility, though it will be 1d4 days before normal hearing is restored. There is a cumulative 4% chance per exposure that characters may suffer permanent hearing losses from the effects of this weapon.

This device is useless to any target that listens

through a speaker phone. The electronics of the speaker phone systems automatically tone down any loud sounds. Anyone who is protected from direct contact with the beam by such things as a wall or the hull of a ship is never effected by this device. Much of the paralyzer's effect relies on direct exposure to the sound and bone conduction to magnify its effects on humans and gennies alike.

This weapon, designed by the Unification Front, is good only for 10 rounds of continuous use. After which, the batteries must be replaced or recharged; recharging takes 2 hours.

Infrared Eyewear

Cost: 225cr

30cr (Nitrogen Recharge)

Size: 5" wide, 2" tall, 1/4" deep

Weight: 4 oz.

The members of Firm Earth can all be seen wearing these goggles. Many of these goggles are also polarized to allow the user to see with perfect 20/20 vision. These goggles allow the user to see the infra-red radiation from any heat source.

The goggles are attached to a belt-pack controller. The controller has an on and off switch, as well as an intensity dial. Should the wearer be subjected to an intense heat source, the wearer could theoretically become blind, as the goggles do not have a safety breaker for light intensity. The goggles' sensitivity to infrared is controlled wholly by the intensity dial.

The goggles are run by extremely condensed nitrogen. The nitrogen is condensed and recycled into the goggles through the control box. When the nitrogen enters the goggles, the pressure is released, and the nitrogen cools the goggles. Computer microcircuitry in the lenses enhances the images on the goggles, allowing the wearer to see heat signatures on many objects.

Every six months, the nitrogen cooling system must be flushed and repressurized. Any arcology set up for such operations can do so for about 30cr. The goggles cannot function without nitrogen.

Personnel Mines

Cost: 50cr to 500cr

Size: 1/4" to 10"

Weight: Negligible to 10

Damage: Variable; average 1d12 in a 10' radius

These mines are usually found in abandoned structures or caves. They can be disguised as laser pistols, discarded "smart" ammo clips, light bulbs, door knobs, front door peep holes, and a million other disguises. They are set to detonate when certain conditions are met. The approach of a warm target, the use of an energy weapon, radio signal detection, and motion detection are just a few of the possible trigger mechanisms that can be used. One of the favorite tricks of the Sixth Reich firm is to have doors with a fake door knob. When the door knob is twisted instead of pulled, it explodes. The possibilities are only limited by the imagination. Use as many variations as possible to keep the characters on their toes.



Purifier

Cost: 85cr (Unit)

25cr (Filter)

Size: 12" long, 3/16" wide

Weight: 4 oz.

This hand held tool is nothing more than a water purifier. It is a twelve inch tube that is completely flexible. One end of the tube is put into the mouth, and the other end is dipped into a doubtfully pure water source. The filtering agent in the middle section of the tube filters out all impurities, bacterium and radiated elements, allowing only pure water to flow through. Each filter has the capacity to purify ten gallons of water, and the filters can be replaced for 25cr.

Smart Grenade

Cost: 400cr

Size: 5" x 2" x 4"

Weight: 2

This grenade has roving tracks on its 'down' side, and a infrared tracking device on top when it is thrown. These tracks extend when the grenade is stationary for two seconds. The device locates the nearest heat source, using its infrared scanner. Moving at a speed of 20, it zooms in on its target and then blows up on contact, doing 2d10 points of damage in a 20' radius.

Unfortunately, the thrower sometimes becomes the target of this smart grenade. Since the targeting computer on board the grenade cannot determine where it was thrown from, it only goes for the closest target. If the thrower does not throw the grenade closer to his opponent than himself, the smart grenade chases the thrower down and destroys the wrong target.

The smart grenade has enough energy to chase a target for three hours. Once the energy is expended, the smart grenade will stop in its tracks. It will not pull its tracks back in, since it takes energy to do this. It will only wait until an infrared source comes to it before detonation.

Transpheromoner

Cost: 400cr

Size: 1" long, 2" high, 1" wide

Weight: 1/2

This device is one that gains the power it needs from the utility belt on smart clothing. It is a small grey box consisting of many air holes, as well as an ear piece. This ear piece, when fitted into the ear, relays information found by the transpheromoner.

The device basically "sniffs" the air, searching for any signs of animals or plant odors. It informs the user of an impending encounter with an animal, plant type, or humanoid. Most types of genetically altered life-forms give off a slightly different odor, and the transpheromoner is unable to fully warn the user. In a case like this, the item warns of an unknown animal, or plant type.

The item is able to approximate the distance to the detected life form, but more than one animal in a limited area confuses its sensors. The transpheromoner cannot be made to locate a specific life form, nor can its library be enlarged without the use of a computer hook up.

This item was developed by Green Earth to locate Terrines and Martians on Earth. But due to their ability to "smell" the user more often than their prey, they were abandoned.

Visolaser

Cost: 1,000cr

Size: 6" long

Weight: 4

Range: 400

Damage: 1d6 each, 2d6 total

ROF: 2

Shots: 12 each

This is a rare commodity held exclusively by RAM. This mechanism consists of a helmet with a visor, and a pair of small lasers mounted on the side of the helmet, or on the wearer's shoulders. The visor has a tracking mechanism which follows the wearer's eyes and the lasers follow the tracking mechanism. When the wearer activates them, the lasers fire at the in-sight target. This device gives a +6 on the THACO roll, but does not give any bonuses for damage. The lasers are small, and do 1d6 points of damage for both. If one laser hits, the other hits as well. The Visola-

ser requires two batteries, which are good for 10 turns of sight-tracking. The lasers themselves are attached to power packs, allowing them 12 shots each before depleting the power packs.

Wrist Computer

Cost: 5,000cr

Size: 4" x 2" x 1/2"

Weight: 12 oz.

These marvels of computer technology and micrology are the equivalent of 20th century main frame computers. Their frames are a 1/2 inch thick, two inches wide, and four inches long. They hold one gigabyte of memory, and they have modems able to log in to any computer within thirty light seconds of their locations.

These computers are able to store and utilize almost any program written by man, except for the .DOS and .DOP artificial intelligence programs, since the memory requirement is far too great for these little machines. The wrist computers are, however, susceptible to virus attacks and other computer problems that exist. The wrist computers are solar powered, and require a continual light source to function.

Data entry on wrist computers is done by voice command. Most of the wrist computers are not equipped with voice modulators, and therefore respond digitally. All come with a small holographic generator to expand information to a viewable size. RAM executives find these items invaluable, though NEO is discovering many more clandestine uses for these items than as datebooks.

Earth in the 25th Century

By Dale "Slade" Henson

Just when You Thought it was Safe to Go Back Home

Earth:

To the executives who run the immense corporation known as RAM, Earth is a ball in space suitable only for exploitation. Except for its raw materials, nothing of value comes from here, and nothing ever will. RAM executives all originated from Terran genetic stock, but they were, of course, "the only good thing ever to come from Earth."

To Mediabloc from Mars, Earth and its terrorists present good ratings but bad field experiences. The planet is in awful shape, its best areas barely civilized and surrounded by ruins. Reporting the news is dangerous business with NEO and Phoenix terrorists constantly assaulting the law-enforcing RAM Terrines.

To the inhabitants of Mars, Earth is a den of thieves and pirates. A backwater planet now, it is considered a useless, ruined rock populated by those awful Terrans. "Turn your back on one of them, they'll blast you in the back, and steal your credits."

To those on Earth, this is home, and home is worth fighting for. They feel that RAM's exploitation of the planet and its peoples must stop, otherwise

Earth may never recover from the maltreatment she has received for the last 600 years. They feel so strongly about this, they lay down their lives daily in her defense.

Earth: derelict, bad assignment, ruin of the solar system, home. All these words describe Earth, but do they do it justice? Can they fully describe the ruined sprawls which house so many millions?

Do they adequately depict the desperation of the Firms fighting for freedom from RAM rule? Can they explain the pride her natives hold for their home? Explore the *Earth in the 25th Century* and find these answers for yourself.



SCIENCE FICTION ROLE-PLAYING GAME

This XXVc™ accessory includes:

- Vital information regarding the Firms at work to free Earth from RAM control.
- Radiation and its genetic results.
- A complete overview of Earth and the disastrous ramifications of war and exploitation.
- New technologies to spark up any campaign.

IMPORTANT! Earth in the 25th Century is designed for use with the XXVc™ Role-Playing Game. You must have a copy of it to make full use of this sourcebook!

TSR, Inc.
POB 756
Lake Geneva
WI 53147 U.S.A.



TSR Ltd.
120 Church End, Cherry Hinton
Cambridge CB1 3LB
United Kingdom

ISBN 0-88038-879-X



\$9.95 U.S.

3567XXX1401