

CAPRICE BOOK TWO

DP9-064

LIBERATI

SOURCEBOOK



FREE FOR ALL

TERRA NOVA AND CAPRICE • AD 5238 SECOND GENERATION
 WITH TERRA NOVA • AD 6115 THE EARTH INVASION OF
 CAPRICE • AD 4688 CAPRICE LAUNCH OF
 CAPRICE • AD 5102 DREX
 CAPRICE • AD 5350 CAPRICE BECOMES
 CAPRICE • AD 5372 CAPRICIAN CORPORATE EXECUTIVE ESTABLISHED • AD 5790 CAPRICE
 ABANDONED • AD 5988 CAPRICE SUSPENDS TRADE WITH TERRA NOVA • AD 6115 THE EARTH INVASION OF CAPRICE

HEAVY SOURCEBOOK GEAR



CAPRICE BOOK TWO

LIBERATI

Sam moved to the corner of the next intersection just in time to see more guards running toward them. She fired wildly, then ducked back around the wall. "Can't go that way," she yelled over the returning fire.

Holli was frantic; she didn't dare look at her chronometer. She glanced around and spotted a stairwell on the other side of the intersection. Behind her, she could hear Corp-Serfs coming down the hall.

Sam fired again. "Which way?" she yelled.

"Up!" Holli darted across the corridor, throwing herself against the stairwell door. Sam was two steps behind her. They pounded up the stairs, toward freedom.

Harvesting a meager living from the surface of a rough primal world, the Liberati are a proud and tough people, rebels and nomads that do not fit the highly structured society of the Trench. Stuck between uncaring megacorporations and a fascist invader bent on conquest, it is literally a do-or-die situation for those brave souls on the front line of the new conflict racking the Heavy Gear universe! This manual contains background information and resource material on the underground freedom fighters and nomad miners of Caprice.

This sourcebook includes:

- A complete history of the Liberati;
- Full overview of Liberati culture and lifestyle;
- Resistance operations and resources;
- Sample Liberati-oriented campaign set-ups;
- New character archetypes, equipment and vehicles.

**HEAVY
GEAR®**

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FREEDOM FOR ALL

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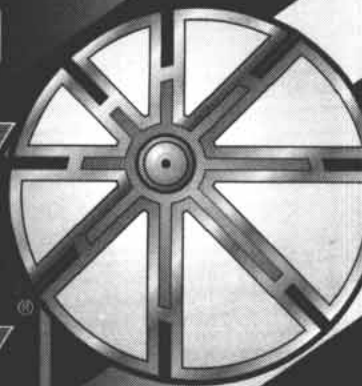
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Behind the Scenes

Rebels and freedom fighters have always had a heroic, and some would say romantic, image. We human beings seem to have an affinity for the underdog, the little guy that struggles against impossible odds and refuses to lie down and admit defeat. Writing about the Liberati of Caprice (and later, playing out their adventures) let us explore variations on that theme.

It has often been said that liberty is not a given, that it must be won by the blood of the valiant. Living in a pampered society, we often forget that the very freedoms we enjoy today were bought with the lives of millions of brave men and women who believed in their ideals strongly enough to sacrifice themselves so their children would be free to live their lives as they saw fit.

The Liberati have understood this lesson well. Their ancestors had to face terrible hardships and the hostilities of the colonial corporations to establish their way of life. Their descendants could just escape in the wastelands of Caprice and ignore the Earth invaders, but they know full well that they cannot run forever. It is better to confront the enemy now than later, after it has grown strong and entrenched. It doesn't matter that the Liberati are outnumbered, or that they are woefully underequipped — they have to stand up for themselves, because no one else will do it for them.

Playing the Liberati is an excellent reminder that we may be asked to do the same thing one day.

THE
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TACTICS OF OPPORTUNITY



Thick billowing smoke from the husks of burning transports rolled over the rough canyon floor. Bodies were littered across the rocks, battered and broken. Captain Horace Casper stood at the edge of the scene, his eyes taking in everything, filing the details away. He adjusted his uniform and started back toward the mobile HQ at the edge of the scene.

"Find what you were looking for, sir?" A young trooper met him halfway. He had been a last minute replacement for this inquest and seemed to lack a bit in the brains department.

"No, I did not," Casper said. "Did you interview the survivors like I asked?"

The officer nodded. "I spoke to all fifteen able men. That's what's left of the hundred and forty that were guarding this run." He scrolled through some notes on his datapad. "Would you like to see the results?"

Casper brushed the datapad away. "Just tell me what you found, Corporal." He pulled off his thin gloves and scratched the back of his hands.

"Well," the corporal began, turning to face the devastation, "the advanced scouts chose this route because they could dispense with the breathing rigs. They've been short on breathers since last month's attack on their outpost."

The corporal pointed to spots on the canyon's edge. "The scouts were sent ahead, there and there, to guard against an ambush, but the hostiles were waiting for them. They killed the scouts and used their transponders to draw the cargo transports into the canyon." He sighed. "Looks like the Liberati not only knew the route but the transponder codes as well. Someone got sloppy, very sloppy."

Casper slowed to a stop at the steps of the mobile HQ trailer. "That's the easy answer, Corporal," he said. He opened the door at the top of the steps and they both entered, loosening their breathing gear. The door closed itself and the air pressurized slightly. The corporal wiggled his finger in one ear.

"On our way here, I checked the reports on the Liberati strikes over the past few months," Casper continued. "It seems they've been purposely destroying, not capturing, supplies north of this location. When they hit the Denner outpost, they focused on destruction also, but this time they hit mostly the air processors. Made the Denner troops a little nervous about breathing too hard."

The two soldiers squeezed past other officers and clerks to a small desk in the front of the trailer. Casper sat down. The corporal stood at attention.

"I checked a lot of things," Casper continued, "including the repair logs on the transponders." He pulled a slim thermos from his jacket and poured himself a mug of steaming liquid. The corporal could smell coffee and liquor. "Turns out they had undergone their yearly maintenance not two weeks before. But the shipment that brought the spare parts had reported being harassed by Liberati raiders. Strangely, they made it through."

The corporal looked bewildered. "You think they planted the parts? Sir, that would mean the Liberati had the whole thing planned months in advance. That's a little much, don't you think?"

Casper held up his hand. "The Liberati don't plan in linear terms," he said. "They work with what you might call the 'tactics of opportunity.' In other words, they plant seeds and wait for them to become useful. The transponder incident might have been used in a completely different scenario — a theft perhaps. The trick is finding out where they've planted the seeds and burning them out before they can be used." He sipped his coffee. The corporal fidgeted.

"I've been keeping tabs on the Liberati since our forces arrived on this hellhole. It's the only job I've ever enjoyed." He gulped down the rest of his coffee and stood up. "Now, let's go over the site again. Tell the men to suit up."



INTRODUCTION

1

FREE MEN AND WOMEN - 1.1

The surface of Caprice is harsh but geologically wealthy. The chaotic nature of this young solar system has created a huge amount of economically desirable elements and gathered them in the crust of the planet, ready to be harvested and made into the technology that the human race requires for its expansion and comfort. This isolated and harsh world has given birth to one of the most interesting cultures in history: the nomadic civilization of the Liberati.

Born from a proud heritage, the Liberati nomads live in quasi-permanent villages or townships of their own manufacture, as squatters in abandoned camps, or as contracted help in any operation willing to hire them on. In some cases, entire communities of these gypsies never settle down, but remain forever on the move, transporting goods across the planet. In all cases, the Liberati nomads grow up, work and die together in what often amounts to a desperately short life. There is little doubt, however, that they are the toughest beings Caprice has ever produced. There is no hardship they cannot survive. It is not a matter of hope, but of perseverance and innate stubbornness.

Though outsiders often perceive the Liberati as a unified bloc, they are in fact composed of a large number of very distinct families and factions. Each region has its own social peculiarities based on its history and relative isolation, though many share similar traits. Freedom defines the Liberati and gives them their name. Liberati strive for two different, yet often intertwined freedoms. They seek socioeconomic freedom, and they seek political freedom. These two aspects are often described as "subsistence and resistance."



Subsistence - 1.1.1

The term "subsistence" is one few Liberati would use to describe their lifestyles. It is a word that only the people of Gomorrah use, from learned scholars to "armchair" historians, and it reveals an inherent amount of misunderstanding and bias on their part. The Liberati do not "subsist;" they *exist*, their lives largely free of the excesses and wastefulness of the Gomorran lifestyle. They use only what they need to survive, and they are generally better off because of it. This simplicity of lifestyle, this "subsistence" is their social and economic freedom. It defines the Liberati nomads, the freelance miners and workers of the wastelands of Caprice.

Over the centuries, Gomorran corporations have built and abandoned installations in an unending cycle of mining. The surface is dotted with disparate camps and scarred by the deep wounds left by careless strip-mining. These abandoned facilities provided early Liberati nomads with a supply of pre-fabricated building materials and salvageable equipment. Today, the Liberati still salvage materials and equipment when they can — the littered, rocky fields of the Southeast Quadrant providing a different sort of salvage than the mines and camps — but they also manufacture such things on their own.

Resistance - 1.1.2

The Liberati nomads have always resisted political bondage in one way or another. For the most part, this resistance has been as simple as packing up and leaving, moving on to new lands, new contracts and new opportunities. At the opposite extreme, their resistance has sometimes exacted a bloody toll from both sides, such as happened during the Trent Sector Incident and the resulting Liberati Uprisings of 5370.

Although the term "Liberati" was originally used to identify the nomadic peoples of the Caprician highlands, it has come to encompass all those struggling for freedom — most recently those working to undermine the Terran invaders. While the Liberati rebels and the Liberati nomads are two separate entities, they are tied together quite closely. Most nomads will assist and even hide anyone fleeing from the CEF, assist in raids if asked, and provide support within their capacity. In turn, the rebels will do the same for the nomads. It is this exchange of assistance that enabled the rebellion to survive for this long. In addition to the nomads, however, the Liberati rebels also enjoy the secret support of the Coalition. Caprice's civilian government supplies them with weapons, information and resources when necessary, and it turns a blind eye when the Liberati need access to restricted areas.

5



1.2 - HISTORY OF THE LIBERATI



Caprice was a corporate investment first and foremost. It was never intended to become a colony world, a home to a new branch of the human race. To all, it was a mere resource, a service stop, a footnote in a system rich with natural interstellar Gates. The planet itself was a place where corporations could extract materials without costly vacuum-proof equipment and easily transform them into finished products that would in turn be used to expand humanity's dominion in the galaxy.

Opening a new frontier requires manpower, and the poor and destitutes of crowded Earth saw opportunities among the stars. Workers were cheaper than robots, more versatile, and self-maintaining. Ever-evolving hibernation techniques allowed human beings to be frozen and carried about like cordwood with minimum maintenance and supplies. During the first few centuries of exploitation, millions of people were shuttled back and forth between Earth and the Loki system in great transfer barges that were little more than frameworks and monitoring computers.

1.2.1 - Origins

Most if not all of the early mining ventures were located in the giant Cat's Eye Trench that crossed the face of the planet like a giant scar. The trench was a mineral-rich site that was far below the mean average altitude of the surface. This increased the concentration of the atmosphere and thus the trench could support life, reducing the cost of exploitation. The surface was just as rich, but the planet's errant magnetic field and the unknown pitfalls of an unexplored world would prevent its exploitation for many years. Eventually, corporations built installations and processing factories over lucrative areas, and with this stable foundation in place they planned out their eventual spread to the surface of the planet with miners as their frontiersmen. Through intensive "Atmosphere Indoctrination Training," corporations conditioned miners for life on the surface. Eventually, the Cat's Eye Trench became the transfer point for workers arriving on Caprice. Installations within the trench grew into small communities through miners and their families. Businesses cropped up slowly, and eventually, miners on furlough vacationed in the trench rather than paying for expensive trips back to Terra Nova or Earth. The industrial compounds became hubs for disparate communities.

Meanwhile, while the corporations got richer, many of the workers got poorer. Dissatisfaction with the system spread, but few were willing to do anything about their lot. Very few workers who quit their jobs could afford to return to their homes, and rarer still was the corporation that would foot the bill. Since most corporations wallowed in corporate self-interest, the oppressive policies that led workers to quit one corporation were virtually identical in the next. Even finding a new job was in question, thanks to widespread corporate blacklisting.

This small but growing portion of the population was left jobless and with nowhere to turn. Some tried to make homes in old Trench mines. Others lived in makeshift shelters within the city itself. A few brave souls ventured out onto the surface of Caprice, using stolen vehicles and equipment to do so, disabling their tracking devices in order to avoid being caught. These people rapidly learned that survival was easier and life just a little more comfortable when they gathered together in bands.

◆ Caprician Gypsies — The First Liberati

A very small fraction of the dissidents was able to buy its equipment legally, usually through canny contract manipulations or off-world connections. This group of people often tried to form small, independent contracting companies. A few flourished; many vanished without an appreciable trace. The small contractors often hired whole bands of "freelancers" (as the unemployed workers euphemistically called themselves), for whom any escape from their hardship was a blessing. These independent contracting groups provided a better environment for the freelancers than the giant corporations did, so despite living below the standards of the Trench communities, they were overall happier and better-off. As a result, they tended to stick together, moving from contract to contract as bands and eventually forming familial bonds.

The subculture of gypsy miners and nomads kept their professional trade within familial bands. They worked as freelance miners, moving across Caprice in nomadic caravans and hiring their services to the often-understaffed facilities. Most lived as squatters, claiming unused tracts of terrain and abandoned complexes until local Corp-Serfs (corporate security forces) drove them off. Society saw them in an unsavory light, but needed the unaffiliated to do the jobs corporate miners considered too dangerous to touch. They became known as "Liberati."



Alev Van Daar ◆

While the first gypsy bands were still forming in Caprice's early history, an unusual event took place. A man from Earth arrived on Caprice with his entire extended family, but with no corporate contract and no apparent desire to join a corporation or even to start his own business. He had enough money to purchase survival gear, a few old vehicles, and food and water for him and his family. After doing so, they quietly set off for the surface, scarcely saying a word. The man, Alev Van Daar, had no apparent Terran criminal record — he had no record of any kind, in fact, and little is known of him, his family or the circumstances of their departure from Earth. It is not even known if his descendants know these details, although they maintain that it was not political exile that sent them to Caprice. Among the small pieces of info known about Alev Van Daar, however, is the fact that it was he that coined the term "Liberati." When asked to state his purpose for leaving the Trench with his small convoy in tow, he said merely, "We are Liberati."

The Liberati Revolts - 1.2.2

The early 54th century was a dark and ugly time on Caprice. Without direct intervention by the Sol-based Human Concordat, companies subjected their workers to forgotten and often medieval practices. Employees and their families were forced to live in crowded compounds, and most miners were rapidly indentured through legal but shady practices. Community services, such as insurance and medical coverage, were supplied at the bare minimum level. No one said anything, because the authorities who could have done something about all this abuse were too far away. Some corporate officers came to believe that there was no higher authority, and this world and its people were theirs to use and abuse as they pleased. Concordat officials were bribed, removed, or simply disbelieved when they returned to Earth — surely, in a modern, post-Ice Age society such horrors were unthinkable. The sad truth of the situation was that, as long as revenue and manufactured items poured through the Gate, few people cared about the fate of the emigrants.

The voice of freedom came from the miners who were already free from corporate ties: the Liberati. In the decades since their first appearance, the Liberati's ranks swelled as more miners and families joined the nomad sub-culture. Many were workers who were "downsized" and did not have the money to return to Earth. Other families were indentured corporate slaves who had managed to escape their lot. Resentment built up between industry and the highly independent Liberati. The only thing left to turn this equation into a violent confrontation was a catalyst.

The Trent Sector Incident ◆

The Aurora Miners was the only Liberati group to wander near Caprice's desolate Trent Sector, near the planet's north pole. They made their meager living by collecting frost and rare minerals. The cold summers of the Trent Sector were unforgiving, but the winters were even worse. Normally, the band left the region for warmer weather to the south, but 5370 proved to be a deadly exception. An early cold storm trapped the Aurora Miners deep in Trent Sector with few provisions and no adequate shelter. Left with no other option, they broke into a Slayke Industries automated mining station. Slayke had scattered quite a few of these large robotic factories over the harsh northern territories, hoping to find lodes that would be inaccessible to other corporations.

The station's security systems alerted Slayke's main headquarters to the unauthorized access of its innards. The board of directors was livid when they saw the vid-images of the squatters setting up camp in the mining station. The company had already lost one mobile station in the area the year before, and losing another one — to sabotage or to mischief — was unthinkable. The situation called for radical action. The company authorized the use of deadly force to deal with the "intruders" and turned the facility's mining drones on the Aurora Liberati. Fewer than a dozen people survived out of one hundred and twelve. The survivors who escaped the station shared their tale of horror with other Liberati; the fuse was lit.

Confrontation ◆

Throughout Caprice, Liberati mounted guerrilla-style raids against isolated corporate facilities. They captured whatever vehicles, equipment and material they could and destroyed the rest. For the most part, however, they avoided killing non-combatants, going so far as to evacuate facility personnel into portable survival sheds before laying waste to a site. Corporate troops were a notable exception to their mercy, however, and suffered casualties throughout the Uprisings.

Corp-Serfs tried handling the situation, but when it seemed likely that the general populace was going to support the rebel Liberati, the corporations turned to the Concordat and requested military assistance in stopping the rebellion. Fortunately, the Concordat realized matters were escalating out of control, and declared a state of military emergency while it investigated the matter.



1.2.3 - Birth of a New World

In short measure, the Concordat discovered the revolution was a symptom of deep resentment against Caprice's corporations. Outraged by the obvious human-rights violations and corrupt bureaucracy, the Concordat removed ruling power from the companies. The Concordat and the corporations ratified the Caprician Corporate Executive (CCE) in the Trent Sector Accord, named after the fatal incident at Slayke Industries' facility. This pseudo-government united the disparate districts of Caprice, removed Earth's draconian practices in outlying settlements and created universal programs for waste-management, health care, urban planning, law enforcement and education. The accord also finalized the name Gomorrah as the trench city's official name.

Although animosity between the Liberati and the corporations remained for several generations, the CCE successfully balanced the interests of the commercial and private sectors. Admittedly, Caprice was a dedicated industrial world, but the CCE's main concern was to ensure that the standards of living were as high as those of Mars or Earth. Essentially, the corporations were responsible for the well-being of their employees — humanity over profit, or "Responsible Bureaucracy" as it were. In turn, it was the employee's responsibility to ensure his company succeeded; the driving principle for the employee was dedication over self-interest, or "Responsible Loyalty." Outsiders accused these policies of bordering on socialism, but Caprice never developed into a capitalist-free environment; Responsible Bureaucracy and Responsible Loyalty were rules of business conduct and not governing laws. It was still difficult for outsiders to understand this fundamental difference, however, and many accused the CCE of condoning corporate slavery.

1.2.4 - Isolationist Years

After the collapse of the Human Concordat, Caprice nearly fell with the ensuing anarchy. Many high-ranking officials, including Gomorrah's political executives, abandoned their responsibilities and fled for Earth aboard the last ships. The few that remained behind — whether they chose to do so out of adherence to Responsible Bureaucracy or were forced to through the machinations of their greedier superiors — struggled to maintain order. They likened the experience to losing control of a sports car on a long, smooth patch of ice: no matter how desperately they struggled to regain control, disaster was inevitable.

Just before all contact with Earth ceased, streams of refugee ships passed through the Loki system on their way to Sol. Many of the passengers could not complete the journey because they lacked the resources to go farther. Others wanted to go elsewhere to escape the poverty gripping the homeworld. Another handful simply missed the last Gateship. Whatever the reason, the result was a sudden influx of refugees who were ill-equipped to handle Caprice's hostile conditions and who could scarcely replace the fleeing executives. The economic stability of Gomorrah teetered, unleashing rampaging mobs and riots. Whole districts went up in flames and nearly three-quarters of the city burnt to the ground before the remaining corporations had enough sense to come together. They unified their security forces, quelled the riots, and assumed the abandoned positions of political office for the duration it would take to rebuild the city.

With the tremendous mineral wealth of the planet and the technology base already in place, there were sufficient materials to rebuild Gomorrah. Rebuilding the city girder by girder, panel by panel, united the people of Caprice as the Gomorrans found themselves working side-by-side with the Liberati. Not only did the latter's relatively meager economies rise with the demands of their services, but their populations swelled as well. While many of the refugees joined the ranks of the corporations, an unexpectedly large fraction left the Trench for the surface. Few already-established clans welcomed the newcomers directly into their numbers, but most willingly advised them in the formation of new clans.

● Have Spaceship. Will Travel

The aftermath of the riots gave the people of Caprice pause to consider their new isolation. Their immediate needs prevented them from trying to establish contact with the other colonies for some time. Though the Loki system had a dozen Gateships under its control shortly after Earth abandoned its colonies, they were pressed into service transporting ice from the Blessed Asteroids. In-system ships and planetary shuttles were in short supply, having been absorbed into the fleeing fleets or lost to accidents during the rush to leave the planet.

Thanks to their uncanny technical expertise, many Liberati mechanics found service aboard the Gateships-turned-transports, particularly in the areas of life support maintenance. Other Liberati enjoyed employment retrieving old shuttles and system craft from mothballs and spaceship graveyards. Still others helped repair damaged orbital facilities, although they never returned Monolith Station to its former glory. It was an unprecedented period of opportunity for Liberati, since most of the Loki system's space vehicle technicians had fled along with their ships.



Dark Days - 1.2.5

In LC 259 (6115 AD), the New Earth Commonwealth invasion fleet took the planet by surprise. No one had expected the mother planet to come back for its wayward colonies, much less to do so in force. The Liberati followed the situation with great attention when they first observed the massive spaceships of the CEF move into low Caprician orbit.

The CCE abdicated power rather than watch Gomorrah die beneath orbital bombardment. There was nothing they could do to oppose the fleet or the ground forces directly. In one swift year, all resistance fell — or so Earth believed. In reality, the Capricians were not prepared to fight a war, but neither were they surrendering. Most citizens understood this distinction; it was not yet the time to fight back — not yet. Outsiders, however, mistook Caprice's actions as one of opportunity.

While the Coalition supposedly cooperated, it enacted Operation: Feint. A few "freedom fighters" escaped into the hostile outlands of Caprice to fight the NEC. These decoys knew this endeavor would likely cost them their lives, but the price was well worth it. The NEC had advanced the art of warfare through nearly three centuries of strife, and the Coalition needed to know how. Whenever rebels engaged the invading force, human and electronic spotters studied the enemy's tactics and technology. If the rebels won, they scavenged whatever equipment they could and smuggled it back to distant corporate R&D installations.

After several months of these attacks, the rebels feigned a last stand at an abandoned mining base. A few people sacrificed their lives and remained behind to man the defense perimeter, but most of the bodies the NEC found on the base had been dead since long before the battle. The rebels escaped through mining tunnels and the NEC was none the wiser. It believed it had won.

The CID soon discovered that curfew and travel restrictions would be next to impossible to implement given the life habits of the Caprician society. The world-city simply never slept; keeping all of the population indoors at the same time would be impossible and counterproductive. The Liberati were even harder to deal with, since they often needed to be outside at random hours to check on equipment or deal with sudden storms or tectonic activity.

On the other hand, the CID soon found it would be a simpler matter to control the movement of the populace. There would be no need for passports and travel restrictions; some simple modifications to the data-rig tracking grid, which was already up and running, would do the job. Both the corporations and the Liberati groups were quite happy with the idea; they had long since learned to circumvent the system if they needed to.

New Friends ◆

The arrival of the 1st Black Talon expedition on Caprice surprised many people almost as much as the arrival of the NEC fleets had three decades previously. The Liberati resistance movement's highest-ranking officials knew all about their arrival, of course, as did the various people directly involved, such as Qaidis Henault, captain of the ice mining ship *Princess*. The partisans and nomads, however, could scarcely believe it when Lieutenant Juno Vesping, Lieutenant Boyden Wallis and the rest arrived. Although the NEC had maintained strict secrecy about the defeat of the 8th Fleet at Terra Nova, rumors had spread nevertheless and the Liberati rebels had elevated the Terranovans to an almost mythical godhood. To meet actual living gods (in a sense) was nothing short of astonishing. The fact that they came to Caprice with a full complement of highly adaptable Heavy Gears — very reminiscent of Caprice's own Mounts and the tools of the 8th Fleet's ground forces' destruction — was almost too much for many of the Liberati.

When the Liberati partisans and nomads discovered that these godlike mythical heroes were mere mortals like themselves, it only reinforced their admiration of the Terranovans and gave the Liberati a burst of hope. If these mortal Terranovans could rid their world of the NEC, then so too could the Liberati.





MAKING TIME



A battered transport truck sped for the North security gate of North Tachyon Hub, spraying clouds of dust and dirt behind it. Right on its heels were three dozen Liberati Ghazis, weapons blazing. Their light trucks and buggies bounded playfully over the roads. Their radios were loud with laughter.

"...so God says, 'Hell? I'm sending you to Disorra!'"

Cory Jerson chuckled and watched as CEF troops swarmed out of the gate like cockroaches. He signaled his team to dismount their vehicles and take cover. As they spread out amongst the rocks, Cory radioed his fire support on the ridge above the gate.

"Hey, Rachael, you want to spread some of that cover over here?" he yelled over the noise, "I got Keffs making a charge."

"I think Andel's on that. I can see him—" Rachael's reply was cut short as Andel roared by in a buggy. Herson was with him, manning a pintle-mounted light machine gun. Tracer rounds scattered the troops as the buggy spun onto a new course. Rachael's voice sounded over the headset again. "We got 'em running," she said. "They'll call support for sure. Hey, Cory? You're up, brother."

Cory winced; he was no good at jokes. As he and his team bounded for the next outcropping of cover, he thought hard. "Okay," he began, sending half his team around to flush out the remaining troops, "three medics are discussing what kind of patients they like. The first doc says, 'I prefer data-comptrollers. All their organs are in alphabetical order.' The second doc says, 'I prefer engineers, all their organs are numbered' — Hold on."

The CEF troops had regrouped faster than Cory had expected. He laid down cover fire for his team. Several of the Keffs doubled over in succession and the rest backed up — Rachael and her rifle, no doubt.

Ducking back down, Cory went on. "The third guy thinks for a minute and says, 'I prefer corporates. They're brainless, gutless and heartless, and their heads and rear ends are interchangeable!'" Cory could hear laughter over his headset. Rachael's light chuckles sounded above the rest. Maybe he would reconsider asking her for a drink, he thought. The CEF troops were falling back. He switched his radio to another frequency. "All right, the truck is almost at the gate. Let's make one more push, people!" On his command, three yazaks of Liberati charged the Gammoran security gate. The night air lit with weapons fire and explosions.

"Whoah, Cory, they've got some heavy anti-personnel stuff mounted on that gate." That was Andel.

Cory searched the terrain. "All right, let's not make this serious." Cory's voice bounced as he and his team charged down an embankment. "Get your carriage behind that hill on your left and give Herson a good angle." He paused, then added, "It's your turn."

Andel laughed. "Right. I've got one." Andel's buggy hopped into position and Herson spread fire across the front of the gate. The firefight continued. "A Van Daar, a Roy, a Gommoran and a Keff are sitting on a bus. The Van Daar offers everyone some fennel bread, then he throws the rest out a window, but says, 'Don't worry, we have plenty of those where I come from.' So the Roy offers everyone a can of blackroot ale, then—"

"Sorry to cut you off, Andel," interrupted Rachael, "but we've got more company. I can see at least one Tarantula on approach, maybe more."

Cory grimaced; that was most certainly not funny. "Brothers, the package is delivered. The time has come to let the Keffs do the work. Everyone, pull back and scatter." Like shadows, the thirty-odd men and women vanished into the hills with only the echo of laughter behind them.



THE CLANS - 2.1

"To be Liberati is to be free," goes the old saying. Revolutionaries and freedom fighters have called themselves Liberati whenever the need to rise up against oppression has swelled in Caprician history; most recently, the organized resistance to CEF occupation has claimed the title and the slogan. Its origins, however, go back nearly 800 Caprician years to when the Van Daar family first arrived on the planet and set off on its own, without corporate support. It was not political freedom that the Van Daars sought, but rather freedom from modern society — freedom simply to exist outside its normal bounds.

The Liberati — the nomads, the wanderers who cannot be tied down, not the freedom fighters who actively fight oppression — comprise hundreds of thousands of individuals. They are not all freedom fighters, though the Liberati rebels' ranks threaten to burst with the nomads' numbers. Those who choose not to fight have their own reasons. For some, the issues are too far removed from the needs of their day-to-day existence. For others, the NEC seems no worse than the corporations. Still others are afraid of turning a tolerable situation into a catastrophe. Few, if any, Liberati nomads actually like the CEF occupation, however.



Nomad Social Organization - 2.1.1

Liberati nomad society has four levels of social organization beyond the nomads as a whole; the need to consider this level of society is rare and is given little scholarly thought. The next level is the regional social group. This level is analogous to a nation, although the analogy breaks down in all but the spatial sense. Nevertheless, sociologists outside the Liberati sometimes use the term out of convenience. The three largest Liberati "nations" are the Van Daar, the Roy and the So-Doura. (See *Life on Caprice*, p. 24, for more information.) The Liberati themselves have no term for this level. A member of the Hazzak clan is just as likely to refer to herself as a Van Daar as a member of the Van Daar clan itself is. Observers are expected to understand the difference from context.

The clan is the next level of organization; it is analogous to the city. Indeed, most clans are organized as small towns or villages, so the analogy is appropriate. Most clans engage in one primary activity that supports the clan as a whole. This occupation is the "face" presented to outsiders. The Thirsk clan of the So-Doura nation, for example, is well-known for petroleum mining, even though individual members engage in other work. (The Thirsk family itself actually tends the clan's hydroponics gardens.) The family is the next level of organization; it is covered in detail in section 2.2.1, *Marriage and Family Groupings* (p. 18). The individual comprises the smallest level of organization within the Liberati nomads. Most Liberati tend to think of themselves as family-members first, clan-members second, and individuals last, however.

Since the Liberati as a whole and the Liberati nations are somewhat abstract concepts, most scholarly work discusses them on the clan-level. Families within a given clan tend to share the same traditions, habits and attitudes, with only minor differences from family to family. Thus, to outsiders, the clan is the obvious group unit for the Liberati nomads.

 Travel to New Worlds, Meet Interesting People

Throughout history, soldiers returning from foreign soils have brought with them trinkets and tales of the native peoples. Though this information is of varying strategic value, it is often important in the larger scheme of things. Such is the case with Terra Nova's Black Talon insurgents. Although the reports and artifacts brought back by the 1st Black Talons seemed to have little immediate tactical use, the Westphalia Cabinet recognized them as valuable to the overall Black Talon mission. In order to make allies with the Liberati nomads — and with other colonies — it will be vital to understand their societies.

As a result, the Cabinet has brought a few Terranovan social scientists into its operation, including Dr. Isaac Langmuir and Dr. Sylvia Shirato of the Mekong Academy of Science (see *Character Compendium*, pp. 104-113). Although the scientists themselves will likely not be traveling to Caprice and beyond for quite some time, they are training members of several Black Talon teams to be amateur anthropologists and sociologists.





2.1.2 - Government



The governing body of each clan is called the Council of Seniors (sometimes called Council of Elders). This council decides how the clan is to be run, what contracts it will take, where and when it will move, and presides over any number of major and minor issues that arise on a daily basis. Councils convene irregularly as needed and their proceedings are always open to the entire clan. There are few written rules for the council's parliamentary procedure, but many unspoken traditions have developed over the years. Most of these traditions involve the council's decorum and what criteria determine a councilor's seniority. New council members usually take a few months to ascertain their own place in this pecking order and during this time frequently attend council meetings only to gain familiarity with that order.

Any clan member may call the Council of Seniors together to debate or adjudicate a particular matter. The supplicant simply requests a conference, and the council convenes at its earliest opportunity to discuss the topic at hand. The meeting may be as simple as sharing a meal together to pass around and examine a prospecting report or as complicated as assembling the entire clan within a hydroponics compound to alert everyone to an immediate hazard. Most councils are able to convene at a moment's notice, work schedules permitting, but meet frivolous requests with more than a little irritation. It is not unknown for councils to assign extra work details as punishment for such frivolity.

Councilors are naturally highly respected by their clan for their ability to keep the clan functioning smoothly. The position is very important since the clan's future is in the hands of the council — an incompetent or corrupt council can throw a clan into poverty, and a poorly negotiated work contract can mean virtual slavery for the entire until the contract expires. For this reason above all others, the council comprises only the most experienced and brightest leaders available.

◆ Appointment to the Council of Seniors

Appointment to the Council of Seniors is awarded only by a unanimous vote from the existing council and is usually preceded by intense public scrutiny to determine the nominee's ability to lead. To be considered for a place on the council, the nominee must have been part of the clan for at least five years and must also be a master of his or her particular field. To be a "senior" or "elder" does not necessarily mean that the nominee is old; it reflects the nominee's position as senior clan member in the relevant work force. It is not unusual for a particularly gifted tradesman to ascend to a council position at a relatively young age, for example. The nominee is required only to demonstrate expertise before the council appoints the person. Unfortunately the requirement of a unanimous vote can make it difficult for a nominee of little charisma to be appointed to the council; fortunately, it also makes it difficult for an unscrupulous member to be appointed as well.

◆ Removal from Office

The removal of councilors from office is a serious issue not entered into lightly. If a member of the clan believes that a member of the Council of Seniors (or even the entire Council as a whole) is not working in the best interests of the clan, that member can convene a confidence test. The entire clan is informed of the meeting and given the opportunity to attend. All other priorities are set aside for a confidence test, including work details and any tasks which are not essential. The complainant presents before the assembled clan the list of reasons he or she believes the Elder should be dismissed. The accused councilor is allowed to address each item as it is presented, which can make the proceedings quite long and arduous. Tempers often flare, but the very fact that someone feels it necessary to call for a confidence test means that tempers are already near the boiling point. After the defense is complete, the council addresses the clan either in support of the accused or in support of the complainant — there is rarely any middle ground on such occasions. The vote is then held. If 75% of the clan votes in favor of dismissal, the councilor is immediately removed. Dismissals are frequently followed by the appointment of a Council Deputy to investigate any suspected wrongdoings.

◆ The Polling of the Seniors

Every so often, an issue arises that requires consensus from a Liberati nation as a whole or, more rarely, the entire Liberati nomadic people. When such a situation arises, the Council of Seniors that calls for the consensus sends couriers to each relevant clan — if the situation requires wide consensus, it is almost certainly too sensitive to entrust to electronic communications. This formal process is called the Polling of the Seniors and can take weeks or months before the Councils reach a consensus. The last Polling of the Seniors that affected the entire Liberati people took place during the Liberati Uprising of 5370. Analysts predict that the next such Polling of the Seniors is on the horizon and will precede a planet-wide revolt against the NEC.



Justice - 2.1.3

The very existence of the Liberati began as a response to an oppressive legal system on Earth that curtailed the freedom the ancestors of the Liberati craved. Modern Liberati society is a similar reaction to Caprician law. Just because they scorn the overly bureaucratic Trencher society does not mean the clans live in a lawless society, however — far from it. While the Trench lives with countless edicts, statutes and decrees, the Liberati obey only three cardinal rules:

Do your job.

Do what is right.

Accept the consequences of your own failure.

The rule of doing what is right seems vague to outsiders, but the members of the tight-knit clan communities generally know what passes for right and wrong in their clan. It varies somewhat from clan to clan in a given nation and more dramatically from nation to nation.

Whenever a clan member violates these rules the victim or a representative of the victim must bring it to the attention of a member of the Council of Seniors. The severity of a particular crime is decided by the councilor approached with the charge. Minor infractions such as theft, shirking work duties or defamation are usually solved by a personal intervention by the councilor. The councilor decides reparations and punishment on the spot, to be addressed immediately. Common punishments include additional work details and fines. When a serious crime is committed the entire Council of Seniors convenes to sort through the details and assign punishment and reparation. Serious crimes include workplace negligence, being a safety hazard and assault. Punishment for a serious crime may include enforced work details, short-term incarceration or public caning. Murder, rape, betrayal of the clan and sabotage are classified as perilous crimes and result in severe punishment. Long-term incarceration, castration or mutilation, and death by exposure to the elements are possible punishments for committing perilous crimes.

Once a councilor (or the Council of Seniors as a whole) determines guilt and just before sentencing, the councilor addresses the complainant. At this point in the process, the complainant may exercise clemency. Even the victim of a perilous crime may ask the council for mercy and suggest a reduced penalty. Victims may also ask for a harsher sentence, but in either case it is up to the councilor and the councilor alone to mete out punishment, though the words of the aggrieved party always carry great weight.

Inter-clan crimes require the cooperation of the Councils of Seniors of each involved clan. The councils appoint representative councilors to negotiate between the clans regarding punishment and compensation. It is unusual for this compensation not to be forthcoming or for the offending party not to be delivered immediately, but not unheard of. A few clan feuds exist throughout Caprice over unresolved past disputes, but these feuds are the exception rather than the rule.

Deputies of the Council ◆

There are no written rules of law to guide a councilor, only the rules of logic, common sense and propriety. When the facts are laid before the councilor and all the evidence presented, it is up to the councilor to determine guilt and punishment. This responsibility is a grave one, and one that is taken very seriously by all involved. Occasionally, a crime requires an in-depth investigation that the councilor could not possibly complete alone. In situations of this type, or when the accused has fled, the councilor must appoint a deputy or team of deputies to investigate the matter. The larger clans have permanently assigned deputies who investigate all complaints in addition to performing their regular duties. It is rare for a deputy to work solely as an investigator, however. Deputies are expected to forgo their usual duties and investigate the case at hand to the exclusion of all other priorities. They are given the power of search and seizure of any clan property and may even detain outsiders for questioning. They may requisition any equipment, vehicles or facilities (complete with staff) that they may require in order to complete their task. Most are given an authority ledger from their parent council to keep track of all expenses and also to serve as a badge of authority.

Deputized Liberati answer only to their parent council and expect to receive the support and cooperation of any Liberati they meet. Occasionally the facts of a case may lead the deputy to suspect a Trencher of the crime. Situations of this type are quite tricky since Liberati are regarded with disdain by Corp-Serfs. When the suspect is an Earther or military personal the problem is compounded. In cases involving outsiders and uncooperative authorities, the deputy will ask the parent council for its recommendation, which is usually to drop the case and return to his previous duties. Rarely, the deputy will be told to use his own judgement. This assignment is essentially an endorsement by the council for the deputy to use any means necessary to see justice done, but contains a veil of deniability for the council and the clan.



2.1.4 - Prejudice and Attitudes

The Liberati nomads are generally very accepting of other peoples and customs, and unless given a reason to act otherwise, the clans are very tolerant and open — far more so than their history might lead outsiders to expect. Their general acceptance and tolerance is partly a reaction to the treatment they have received throughout their history, and it also comes from the strong need to cooperate in the Caprician surface environment. There is some distrust of Caprice-based corporations, but since the Aurora Miners tragedy and the Liberati Uprisings of 5370, the corporations have treated the clans better, thanks to the Trent Sector Accord. There is a certain amount of healthy suspicion between the Liberati contract-workers and the corporate employees, but no more so than any other contract-worker/employee relationship. The wounds suffered by all Caprice workers during the Uprising have long since healed, thanks to the speedy actions of the Concordat. There is very little bad blood between the nomadic peoples and the corporations that hire them — the native Caprician corporations, that is.

The interloper corporations from Earth are another matter, however. When the CEF entered the Loki system and seized control of Caprice, the corporations they brought with them had little reason to obey or even acknowledge the Trent Sector Accord. The shrewd action of the Caprice Corporate Executive in ordering the Corporate Regulatory Authority to open the Caprice Mercantile Exchange to the Terran corporations had the side effect of implicitly forcing the Terran corporations to obey the Accord. This action in turn has eased relations between the Liberati and the Terran corporations, although the two parties still distrust one another.

◆ Liberati and Liberati

Within a given clan workforce, there are a number of occupations that are vital to the clan's survival and only one or two that draw revenue for the clan. Ironically, most clan members view the revenue-generating positions as being more important than those occupations that ensure the clan survives. No matter how successful a clan is at its chosen occupation, the people still need to eat, drink, breathe and maintain their vehicles and buildings. Still, miners, caravaneers and researchers are seen as superior and more productive members of the clan than those members engaged in clan survival occupations, no matter how vital those occupations might be. It is relatively uncommon for there to be open antagonism between the groups, but workers assigned to the survival sections often suffer from low self esteem. Liberati contract workers often refer to their "lesser" brethren as "farmers" (even if farming is not their occupation), and the latter group often calls the contract workers "connies."

◆ Liberati and Trenchers

Most Liberati have a playful prejudice against city dwellers or "Trenchers," as they call them. Some of the less-prosperous clans blame their hardships on the Trench and thus have a strong dislike for Trenchers, but these are in the minority. Both Trenchers and Liberati share a common bond of resistance against oppression, dating back to before the Liberati Uprising, both groups having been poorly treated by the corporations. What little real prejudice exists between these two groups has been washed away in the face of the NEC's occupation of the planet, however. The clans often work side-by-side with Trenchers, and they know that whether they live in the Trench or in a new outpost complex, Trenchers still work as hard as any clan member does. Likewise, the majority of Trenchers recognize the occasionally backward-seeming Liberati as resourceful, hardy and industrious workers with an excellent work ethic. Liberati do sometimes refer to the people of the Cat's Eye Trench as "kitties," especially the prissy ones, but this term is usually only used when tempers flare.

◆ Liberati and Earthers

The clans are very opinionated when it comes to Earthers and will voice their opinion at every opportunity. They take particular delight in rubbing the Earthers' noses in their failure at Terra Nova and Atlantis — to a Liberati nomad, blindly rushing into a situation without understanding it is the most foolhardy action imaginable. Life on the surface of Caprice makes such actions potentially deadly, and it amuses the Liberati to no end to think that the great Colonial Expeditionary Force was so careless. The Liberati tend to think all Earthers behave this way and are always on the watch for such behavior. This attitude applies to the Earth corporations as well as to the Earth troops who enforce the corporate edicts. One question that lingers in the minds of the clan elders is the question of who serves whom. Are the Earther corporations the lapdogs of the CEF or is it the other way around? The universal term of derision for Earthers is "keff," whether the person in question is part of the CEF or not.





Liberati and GRELS ◆

Liberati tend to be sympathetic towards GRELS. They see in the treatment of GRELS by the CEF a situation disturbingly similar to the way the Caprician corporations treated the Liberati before the Trent Sector Accord. They have a difficult time understanding the GREL psyche, however, since being conditioned for obedience is about as far removed from the Liberati psyche as can be. Very few GRELS have asked for adoption into Liberati families, but the few that have done so have generally been accepted. The single-mindedness with which GRELS approach their duties strikes a chord with the Liberati work ethic, and the abuses they've suffered from their human masters invariably angers and outrages the Liberati. In the Liberati Highlands tongue, the general term for GRELS is "karariyah," which means "shock trooper." It applies to all GRELS, not just Mordreds, and is a respectful term.

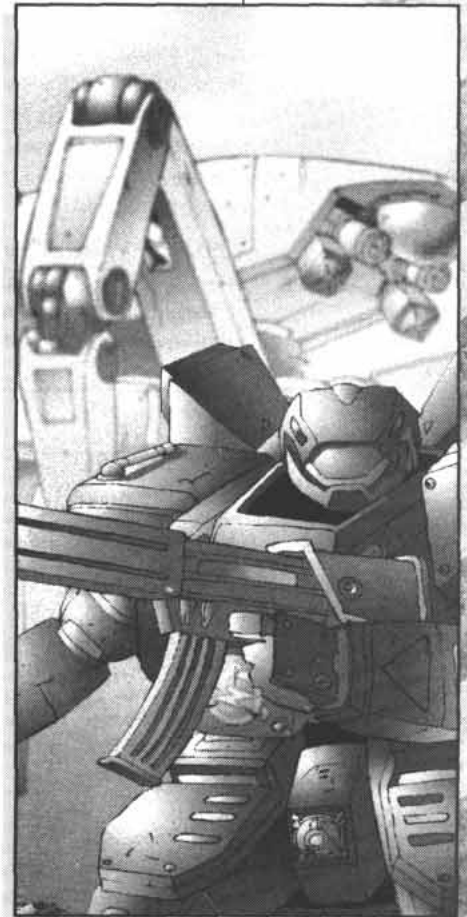
Mordred GRELS are welcome because of their amazing strength and durability. While some Liberati workers are jealous of these mountains of muscle, most feel nothing but awe to watch a Mordred at work. The only difficulty with bringing Mordreds into their clans is the fact that AWOL GRELS are criminal fugitives and must be kept from the prying eyes of the CEF and its sympathizers. This fact means Mordreds can only work at the most remote mining sites. There is little call for sheer physical strength at the clan homesteads, so Mordreds who wish to join are typically directed to the clans farthest from the Trench. Isaac technicians and Cassandra electronics specialists, on the other hand, find can find lots of work within a clan homestead, as can Isabella medics. The few Minerva pilots that escape often find themselves happily employed with the caravan clans. Maxwell gunners have a harder time fitting in with the Liberati nomads, but they are often welcome to join the Liberati rebels. Morgana commando GRELS and their killer instincts scare most Liberati and are rarely welcome with the nomads. Jan-class GRELS almost never feel the need to join the Liberati. SLEDGEs are too new and too closely monitored to have reached the point of defying their makers.

■ Liberati and Terranovans

A certain mystique has grown around Terra Nova in recent years. The fact that Terra Nova staved off the CEF invasion immediately impressed the Liberati. Although the CEF has officially declined to comment publicly on the Terra Nova invasion, word has spread. As the years have drawn on since the invasion, the tales of what actually happened have grown into legends. Some say Terra Nova has a space fleet that dwarfs Earth's. Others firmly believe Terra Nova has allied itself with aliens to repulse the invasion. Speculation on what actually happened at Terra Nova is very popular with the clans; at times it seems as though each family is trying to outdo the others with exaggerated tales of Terranovan daring, each tale more outrageous than the last.

The arrival of the 1st Black Talon (and subsequent missions) only strengthened the mystique. The 1st Black Talon had only a little time to interact with the Liberati, but in that time they practically proved that everything ever said about Terra Nova is true. The fact that the Talons represent a world united against oppression, a world capable of striking back and a world resolute and resourceful enough to do so, has fueled the flame of resistance within the clans. The first mission was so successful and suffered so few casualties while dealing out so much damage to the enemy that it's hardly surprising many Liberati practically revere the Black Talons. Most see them as the renewal of the struggle for freedom or as a call to arms to begin the uprising, others see them as the very personification of Liberati ideals.

The mystique surrounding Terra Nova obscures the actual picture for the Liberati. Most believe every Terranovan is a rugged frontiersman or pioneer. The achievements of the Black Talon mission have galvanized the hearts and dreams of the Liberati so much that the younger ones believe that Terra Nova is entirely populated by daring pilots and undefeatable Heavy Gears. Even the most experienced Liberati — who know that the Black Talons cannot possibly represent the entire planet — experience a small amount of disappointment whenever they meet a Terranovan who is not a Gear pilot. A common term for Black Talon operatives is "canyon raven" or simply "raven," alluding both to the canyon hawks that prey on pests in the Cat's Eye Trench as well as to the birds of ancient gypsy legend.





2.2 - LIFESTYLE

In many ways, the Liberati are hardy, headstrong pioneers. They exist in an environment that is almost as inhospitable to human life as the vacuum of space, and they thrive in it. The Liberati live their lives by three watchwords: Reuse, Retool and Recycle. There is nothing in a clan encampment that can not be adapted to serve another function by the versatile clan, and their recycling and life support systems are without peer. The Liberati nomads are a pragmatic group who won't hesitate to move along once a job is complete or no longer profitable. This attitude extends into nearly all aspects of clan life including social and professional relationships between the clan and other groups. If a relationship with another group or a job becomes more effort than it is worth, the clan will move along unless it violates its honor or a signed contract. A clan's word is its bond and it will move heaven and earth to keep it.

Interpersonal relationships are another matter. With members of their own clan, and especially members of their family, Liberati will make every effort to cooperate. With members of other clans or with non-Liberati, the consequences of sour relationships are not nearly as dire, so they tend not to worry too much if things don't work out. They approach intimate relationships such as friendship and romance with the same caution with which they approach marriage and adoption, although the trial period is usually less than a full year. If the relationship doesn't work out, they part ways and attempt to remain civil. Romance is always openly displayed (as is common in the Trench as well), but it is never consummated without a contract to protect the well being of offspring that may result. Contracts and honor work on the interpersonal level just as strongly as they do on the clan level, and few Liberati will violate these promises.

Since much of their food, water and equipment is recycled to one extent or another, the clans are rarely fastidious and do not balk at duties or actions that most other cultures would find repugnant. Swabbing out a sewage vent or peeling fungus from a clogged water reclamation unit is all in a day's work and nothing to turn one's nose up at. The Liberati often uses these duties to measure a prospective adoptee's mettle, though not to the point of harassment. For the most part the Liberati are very tolerant of their finicky cousins and will frequently volunteer for such duties to ingratiate themselves with their Trencher co-workers.

The communal and shared nature of accommodations in Liberati encampments results in there being few taboos about personal nudity. Personal hygiene can become a group issue, however, and offending members are "invited" to a communal scrubbing to deal with the problem. Facial hair is common among males mostly due to the fact that it promotes a rugged appearance that sometimes makes dealing with outsiders easier, but it is never longer than a few centimeters — anything longer would interfere with the sealing on an environmental suit or may constitute a workplace hazard.

Most property within a family grouping is considered communal, but the privacy of an individual's personal items is sacrosanct. It is not unusual to see family groupings sharing clothing, tools and even undergarments and dental care implements, but it is unheard of for a family member to read another's journal. Council deputies' rights to search and seizure override privacy, since the welfare of the community may be at stake.

Water Usage



Water is a precious commodity on Caprice, especially for the Liberati, who cannot rely on routine shipments from the Blessed Asteroid Belt. For this reason water is recycled at every opportunity, resulting in a very dry environment within clan encampments and work sites. As such, Liberati usually clean themselves and their equipment with various dry cleaning agents or simple Caprician dust. They scrub pots and dishes with dust and blow them clean with compressed air — they use an abrasive cleanser and water bath only as a last resort. For this reason cooking pots and serving plates are almost always cast from durable alloys that will resist scratches.

The Liberati maintain personal cleanliness in a similar manner, with mildly abrasive dust scrubbing followed by a vacuum cleaning. Of course, the human body is not a cooking skillet and sand will not entirely clean it. After the dust scrubbing, the Liberati wash themselves with a sponge bath using recycled water to moisturize the skin and finish the cleansing process. It is not unusual for family groupings or intimate couples to cleanse each other with sand and water.



Language - 2.2.1

The Liberati speak Highlands, a mélange of languages from old Earth, especially from Europe and the Mediterranean regions. Linguists and anthropologists trace its origins back to the nomadic workforce that plied ancient Earth. These workers roamed Europe for economic reasons, and when the Ice Age forced humanity to migrate towards the equator, these groups had little difficulty adapting their languages as needed. What puzzles anthropologists, however, is that the language appears to have died out during the Ice Age. It thus seems that either the language became a secret language or the direct ancestors of the Liberati deliberately revived the language — whether it was for practical reasons, homage to the earlier nomadic wanderers or simply as an elaborate joke is unknown. Certainly the earliest Liberati to arrive on Caprice spoke it as natives.

Regardless, Highlands experienced its sharpest evolution during the Ice Age, when the encroaching masses of ice forced Earth's population to move toward the equator. Nomadic and migrant peoples were the first to move and the first to mix with the peoples of the equatorial lands. This mixing created hundreds of microcultures that flourished just long enough for more displaced populations to mix in and mutate the culture. Most of these cultures lasted only a few decades, but in that time, the nomadic portions of the populations adapted their languages to their locales. Over the course of several generations, these nomadic languages continued to shift and evolve, providing a record of the groups' travels — a living map tracing the geographic movement of entire peoples. As the disparate groups merged, so did their languages. By the time New Samarkand had collapsed and the United Earth Government had replaced it, the fluid languages of the nomads had all but vanished, Highlands seemingly among them. It reappeared at the start of the Second Renaissance in the 4470's.

The timing of its reappearance and its use by freedom-loving people is the source of the so-called "secret language" theory of anthropologists. They believe it became a code used to identify members of groups caught up during the Later Crusades of the 29th through 44th centuries, and that it enabled the clandestine survival of these groups as the Council of True Faith and the Compact of Revelations waged their terrible wars. Opponents of this theory note that an entire language is hardly necessary to mark members of a clandestine organization; a single, simple symbol will do just as well.

Highlands' Roots ◆

Highlands is a mélange of Scandinavian, Anglic and Arabic languages, evidence of the southern migration of the ancestors of the Liberati. Linguists can also detect words that originated in classical French, German and several Slavic languages including Bulgarian, Russian and Slovak. Highlands sentence structure is similar to modern Anglic, but the grammar retains a female and male gender with regards to pronouns and nouns, which is relatively uncommon in modern tongues.

One major difference between Highlands and its ancestral languages is the amount of technical jargon it contains. Life on Caprice has infused Highlands with a large amount of technical and job-related jargon. This jargon is a combination of a Highlands descriptive phrase and a more common vernacular word, resulting in a plethora of false cognates. Words of this type — words that sound similar in two languages but which have wildly different meanings — sometimes make it difficult to communicate clearly with people who don't understand Highlands. For instance, the Highlands word for a seismic charge is "quakori," which is easily mistaken for unrelated Anglic words since "quak" is pronounced more like "cook" than "quake." The prevalence of false cognates has led to a number of workplace accidents and has caused most corporations to allow only bilingual Liberati onto factory and mining floors. Fortunately, most Liberati speakers are bilingual.

The Highlands Accent ◆

Highlands has given the Liberati a distinct and easily recognizable accent. This accent manifests itself mainly by a truncation of most vowels (except "a") and the addition of a nascent "e" following words ending in "t." "Cat" is a good example of this accent; the word can sound like "Katie" when spoken with a thick Highlands accent. Other words that the Highlands accent can confuse include "eight" and "eighty," "fit" and "fight," "flight" and "flighty," "craft" and "crafty" among others. The word "Caprice" is pronounced as if it were "KAYprice," a source of amusement for Trenchers, who believe this accent makes the Liberati sound a little slow. This occasionally makes the nomads the butt of some unfortunate ribbing from Trenchers, who make fun of the strange sounding lilt of their Liberati coworkers. For the most part this joking is well-intended fun and good-natured amusement — but not always.



2.2.2 - Marriage and Family Groupings

The Liberati have a very distinct cultural identity that contrasts sharply with that of the Gomorrans (or "Trenchers," as the Liberati call them). The differences are dominated by the Liberati love for life on the surface and the freedom it provides. Their lifestyle requires strong independence; the smaller the community, the easier it is to pack up and move on when it's time to do so. Conversely, the harsh environment and basic human needs require a strong sense of community. Small groups of people cannot last very long on Caprice's surface. These two seemingly contradictory social forces blend successfully in the Liberati clans and shape their customs.

For large societies, family life is often regarded as a luxury at best and an unnecessary nuisance at worst. For the small Liberati clans, however, it is one of the most important aspects of their culture. Liberati families are extended rather than nuclear and are divided roughly evenly between patrilineal and matrilineal systems; most families of a given clan tend to follow the same lineage system, however. The tradition of marriage is taken very seriously in Liberati society. Because the clans are so small, there is strong social and environmental pressure for a married couple to produce children. Although homosexual relationships are not taboo, the genetic engineering required to produce offspring from such a relationship is an expensive luxury for the Liberati, and so same-sex partnerships are very rare. Polygamy is strictly taboo in nearly every Liberati clan, however.

Because of their nomadic lifestyle and because most of the clan works away from the encampment, Liberati clans function as extended meta-families: children are raised together and the individual families live together in a single compound. Chores are communal, assigned according to aptitude whenever possible. Those better suited for work outside the encampment will travel to the work site while those suited for community management and support tasks stay home. The advantage of this arrangement is a tight knit group in which each member can count on the others. On the negative side are a definite lack of privacy and the occasional rivalry with other families in the clan.

● The Typical Liberati Marriage

All marriages begin with a courtship that is similar to social dating but much more formal. In addition to the couple courting, the two families set up regular meetings and attempt to bond as fully as the couple. Inter-clan marriages frequently make family bonding meetings impossible given the distances between most clans, but a frank and open exchange of communications can often substitute. Courtship between Trenchers and Liberati, rare in their own right, often break down at this point because the frequent communications from the Liberati family are an unwelcome intrusion and too overly familiar for Trencher tastes. After the courtship, which can be anywhere from a couple of months to many years depending on the couple and the two families, the partners enter into a trial marriage. There is very little formal ceremony involved at this stage; the partners simply begin sharing their habitation and lives. The sole formality is the signing of the trial marriage contracts. If, after a year, the couple is willing to enter a permanent partnership, the pair formalizes the arrangement with a small, intimate ceremony to which only the two families are invited. The pair again signs contracts and the union becomes binding. The couple joins one or the other family, depending on the lineage system of the clan. Occasionally the two family groupings merge into one large grouping but very rarely will the couple begin its own, new family grouping.

◆ Adoption of Outsiders

Occasionally, a Trencher becomes so enamored with Liberati life that he or she desires to join a clan. Such people are almost always very hardy and durable, but some are victims of Trencher social neglect or stigma, looking to escape life in the Trench, and aren't actually well suited to nomadic life. Prospective adoptees are always examined very closely by the entire extended family into which they seek adoption. The family decides if the person has any useful skills and the temperament required to fit well into the clan. If the prospective adoptee seems to be suitable, the family petitions the clan elders (known as the Council of Seniors) on the person's behalf. The Council always has the last say as to whom they will adopt into the clan, but it is rare for the Seniors to refuse an adoptee who has the support of a family. A small ceremony follows the acceptance, and the adoptee enters into a one-year trial adoption very similar to the Liberati trial marriage custom. During this time, the adoptee is free to return to his or her previous life. After the trial year, the person becomes a full member of the sponsoring family and the clan.

Informal, honorary adoptions sometimes arise. This practice has become increasingly popular with the arrival of the Black Talon units. Every Black Talon member who has had contact with the Liberati is an honorary member of at least one family — frequently more.



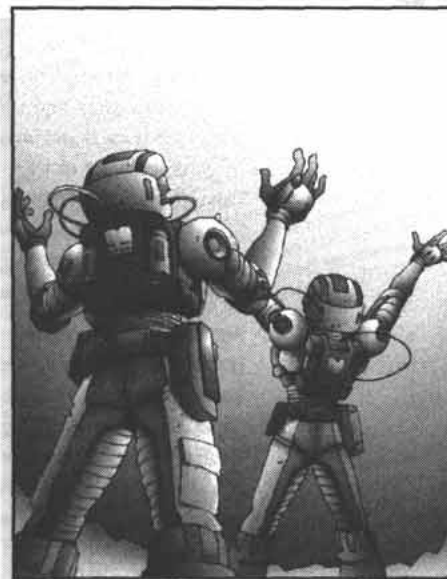


Spirituality - 2.2.3

A number of different religious beliefs co-exist within the Liberati clans, just as they do in Trencher society. The major difference between Liberati and Trencher spiritual beliefs is lack of any real organization in the Liberati versions. The degree to which Buddhism, Sartahism, Jerusalemism and other faiths mix within a particular clan varies — some clans tend towards a dominant religion while others are much more diverse. Families tend to share the same religious beliefs, however.

Terranovan Revisionists would have a hard time recognizing Liberati religions as such. In fact, the clan members treat their spiritual lives more like a correspondence course than anything else; “home study” is an apt description of religion amongst the nomads. Religious materials and books are readily available to all clan members and while there is rarely an official spiritual leader such as a priest or a minister, there is generally one member of each religion in a given clan whose knowledge is more complete than the rest.

Ceremonies tend to be impromptu and revolve around the accomplishments of one of the parishioners. It is common to see religious ceremonies cobbled together at a moment’s notice and held in any convenient open area large enough to gather the people wishing to attend. Religious symbols will occasionally be embroidered on clothing or into the design of a member’s ribbon. (See section 2.2.8, *Clothing*, p. 25 for more information about Liberati ribbons.)



Recent Trends ◆

Two trends have recently emerged within Liberati society; both trends seem to be uniting the Liberati, but in contrasting ways. The first is a trend towards outdoor services, which is becoming so popular that many different faiths frequently combine to hold a single cross-faith ceremony. Such a custom is virtually unheard of on Terra Nova and has piqued the interest of the religious scholars and leaders of Terra Nova. These outdoor services usually require the participants to wear environmental suits or breathers. Caprice’s parent star, Loki, serves as a focus in these ceremonies and is smoothly integrated into the traditional rituals of the participants. The subdued ceremony emphasizes inner peace and individual commitment; Liberati tolerance and the minimal display of religious trappings eliminate most conflicts between the faiths. The ceremony commonly involves offerings of food and water or the building of small stone shrines by each parishioner. After a ceremony, it is not uncommon to see rows of small shrines catching the rising sun.

The second trend is uniting Liberati under a religion new to the nomads and is a result of the first Black Talon mission. As part of that mission, the Talons joined up with Liberati rebels drawn chiefly from the Van Daar clan. During their brief time together, the Van Daars and the Talons came to know each other quite well — a common occurrence between battlefield companions. In the few moments of peace that occasionally found the combined force, Sous-Caporal Morgausa Temple frequently engaged in the rites of Zentai Buddhism. Although the Liberati had little in common with most of Terra Nova’s religions — Revisionism in particular — the Mekong Dominion interpretation of Buddhism struck a chord with the Van Daar. The Van Daar have always had a large fraction of Buddhists within their clan, and Mekongese Zentai Buddhism had much in common with the Liberati way of life. Both stressed the mobile nature of Buddha and how space curves upon itself to make all places the same and Buddha’s presence truly universal for the faithful.

Before her team’s departure, Sous-Caporal Temple presented the Van Daar with electronic copies of her faith’s religious scripture. These materials have since spread like wildfire among the clans. Copies of the text have even made their way to the Trench where their popularity is exploding. There even exists a small but vocal movement to canonize Temple as a warrior/saint; no doubt she would be mortified to learn of this result of her unintended evangelism.



2.2.4 - Education

The Liberati value education and encourage their children to learn as much about the world as they can. The communal children's center is filled with learning aids and toys that emphasize work skills that will be important later. Computer play/study consoles are available for the children, though there are rarely enough for all. This situation is deliberate; Liberati pedagogy holds that by forcing children to share workstations and toys at an early age they will learn to cooperate as a team. Another important lesson they learn is to conserve resources. In the children's center these resources consist of toys, candies, game pads and play/study consoles. Later in life these resources will consist of vehicles, work tools and life support necessities such as food, oxygen and water. The Liberati hope the children will learn to cooperate and to conserve at an early enough age that it will stay with the children for the rest of their lives. All children are taught together until they reach adolescence, at which point they leave the play/study consoles and toys of the children's center behind them and begin serious study.

Adolescents study a large variety of subjects under the tutelage of a mentor. The mentor is generally a clan member who has shown an aptitude for teaching and works full-time as an educator. The mentor tailors a study program for each student and melds it with a trade skills program to round out the curriculum. The mentor spends a few hours a day with students guiding them, correcting errors and tutoring all students as a group. The mentor will then spend time with each student on an individual basis. Students are prompted by their mentors to choose study paths that will make them productive members of the clan. Machining, mining techniques, geology and equipment repair are important courses to the entire clan and highly prized. If a student shows an aptitude for the clan support occupations, such as hydroponics farming or food preparation, the mentor will guide the student towards those skills. The minor Liberati prejudice in favor of the clan revenue-generating occupations means these students of the support professions sometimes feel less important than their peers. Regardless of whether a student is guided towards the revenue-generating occupations or the support industry, all students engage in an apprenticeship with a master of their trades in addition to studying with their mentors.

◆ Higher Education

A common Trencher misconception is that the nomadic Liberati — with their strong work ethic and history of mining employment — might frown on more sedentary pursuits. In fact this belief couldn't be farther from the truth. One needn't look very far to discover that many Liberati also find work as researchers and technicians. In addition to these pursuits, there are Liberati academics in all fields.

The mentor system quickly determines which students are suitable for higher education. The mentors petition the Council of Seniors to send such students to a Trench university. If the Seniors deem a student acceptable and the student's family group agrees with the assessment, the clan enrolls the student in the best college or university that it can afford. The clans watch these students very closely. They do not accept academic failure very well and unless the students apply themselves to the best of their abilities at all times, they will be withdrawn from the school. Generally, the clans give their students of higher education as many clan resources and as much support as they require, and the students often rise to the tops of their classes and are even offered (and accept) academic chairs with Trench universities. Most Trenchers enjoy sharing classes with their rural brethren, but there is occasional resentment of these privileged students — not for the financial support they receive, since most Trencher students enroll within the higher education system with the backing of families' employers. What the Trencher students resent is the enormous support base the Liberati students enjoy. A Trencher student can look forward to praise and support from his or her immediate family; Liberati academics look forward to admiration from their entire clan.

◆ Those Who Can, Teach...

The Liberati hold their mentors and childcare professionals in high esteem; they are an exception to the general Liberati preference for revenue-generating occupations over the clan support industry. This exception arises partly out of the fact that a good early education and a healthy childhood tend to yield adults well-suited for life in the clans. The respect also comes from the fact that all Liberati once looked up to their mentors. It is not unheard of for the clans to romance teachers from outside of Liberati society, luring them to the clans with high-paying temporary positions. The Liberati invite many of these employees to join the clan, either through marriage or adoption. Next to the Council of Seniors, mentors are the most influential and honored clan members. In fact it is not unusual for a Council decision to be overturned by an impassioned plea from an honored mentor.





Dwellings - 2.2.5

Many of the work sites to which the clans travel are open pit mines or unsightly excavations that permanently scar the landscape. To the corporations, Terran and the Caprician alike, Caprice is simply a resource to be exploited. To the Liberati, however, it is home. This difference has given the clans a broader perspective of the planet and how they affect it. As a result, the Liberati try to minimize their impact on their environment as much as possible. Waste is collected and disposed of or recycled, never casually discarded. They construct as much of their homes as possible with natural materials and try to make a deliberate effort to avoid interfering with any of Caprice's dwindling sensitive or delicate environments.

The majority of Liberati are nomadic; only a small percentage of the clans live in permanent settlements. "Nomadic" does not mean they are constantly on the move, however, with the exception of the caravan clans. The rest of the nomadic Liberati maintain semi-permanent encampments that can return to a close approximation of the planet's natural state once the people have moved on to a new site.

The Liberati build these semi-permanent encampments using an adobe-like mixture of soil, polycrcrete and a small amount of water. It is important to locate a site where the soil is firm enough to pack down into a solid foundation; loose soil won't be able to support a structure well. Once they have chosen such a site, they excavate deep pits in the shape of the structures they will eventually build. This excavation often continues until bare rock is encountered several meters below the surface — some structures are entirely subterranean with only an adobe roof required to seal the site from the environment. Most foundations, however, are cut only two to three meters into the ground. Once they have cut the foundation, the Liberati erect a metal frame and lay recycled metal plates and beams across the top. This frame becomes the template for the structure's walls, and the builder simply molds the adobe to the desired shape. The builder typically leaves 50 centimeters or so of space between the frame and the excavated wall to allow for thick walls to seal the structure. The beams and plates support the adobe roofs.

The adobe hardens over the course of a few days, after which a second and third layer are applied and allowed to harden before the frame is dismantled and the roof plates removed. The resulting adobe walls are generally about a meter thick and have a strength similar to that of limestone but with vastly superior insulating properties. Windows, doors and equipment hatches are easily carved into the walls of the adobe without risk of the entire structure collapsing. The result is a solid, airtight structure that the Liberati can use for many years with periodic maintenance. Adobe is a natural insulator and very resilient to damage; while not as sturdy as other construction materials and unable to support more than a single story, the adobe is easy to manufacture from local materials. For a nomadic culture this quality is important — shipping construction materials to a new site is prohibitively expensive.

Adobe Artwork ◆

While preparing adobe, Liberati often mix various dyes into the material to tint it virtually any shade imaginable. Although most clans shun garishly dyed outer surfaces and prefer to let their dwellings blend with the natural beauty of Caprice, their building interiors are another matter entirely. Bright blues, brilliant yellows and vivid reds are common shades for the insides of Liberati dwellings, and the riot of colors often makes quite an impression on visitors. Liberati commonly paint murals on the insides of their homes. These murals typically depict pastoral scenes from the Earth's past — frequently more fanciful than accurate. Other common themes include entirely mythical locations and scenes of the clan's past accomplishments. The transient nature of Liberati dwellings provides a constant supply of material for Gammoran art historians to study. Recently a type of stylized cave painting has become popular with the clans, depicting all types of futuristic subjects such as Gears, Mounts, hovertanks and Gateships from the point of view of primitive people.

Permanent Clan Settlements ◆

Permanent Liberati settlements are little different from Trencher outposts and consist of thick-walled structures built to resist micrometeorite strikes and the abrasive conditions of Caprice's surface. Underground motor pools house the clan vehicles and are connected to the living areas by subterranean tunnels. Hydroponics, work areas and other zones of constant activity are separated from the living areas to isolate the social activities from the work activities, minimizing the impact of work on the social group. Underground tunnels connect these areas, too. Liberati prefer the underground tunnels due to their less obtrusive appearance.



◆ Hidden Encampments

Since they are built above a foundation carved into the soil and use local materials, it is often difficult to locate Liberati settlements, especially the abandoned ones. When a clan moves, it will leave its old homes intact and trust the harsh winters and elements to dismantle them over time. This process can take many years, since the structures are very resistant to corrosion, but eventually the dwellings will collapse into the foundations from which the Liberati excavated them, leaving only a slight rise or depression to mark their passage. The symmetry of returning to the planet that which they used is not lost upon the clans and greatly influences much of their philosophy of life and death.

It can take many years for a discarded dwelling to become incapable of habitation and there are literally thousands of such encampments scattered across the planet in various states of dissolution. From above, the habitats look like nothing more than vaguely regular deformations in the planet's surface or perhaps piles of discarded mine trailing. Without tracking surface activity, it is very difficult to determine if any one particular site is in use or abandoned. Frost skimming (see p. 29) is a good indication of habitation as is vehicle movement, but the former can take place many kilometers away from the encampment and unless a particular site is under specific surveillance, the latter is easy to miss. NEC orbital facilities are not up to the task of locating and keeping track of all Liberati encampments and generally stick to watching hot spots and suspect clans. The efficient insulation properties of the adobe help to keep Liberati encampments hidden from satellite surveillance, too.

◆ Location

Liberati settlements tend to be located close to their work, but not close enough to either be a safety hazard or for the work site to intrude upon the clan's activities. Whenever possible Liberati families prefer not to set up camp on corporate grounds, and will not share living space with corporate employees. Clan members may sometimes bunk with Trenchers but only a destitute family will accept corporate housing.

2.2.6 - Burial Rites

The rite of burial is both festive and somber amongst the Liberati, who prefer to remember the deceased's accomplishments rather than dwell on their own loss. The deceased's immediate family prepares the body for burial; those members chosen to perform this rite are called "grooms." If the deceased had no relatives, or if the relatives are incapable of performing the rites, then the Council of Seniors appoints the grooms. The grooms not only prepare the body, but also attend to the deceased's last worldly affairs. The Liberati have no system of legally challenging a will or the grooms' distribution of the deceased's few personal items, but the Council of Seniors can mediate complaints. The grooms conduct all estate matters in the first few weeks following the funeral; their initial duties involve only the actual ceremony itself.

The clans never embalm their loved ones; it is an affront to the sanctity of the deceased's remains. Instead they prepare the corpse of their loved one by washing it with the same dust used to clean tools. They never use their limited water supplies to cleanse the body. Using dust emphasizes that the soul of the departed has left for a better place, and that all that is left is a discarded vessel, a tool like any other. Once the body is clean, the grooms wrap it in a new linen shroud before interment. Family members and friends often inscribe the shroud with poems and dedications to the deceased as a tribute to the previous life and to the dreams and memories left behind.

Preparation of the body and the shroud generally takes two to three days; it is regarded as a very bad omen if it takes any longer for whatever reason. During this time, the grooms construct a place of interment at a location that they select. The location is always some distance away from the encampment. They excavate a shallow pit approximately 1.5 meters in diameter, above which they set a cylindrical tarp. The tarp forms the mold for a semispherical inverted dome. The grooms use only one coat of adobe, since it is not necessary to fully insulate the cover — the crypt is meant to inter the dead not shelter a living family. They dry the adobe for a single day above the pit and then transport it to the encampment. Loved ones and admirers of the deceased paint scenes on the concave side of the now-solidified capstone. Painting this panorama is an essential part of the grieving process and it is not uncommon for Liberati to paint a capstone with images of a deeply personal nature. While painting the capstone, they share stories with each other celebrating the life of the deceased and reaffirm their connection with the living.





Burial Rites [Continued] - 2.2.6

Once the preparations are complete, the actual ceremony takes place. The grooms personally invite anyone outside of the deceased's immediate family that they believe should be in attendance. They are also responsible for providing transportation to the interment site and have the final say over who can and can not attend the funeral. Any of the funeral attendees can say a few words over the crypt but are not required to do so. After the attendees have spoken their piece, a groom or family member blesses the deceased and wishes him luck in his new life or new home, whichever is appropriate to the religion involved. The grooms then lower the corpse into the crypt using thick ribbons in either the clan's colors or the deceased's. The grooms leave the ribbons in the grave as a final benediction by the clan and a memory of their heritage. A presiding member of the Council of Seniors provides a final dedication before personally helping the grooms lower the capstone into place and sealing the crypt with more adobe. After the ceremony, the grooms hold a wake in the family's quarters. The whole clan is welcome to attend and tell or listen to stories of the deceased's life. When the deceased is particularly important or a lot of well wishers are expected, the grooms hold the wake in a large open area such as a vehicle shed or hydroponics compound. Very rarely, a corporation will host the wake using its own facilities and springing for the costs.

Crypt capstones are constructed from the same adobe mixture as Liberati dwellings; like the encampments, they will decompose and collapse upon themselves over time. Eventually, the crypt will return to the dirt from which it was constructed, just as the deceased returns to the soil of the planet that gave him birth. The symmetry of this process is not lost upon the clans and Liberati poets often refer to death as 'the great recycler' and the interment crypt as 'Caprice's final dark womb.' The size of Caprice's wastelands makes it uncommon to stumble across a crypt, but such an event is not unheard of. A collapsed crypt can be indistinguishable from the surrounding soil, which can lead to some disturbing finds. There have been a few incidents of prospectors unintentionally disturbing crypts, but incidents of this type are thankfully rare.



Clan Memories and Monuments ◆

Many families take photographs of the inner panorama of the capstone to be preserved for posterity. A few weeks after the funeral, the burial grooms send all guests a picture or hologram of the painted capstone. There is no stigma associated with displaying these paintings and it is not unusual for a family dwelling to have memorial walls in their dwellings that show numerous pictures of the deceased members of the family along with their capstones. Some families even combine the photos of the capstone and scenes from the deceased's life in a moving multimedia presentation. One of Caprice's most famous downloads is *Clan Memories and Monuments*, a pictorial compilation of some of the finest examples of capstone artwork. The writer/photographer, Esther Van Friesen, is still a celebrated author, but has yet to produce a work as popular as this one.

Burial Superstitions ◆

A number of superstitions have arisen around the burial ceremony. If the adobe of the crypt lid cracks while drying, it is believed that the deceased is trying to reveal a secret taken to the grave. Similarly, if the lid cracks during transport, while being painted or when finally settled in place, it is said that someone involved in the ceremony is false, either in their expressed emotions or in some aspect of the deceased's life. If one of the grooms drops his or her end of a ribbon while lowering the body, the clan is thought to be somehow responsible for the death. The same is true if the crypt lid doesn't sit properly when lowered. If the adobe dries darkly or is malformed or blotchy, the deceased is said to be calling out for justice because he or she was murdered. If any of these ill omens occurs during a funeral, it is not unusual for remorseful clan members or those with feelings of guilt to journey back to the crypt at a later date to make amends. To allay these feelings, the clan member will place a small icon of fate near the crypt (but not touching it) to help the deceased travel onto his or her next life.



2.2.7 - Fate

All Liberati acknowledge the role of Fate in their lives; while the practice falls short of a true religion, the Liberati venerate Fate and often personify it in human shape. Fate is universally depicted as a very thin figure of indeterminate gender. Fate's arms are always outstretched, with the right hand gripping an olive branch and a dagger. This hand represents the dual nature of Fate, which can bring sorrow just as readily as it can bring peace. The left hand occasionally holds a star, food, water or the sun, but often is empty. The left hand generally represents the best of all possible outcomes or a lofty goal, for which the Liberati should always strive. Liberati use hastily drawn figures of Fate to invoke Fate's help in attaining a personal goal. Figures used for this purpose typically have the left hand filled with representation of the goal, often a child, money or even broken chains. Some darker images of Fate depict the left hand dripping blood or holding a human head, but these are very rare.

The face of Fate is androgynous; its features appear neither to frown nor to smile, but rather to suggest both. Fate's eyes are oversized and slightly oval shaped, suggesting a cat's eye rather than epicanthal folds. The right eye is always the blue of Earth and sometimes even contains a pictograph of the ancestral homeworld. The left eye is generally the red-brown of Caprice, but other colors are also common, their meanings known only to the artist. Fate's head is always surrounded by a semicircular oval that might signify the sun or a rainbow. Most scholars associate it with the helmet of an environmental suit as befits an idol for gypsy nomads on an alien world.

Fate wears only strips of colored ribbons, each of which represents the life of one of Fate's followers. It is said that to attach a ribbon to a statue of Fate is to petition Fate for good luck or to grant a boon for the owner of the ribbon. The location of the attachment is significant: tying a ribbon to fate's feet is hoped to help elude one's enemies or to grant a safe trip, while braiding two ribbons together and wrapping the conjoined cloth about Fate's waist is believed to increase the chances of a fertile union. Using a ribbon to bind a lock of an enemy's hair or a piece of his clothing to Fate's left hand is intended to invoke bad luck. Clothing a Fate idol in black ribbons is a very bad omen — it denotes impending disaster or death.

◆ New Year's Day

Most families have at least one statuette of Fate for luck. While Liberati don't actively worship Fate as a religion, all give Fate Fate's due. At the beginning of each new year, they place two small containers at Fate's feet; one holds a small amount of water and the other holds a small amount of dust. These signify the present and the future. In a small ceremony, the family members tie ribbons to the icon; the ribbons signify themselves as they ask Fate for luck in the coming year. The family head then mixes the water and dust into a thick paste with which to anoint Fate's feet to signify the link of Fate to this world and to provide a conduit for Fate into the household. After the small ceremony, the family holds a large, festive dinner and rambunctious party for friends and neighbors.

◆ Invoking Fate

The Liberati have a number of common hand gestures and habits meant to invoke Fate's assistance or protection. When hearing bad news, Liberati typically touch both wrists then their shoulders. Anthropologists ascribe this gesture to old-style environmental suits, the glove and helmet seals of which were notoriously susceptible to leaks. Rubbing an object vigorously is supposed to imbue it with the rubber's determination and make the object function better or fix itself. Liberati all hold four to be a lucky number as it corresponds to the four letters in Fate as well as to the four seasons, four alchemical elements and four types of human (boy, man, girl and woman). Medallions depicting Fate are common items of jewelry, and gripping one while uttering an oath or otherwise invoking Fate is supposed to be a particularly potent invocation. Spitting while holding one will bring bad luck down upon the object of the medallion owner's scorn. Liberati often sell Fate medallions to outsiders at markets, but these are especially garish compared to authentic Liberati Fate medallions.





Clothing - 2.2.8

Liberati clothing is as much an exercise in personal freedom as any other aspect of the clan member's life. Members choose clothing according to personal preference, and other Liberati rarely criticize their choices. As a general rule, clothing tends to be light and airy, allowing the wearer to move freely as well as allowing the body to breathe. When not on the job, clothing is meant to make the wearer feel relaxed and comfortable. Billowing chemises and wide-legged pants are common choices, as are wraparound kimono-like robes. Despite the lack of a taboo against nudity, it is rare for any Liberati to show a lot of skin — Liberati encampments are notoriously drafty due to their atmosphere reclamation systems.

One constant amid the diversity of Liberati fashion is the Liberati ribbon. As children grow, they create their own unique ribbons. A Liberati ribbon is a strip of colored bands that stays with the nomad for his or her entire life. The tradition of the ribbons comes from the first Liberati miners, who wore bands of color on the arms of their environmental suits to identify themselves. To this day, Liberati environmental suits are painted in the particular color choices of their owners. Not only does this practice help identify the owner on the job site, it individualizes their work tools. It also makes it easy to distinguish Liberati workers from corporate workers at a mixed job site. Miners will occasionally wind strips of cloth in their colors around their work suits, though this practice is frowned upon as a possible workplace hazard. When off duty, however, all Liberati wear their ribbons.

Liberati clothing always features at least one ribbon and often many. Common uses for ribbons include belts, bandoleers, hair braids, headbands, arm wrappings and bracelets. There is no social stigma attached to using ribbons in a purely utilitarian way. Liberati are happy to secure equipment with their ribbons, hand tools from them, and so on. In emergencies, they can use ribbons to seal environmental suits, bind wounds or apply tourniquets. While decorative and serving as an individual's personal emblem, Liberati ribbons are much like the Liberati themselves — entirely functional.



Ribbons as Rites of Passage ◆

Weaving one's first ribbon is a Liberati rite of passage from childhood to adolescence. The skill with which a child weaves is said to foretell their success in the world. A sloppy weave means the child will struggle and have difficulty controlling his life. A blending of the colors instead of distinct bands indicates the child will have little direction. Ragged edges or a loose weave points to a lack of conviction. While the creation of one's first ribbon may be a joyous time of ascendance to adolescence, it is also surrounded by superstitions that subtly taint the celebration.

Until the age of fifteen, children wear their parents' ribbons. At that time, they return those ribbons and are allowed to choose their own colors and design and weave their first ribbon. Over the course of the next five years, the adolescents may reweave their ribbons as often as they wish, choosing new colors and discarding old ones as their tastes change. Adolescence is a time of testing and of making of important choices by Liberati teens, and their ribbons frequently undergo many changes. Once they reach their twentieth birthday, however, they officially become adults and may engage in adult activities. To celebrate their ascension into adult status, each adult creates a new ribbon, one that encapsulates his or her life experiences, hopes and dreams. This ribbon does not change and represents the solidity of adulthood.



2.2.9 - Food & Drink

Meals are very different between clans, and while most clans have a number of set dishes they commonly cook due to the particular availability of foodstuffs, their cooks are also renowned for improvising unusual meals. Liberati design most of their meals for efficiency and convenience, using a bread-like combination of grain and soymeal called grainpaper to hold the meal together so it can be carried easily to the work site or eaten while working. The cooks usually mince the contents of such a pita into an easily digested paste. Liberati frequently seal grainpaper pitas inside a plastic bag and carry them outside their environmental suit to work. Clan cooks often joke that a grainpaper pita should be so tightly wrapped that the contents can survive in vacuum, though most Liberati attempt to do so only once in their lives.

Breakfast typically consists of a grain harvested from the hydroponics facility and ground into a fine powder to be combined with a thick soy paste. The thick cake is toasted and spread with preserves or jellies if available or is simply eaten as is. Juices and Caprician coffee (which is much weaker than Earth breeds) round out the breakfast. Those clan members who remain at the encampment over lunch usually share a stew or a fried dish from a huge communal pot; pitas are predominantly for off-site workers. Evening meals are a completely different matter; Liberati cooks prepare these as family-wide social events. They prepare many different dishes for the meal and the entire extended family is expected to attend, save those working evening shifts. Slices of cured meat, pots of stew, curries, pickled vegetables and lots of oven baked grain/soy bread comprise the evening meal. There is little ceremony involved in a typical evening meal with seniors, children and all other family members serving themselves at will. Formal meals feature a little more decorum: guests serve themselves first according to workplace seniority. The actual meal itself always features large sealed jugs of water for the participants to consume, especially since Liberati food can occasionally be quite spicy. Drinking lots of water is a complement to the cooks, and while it may seem extravagant, the reality is that the clan reclaims the majority of the water through recycling, to be prepared for the next day's consumption.

◆ Meat, Vegetables, Other Stuff

To disguise the fact that most of the clan's foodstuffs come from a limited pool of penned animals, hydroponics and reclaimed matter whose origin is in no way appetizing, Liberati cooks prepare meals in a variety of ways. The evening meal is often quite spicy, and the morning and afternoon meals are rarely so, since sweating in an environmental suit is not to be encouraged. Amateur cooks and chefs at faux Liberati restaurants in the Trench often make the mistake of believing that simply adding a variety of spices to a meal will improve it. Experienced cooks realize that an assortment of spices and cooking styles are required to emphasize the flavor and texture of the particular ingredients. Grilling, boiling, frying and poaching are all valid cooking choices for the evening meal, provided the dish is prepared correctly.

One unusual aspect of Liberati meals that often makes outsiders hesitate is the communal aspect of the meal. So close are the clans that the members give very little thought to sharing tableware and dishes at a meal. A society that recycles every available resource, including food and water, does not foster fastidious or picky eaters. It is not uncommon for a pair of Liberati to share a single bowl of stew, which often makes visiting Trenchers uncomfortable.

It is a mild insult to ask a Liberati cook what ingredients he used in preparing a meal. If asked, the cook usually responds by saying, "meat, vegetables, other stuff," and will refuse to elaborate. Asking what is in a meal is offensive because occasionally clans have to improvise to provide enough food to survive. The hardy nomads think nothing of sacrificing a pet or making use of an insect infestation if it is the only source of protein available and not using it would mean sickness within the clan. This circumstance is a rare occurrence outside of the poorer clans.

◆ The 12 Pinter Rhymes

There is an ancient Liberati nursery rhyme that goes:

*Piotr Pinter lived in a pita.
He had a sister her name was Rita.
But his hunger it grew,
So he chewed his way through,
And the wind sucked him out by his seat-a.*

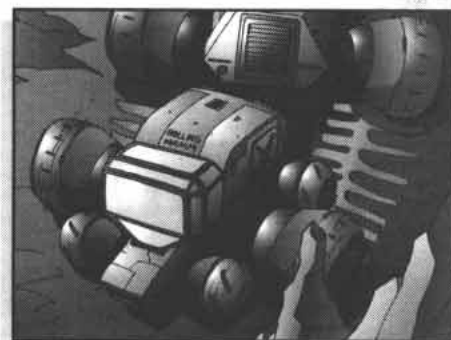
Like most rhymes this one has a lesson for young children, emphasizing the hazards of breaching the encampment's walls. Other rhymes warn of the dangers of talking to Trenchers, carrying sharp objects inside an environmental suit and playing around machinery. Only Piotr Pinter's rhymes revolve around food, and anthropologists and literary experts have documented *The 12 Pinter Rhymes* among nearly every clan.



OCCUPATIONS - 2.3

Trenchers often stereotype Liberati as nothing more than contract miners; while most are in fact miners, the clans' needs to be self-sufficient create a great many different occupations to be filled within the clan. A clan may have the best, most productive miners on Caprice or any other planet, but if it has to import all its water, food and oxygen, it won't survive for long.

All Liberati clans maintain facilities and employ people to provide or at least supplement their basic life support needs in addition to maintaining a workforce specialized in the one activity that earns the clan its name. Most clan encampments include a number of different work sections, each lead by a member of the Council of Seniors, but only a few are considered revenue-generating. The rest are classified as support industries and professions.



Revenue-Generating Work - 2.3.1

The clans have engaged in mining activities for so long that most Capricians assume all Liberati are miners. Although many of the clans do other work, the vast majority do indeed make a living as contract miners. Mining clans move from one contract job to another, working for any number of different corporate interests. The corporations value Liberati workers for their drive, experience and thorough knowledge of mining operations. Living on the surface rather than in the Cat's Eye Trench gives clan members a distinct advantage over their Trencher brethren. Add to that an intimate familiarity with environmental suits and equipment and it's easy to understand why mining corporations like to contract nomad labor.

There are many other reasons why Liberati are preferred as miners, however. The larger clans provide their own equipment and many will actually maintain and repair the contracting company's equipment and site. The clans also provide their own housing and transportation to and from the mine as well as their own personal equipment and tools. The savings involved in not having to house their workers alone are often worth the corporation's signing a contract with Liberati miners. Many of the clans even negotiate clauses into their contract to build the requisite on-site company facilities. It is not unusual for a Liberati prospector who has found a rich, untapped site of valuable minerals to contact his Council of Seniors and ask them to shop around a proposal to potential buyers. These contracts in particular often involve the clan preparing the site by building housing for the mining equipment, stores and processor. Once the site is ready the company simply moves in the actual apparatus of mining and the work begins.

Another, less common type of Liberati clan is the outpost clan. Outpost Liberati clans are involved in scientific research and are preferred by the corporations to staff the few remote research outposts and geothermal power stations of Caprice. It is difficult for companies to find skilled researchers and technicians who have not only the technical know-how and education to operate these facilities effectively, but who also have the perseverance required to stay on the surface for years on end. Gomorrans soon miss the bustling activity of the Trench and easily become homesick or claustrophobic; the Liberati do not suffer from this malady, especially if the entire clan can work in and around the station. Generally a clan will combine outpost work with another income-generating venture such as cattle rearing or frost skimming in order to make the arrangement work out the best, but it will sometimes simply send the researcher's extended family to live and work at the site. If only a select few Liberati can participate in the work, it is sometimes foolhardy to bind the entire clan to the site. Regardless, many of Caprice's foremost scientists are Liberati researchers.

Caravan Clans ◆

A few of the clans exist only to move supplies and equipment from one location to another. These clans are the most mobile of the Liberati, rarely staying in one place more than a few weeks. Their vehicles are extremely sturdy and consist for the most part of massive tractor-trailers and collapsible shelters. These clans are smaller than most because they cannot accommodate the support structure of the larger clans. They have to purchase most of their consumables such as water, food and oxygen, but even so they are able to make a good living moving materials across the planet. Caravans are always welcome because they not only transport minerals away from the mine site and bring necessary and luxury items to the scattered encampments but also carry with them important news and gossip. It is not unusual to see a convoy of caravan vehicles traveling through the Cat's Eye Trench as they deliver goods and resources to the corporations as well as the clans.



2.3.2 - Support Professions



Keeping a clan alive requires a lot of effort and specialized knowledge. Part of Caprice's attraction to the Liberati lifestyle is their love of freedom and their self-reliance, but anyone that thinks freedom isn't a lot of painstaking and thankless work lives in a fantasy world. Moving from one job to another is a lot of effort and isn't always safe. Moving one's home and entire family across a hostile planet can be extremely hazardous, especially if the clan is involved in mining the crags of the northern sectors. Each clan requires a number of highly specialized support personnel in addition to those clan members working the contract jobs; these support jobs ensure the clan survives and thrives. Food production is one of the most vital of encampment activities. Liberati use hydroponics domes to produce grains, fruits, vegetables and oxygen. The crops are genetically designed to be resistant to radiation, to produce food year-round, and to be especially efficient at scrubbing carbon dioxide out of the air and replacing it with oxygen. The plants are hardy but require a lot of maintenance; the Senior in charge of the hydroponics domes is always a skilled plant biologist who could easily find employment with any Caprician corporation. Many of the research outposts on Caprice conduct hydroponics and livestock studies, and their parent corporations frequently contract Liberati to conduct the research.

Liberati as a whole tend to be technically adept; Earthers often compare Liberati technicians to Isaac-class GREs in terms of skill, know-how and the amount of hard work they perform. This comparison only amuses the Liberati, who know that they have an advantage their genetically engineered distant cousins lack: adaptability. Because the Liberati are so well-known for their technical expertise, corporate headhunters often try to lure the nomads into working for their company, but the tight family structure and the Liberati love of freedom tends to make such efforts futile. A clan will occasionally send clan members on extended contracts with corporations, however, since there is often knowledge to be gained. Some Liberati even work on Loki system ice mining ships and orbital processing stations, where their diverse knowledge — especially of life support systems and enclosed environments — makes them especially valued technicians. A few of these nomad contract workers have contacts with the Liberati insurgents, which makes them especially valued for reasons aside from the clan's monetary gain. The CEF tries to keep a close watch on these orbital miners but the wary and insular nature of ice mining crews and the secretiveness of most Liberati make this task very difficult.

◆ Clan Physicians

Of the specialist occupations, few are more revered than the physician. It is a great source of pride for a clan to produce or even to adopt a doctor; only mentors can compete with physicians in terms of clan prestige. Clan physicians are always educated in Trench universities and are rarely specialists in only one field. Most clans do not have a resident doctor and instead must rely upon the assistance of their neighbors in the event of an emergency. This reliance gives physicians a unique status within the Liberati, that of being shared by several clans. They take their commitment to preserving life very, very seriously and no matter what feuds or opposition against Earth are planned, Liberati doctors will render aid to any wounded.

Doctors have a tacit agreement with the clans that allows them to request help or to requisition vehicles and supplies when they need to do so. Well-respected doctors often have permanent loan vehicles from their parent clans for their own use. Clans treat visiting doctors as family members and accord them all the privileges of a Senior. Clan members who wish to share the prestige of the Liberati physicians and engage in a life of travel often court visiting doctors.



Livestock Management ♦

The Liberati are not vegetarians, and they raise their own livestock. Liberati livestock is very rugged and tends to be the diametric opposite of the bulky, genetically mutated Trencher livestock. Like their opposites in the Trench, however, it can be difficult or even impossible to raise Liberati livestock without proper training and facilities. Cattle and hogs are popular with the Nomads, though it would be difficult to recognize either breed as being descended from Earth's animals. Both species sport thick coats of hair that the handlers shear to provide coarse wool. Their meat is used for food, their bones for building materials and their skins for clothing; the clans waste nothing. The methane produced by the animals is condensed into vehicle fuel, and the animals' refuse is processed into fertilizer for the hydroponics.

The cattle are smaller than their Terran cousins and have been genetically bred and manipulated to combine a number of traits from different breeds of cattle as well as a few traits from elsewhere. In addition using these cattle for food, Liberati can use advanced cloning techniques to graft human cells onto the animals' digestive systems, replacing one or more of their four stomachs. In this way, they can induce the cattle to grow human organs. Lungs, kidneys and such are very easy to bud from the cattle's outer stomach lining and generally take two to three months to mature. The stomach feeds the growth of the budding organs, but not without causing discomfort to the beasts. For this reason, the handlers isolate animals implanted with budding human organs, so the animals avoid injuring themselves, the other animals and the organs growing within. Once the organs are removed, the animal is generally butchered for meat. The cattle require a strict grain diet and must be closely watched at all times because they are especially stupid, even for cattle, but the hogs a different matter entirely.

Liberati hogs are omnivorous, and their handlers feed them refuse; they are the ultimate recyclers. They will eat literally anything, and anything they cannot digest they will gamely devour anyway — but they are especially fond of meat. Ornerly and temperamental, Liberati hogs are dangerous beasts. Too often, unwary clan members have fallen into hog pits, and before they can escape, the rampaging animals have horribly wounded them — some have even died. There have also been incidents of murderers covering up their crimes by throwing their victims to the hogs. "To pit" someone or "to throw someone to the hogs" is Liberati slang for murder. To keep the hogs under control, the Liberati keep them in deep pits and occasionally in underground warrens. There are rumors of wild Liberati swine living in the sewage reclamation system of some hubs.

Frost Skimming ♦

Frost skimming is a labor-intensive occupation that all clans pursue to some degree. Frost skimming requires no specialized skills and is often the first chore that a young clan member will be assigned once he or she comes of age. The Council of Seniors often assigns mentally infirm Liberati to the chore as well, since it keeps them productive and valuable members of the clan. Most clan water is recycled or purchased from caravans travelling from Vega Starport, but all clans have some sort of frost skimming activity.

The technique of frost skimming is quite simple. It dates back to an ancient Bedouin method of water reclamation. The skimmer builds or places a clear plastic dome or cylindrical structure on the surface of Caprice. The clear plastic structure acts like a greenhouse, and the trapped heat evaporates the surface frost. The liberated water coats the inner surface of the dome, and ridges funnel the water to a central depository where it collects in a convenient storage container. Depending on the geography, there can be up to a liter of frost per two square meters, though generally a single liter requires a 10- to 20-square-meter area.

At the beginning of every day, the skimmer moves the apparatus to a new site. The process can be as simple as shifting a small pup tent or as complex as disassembling a 1000-square-meter greenhouse. The skimmer must also keep accurate track of where he has previously harvest frost, since it takes a full season for it to accumulate. Long-term or permanent clan encampments may have frost skimmers many kilometers away from the encampment simply because they have played out the frost close to home.



2.4 - ARTS & ENTERTAINMENT

As one might expect from a people who live their lives on the surface of Caprice, Liberati artwork prominently features landscapes. Nearly every family has at least one magnificent panorama in its home. The Liberati encourage artistic ability in their people, and they have developed a number of unique ways of expressing it. Sandscapes are very popular, and Liberati children learn how to create them during their years in the communal children's centers. Mentors are particularly fond of sandscapes because they teach patience and perseverance. Sandscape creation is similar to finger-painting, but without wasting water. The artist pours colored sands over a stone background, blending the colors and tracing out designs with his fingers. Once the sandscape is complete, the artist (or a responsible adult, in the case of children) sprays a thin but durable sealant over the sand, securing it in place. Most sandscapes are abstracts, but a few talented artists can paint quite intricate and realistic pictures of any subject imaginable.

Fabric weaving is another common art form in every clan, and the resulting textiles provide a source of great pride for the person that creates them. Clothing sold at Liberati marketplaces is often both very beautiful and very durable. The pride taken in weaving the cloth is obvious, and the vibrant colors are attractive even to the relatively stodgy Earthers and Trenchers — certainly clothing made from Liberati textiles is more appealing than army fatigues and corporate attire. It also provides a fashionable contrast to the high-tech clothing the corporate factories churned out; it is not uncommon to see Gomorran girls mixing Liberati skirts with Ocean Wear blouses. Trenchers frequently invite famous weavers to put on shows of their best clothing; the Liberati occasionally accept the invitation.

2.4.1 - Liberati Dance

The Liberati are well known for their flamboyant dances, which are always well received at the marketplace. Liberati encampments include plenty of open space for dancing, although these spaces often have more pragmatic uses. The Liberati frequently convert hydroponics facilities into dance halls simply by rolling the plant beds aside; they can convert vehicle hangars just as easily. Additionally, corporations sometimes permit the Liberati to hold social dances in their facilities, especially if they invite the Gomorrans to attend. For the Trenchers, these dances provide a welcome change of pace from Trench life.

The Liberati have two very different styles of dance. The first is a solo style that is entirely exhibitionist; dancers sometimes pair off or form small groups, but at its heart, it remains solo. It is a freeform style with steps partially made up on the spot according to each dancer's whim. When in small groups, the dancers attempt to outdo each other with complexity or style. There are overall patterns to these dances, but only in the broadest sense. A particular group of measures — one, two or four — will have a well-defined starting move and closing move, but what happens in between is entirely at the discretion of the dancer. The result is a dynamic performance with an overall pattern to the movements — much like nomadic life itself. The second style is a group dance similar to square dancing and always features either pairs or quartets. It is a highly choreographed performance that only the best dancers undertake. The movements appear to be as chaotic as the solo style, but the dancers design their moves ahead of time to match or complement those of a partner rather than to compete. Many Trenchers are initially very self-conscious at Liberati dances, but soon fit into the spectacle once they realize that a lot of Liberati actually have no rhythm at all and no one seems to care.

One occasionally finds seedy establishments in Gomorrah advertising "Erotic Nomad Dancers." These are invariably not real Liberati but Gomorrans performing the same erotic dances found in the rest of the Trench City's underbelly. True Liberati dancing is entertaining and fun, but it is never erotic.

2.4.2 - Trideo and Video Entertainment

Trideo and flat screen productions are popular among the Liberati, and while the clans do not produce entertainment of this sort, they often inspire it. Most Caprician entertainment that features Liberati is woefully inaccurate; the most common stereotypes are the jack-of-all-trades technicians, naïve wanderers and tough-as-nails miners. While there is a very small amount of truth in these stereotypes, they hardly portray Liberati life as it truly is. Regardless, the exploits of such fictional heroes as Jenz Colton and Tomaz 'Bedrock' Vanson entertain Liberati and Trencher alike. The adventures of Jenz Colton in *Nomad's Vengeance* are widely acknowledged classics. At the other end of the quality spectrum, the *Cave In* series, featuring Bedrock Vanson, is little more than a *mélange* of formulaic violence and pornography. Both are set against the Liberati culture and both are resounding successes — much to the Liberati's collective amusement.





Stone Etching - 2.4.3

Stone etching is a relatively new and under-appreciated art form. It involves leaving trails of nutrients on bare stone to feed Caprician acid lichen. As the lichen slowly works its way along the stone, it leaves behind swaths of dissolved and stained stone. The particular nutrient used determines both the color and the depth of the etching: some nutrients take longer to absorb than others, and the chemicals in the nutrients color its secreted solvent. Like the ancient Japanese art of bonsai, stone etching takes many years of patience and foresight to complete successfully, but once the etching is complete the effect is quite dramatic. For some artists, however, the etching is never complete and takes on an ever-changing nature.

The Nomad Marketplace - 2.4.4

The marketplace is a popular Liberati spectacle that most Trenchers find quaint. Few Trenchers ever realize the full extent of what actually goes on at the marketplace, however. Clans hold market every three to four weeks, depending on how close they are to other clans or to the Cat's Eye Trench. The timing also depends on the routes of the caravan clans, which often do most of their business at the market. The Liberati set up small stalls to sell goods that range from very practical tools and clothing to Liberati knick-knacks. Other stalls sell food and drink. Liberati entertainers thrive in the market, wandering throughout to perform music and dances, tell stories or read a customer's fate — the latter of which Trenchers find very amusing. The marketplace is an excellent opportunity for the clan to mingle with new neighbors and boost its revenue, if only a little bit. It is also a good way to get to know co-workers when taking on new contracts with the corporations. Many Liberati clans ingratiate themselves with the corporate employees via the marketplace.

Some Trenchers attend the Liberati marketplace for the foodstuffs alone. In addition to their grainpaper pitas, the Liberati sell a few other delicacies at these events. Their smoked meats, which are not actually smoked but chemically aged and which they originally produced for long overland travel, have become works of culinary art. Subtle herbs and spices make the meat very delicious, and the dozens of different ways of preparing it mean that almost no one walks away from the marketplace on an empty stomach. Delicious fennel bread provides a light counterpoint to the smoked meats, and deep-fried, sugar-coated breakfast cakes delight young and old alike. The Liberati also sell a variety of alcoholic beverages at the marketplace. Nomad lager is bitterer than most other brews, but is a very powerful beer. Blackroot ale is a heavy brew but sweet; a non-alcoholic version is quite popular among those who prefer not to consume alcohol. The Liberati sell most of their brews in large, tavern-like stalls that always feature rugged musicians performing traditional and contemporary folk music — one of the most popular themes in contemporary Liberati music is the raven, which is always symbolic of the Black Talon squads.

The Genosia Marketplace

The marketplace is always a festive affair where the attendees let off a lot of pent up steam, but when two or more clans get together the festive nature increases exponentially as each tries to outdo the others. The annual Genosia Marketplace is an incredible event, a veritable riot of Liberati culture to which nearly every clan sends at least one representative. The Marketplace is a combination festival and convention at which clan politics, contract negotiations, vehicle and equipment sales, and marriage meetings all combine with the nomad cultural atmosphere at its most flamboyant. Adventurous thrill-seekers from all over the planet come to attend, take in the atmosphere and enjoy the strange and exotic sights.

The Liberati marketplaces in general are the preferred location where many of the connections between the Liberati nomads and Liberati rebels are made. The chaotic nature of the whole event makes it very hard to track and observe anyone, much less a native. As a result, marketplaces are a hotbed of intrigue and politics that attract both CEF spies and undercover informants. The nomads spot most of these spies right away and target them for open ridicule; the ones who escape this attention often discover that the Liberati found them out as well and have secretly manipulated them into giving their handler false or (most often) humiliatingly incorrect data.





REUNION



Maxine cleared off her desk with a sweep of her hand and saved the program she had been working on. She grinned madly. She hadn't seen Yalin Thomas for five years. He and Maxine had been like brother and sister in college, the "team supreme" with any engineering project anyone could throw their way. However, just before graduation, Yalin's father had been killed in an ice-mining incident out in the Blessed. Yalin left immediately; Maxine hadn't seen him since.

The office door opened and there he was, wearing the same battered jacket he'd worn all through college. The smile was the same swashbuckling devil-may-care grin, but a little tired somehow. A thin scar ran across his left cheek. The two embraced and held each other tightly. Maxine broke the silence. "Wow, it's good to see you. How've you been?"

"Good, Max," Yalin answered, "I've been real good." He pulled a small bottle of Miner's Whiskey from a bag. It had been their choice of drink in the college pubs. Maxine laughed.

"You remembered!" She reached for two dusty glasses sitting atop a worn cabinet and blew into them. "Have a seat," she said. "Tell me what the hell's been going on."

Yalin explained how he had been on his way back to Caprice when he had scored a job with a ship captain that had known his father. He had been working ships until recently. While talking, he kept casually refilling her glass. Maxine's smile grew wry. She interrupted Yalin's story.

"You always try to get me drunk before you ask me to join you on some mad scheme. What is it this time? You want me to buy a ship with you? You have some new design to register with the corps?"

Yalin's face turned to stone. "Maxine," he whispered, "I work for the Liberati."

Maxine hadn't expected that. Her lips moved wordlessly. "How," she said finally, "... how the hell am I supposed to respond to that?" Her throat was dry and her heart would not slow down. She polished off her drink and took a deep breath. "That's why you couldn't come back, isn't it?" she demanded. "They wiped your rig."

"The CEF killed my father, Max," Yalin said. Suddenly, his mask dropped and his face twisted with emotion. "I had to find a way to strike back. And now..." He looked at her, as if trying to find some sign that things would not get worse. "I came because we need you. I know you're alone, that your family—"

"That's not fair," she cut in, perhaps a bit too loudly.

"You're right. I'm sorry, but I know the kinds of things you do for the CEF. You've never believed it, but they are the bad guys here. I've seen them do things I'll never forget. Killings, experimentation, all because they blame us for a centuries-old defeat. Are these the people you want to support?"

Maxine shook her head. It had been a long road to where she was. Yet, after everything, where she was turned out to be nowhere. Yes, she occasionally worked for the CEF. She'd always told herself that things would get better, but they never had. She looked at Yalin.

"You want me to give up everything, my business, my life and follow you out into space to fight a revolution?"

"Yes." There was a long pause. The two friends looked at each other, searching.

Maxine chuckled. "You don't ask much from a gal, do you?" They both laughed in strained tones. Maxine looked around her office. Her heart was still pounding. She was terrified, but, for the first time in years, also strangely alive. "I'm in," she said at last. "Team Supreme, right?"

Yalin nodded. "Team Supreme." He sighed heavily and relaxed. He was glad that he would not have to find out if he could have used the pistol under his jacket.





FREEDOM FIGHTERS AND OPPONENTS - 3.1

Liberati are not the only ones in the struggle, nor do all Liberati fight for the same cause. Though it sometimes appear as if the entire nomad population of the planet is arrayed against the invaders, many people cannot afford to fight directly, either because of age, illness or dependents. Only a small percentage of the population can actually take arms against the invaders. Most of the rest are content to support them, materially if possible, in spirit otherwise. Cases of elderly or pregnant individuals taking part in Liberati raids do exist, but they are rare, and only authorized if the person in question possesses a skill or access that is available through no other means; were such a person to be killed, or worse, captured, there would be severe damage to morale among both the Ghazis and Muttawah.

A small percentage of the Liberati population do not believe that the CEF can be defeated, and have started to form links with the invaders in order to secure wealth or freedom. For obvious reasons, these collaborators attempt to keep their views and affiliations secret from their fellows. Although the resistance is aware of the identities of many collaborators, it is certain that many more exist; after all, if the Liberati can hide from the CEF, they should have few problems hiding from each other.



Parallel Resistance - 3.1.1

Though most of the resistance effort is center around the Jund, the Liberati army (see page 35), it would be futile to expect that an independent people like the Liberati would gather under one sole banner at once. The Jund is the largest and best organized of the resistance groups, with ties to the corporations, but there are many others in existence, most of them being composed of little more than a few scattered cells that coordinate their activities as best they can. While the majority of these independent cells operate out of isolated bases (often little more than a few tents and vehicles) in the highlands, a growing number of urban resistance groups are operating right under the noses of the corporations.

The independent resistance groups may fight against the CEF, but they are seldom associated with the Jund. The reasons for refusing to join with the Jund vary widely, from a desire for autonomy and control to an outright enmity for Jund members. Indeed, several Jund regulars who have committed severe crimes against fellow rebels or atrocities against the CEF have gone into voluntary exile, often forming resistance/bandit groups. While the common cause against the invader is often enough for the various resistance groups to stay out of each others' way and even to cooperate occasionally on missions and share resources, rivalries and hostilities have been known to result in violent encounters between opposing resistance groups. These incidents are particularly troublesome to Amir al-Juyush Wick; in addition to lowering the morale of all resistance fighters, the conflicts also represent a major threat to the Liberati's security and secrecy.

The Battle at Reid Crater ◆

The Battle at Reid Crater is remembered as one of the most vicious examples of rebel factions clashing. In LC 265, a pair of Jund Yazaks crossed paths with the Liberated Peoples of Caprice, an independent resistance group lead by a former Qaidis who had voluntarily left the Jund after she had ordered the destruction of a CEF outpost that later turned out to have been a civilian research station. Members of her former team were part of the two Yazaks that met the LPC, and they flew into a zealous, hateful rage at the sight of her. When the dust had finally settled, all forty-five freedom fighters were dead.

Public Outlook - 3.1.2

To the invaders and most of the Trench's population, the Liberati resistance movement is dead and buried. The local corporations now work for the benefit of the New Earth Commonwealth, and the population follows their lead. The occasional raids or bombs, when placed at the planetary scale, can easily be explained away as the actions of a few discontents who will surely not last long alone and without support. This perception is reinforced by the Liberati's efforts to remain hidden; no credit is ever claimed for any of its acts (except as misdirection), and the Liberati are ruthlessly efficient in rescuing or eliminating any of its members who are captured or compromised.



3.2 - INSURGENTS

The word Liberati often summons images of the fiercely independent Caprician highlanders, as well as of the fabled resistance fighters from the beginnings of the CEF occupation. The two are not always the same. Before the occupation, Liberati were simply the nomadic mining families who had fought for their civil rights against the corporate structure of pre-collapse Gomorrah. When the CEF arrived, these independent folk were the best choice to begin the guerrilla movement against the Earth forces.

After the initial resistance, the Liberati moved underground, leading the CEF forces to believe they had been destroyed. Nothing could have been further from the truth. The Liberati movement expanded throughout Caprice, until the name included any of the tens of thousands of operatives, soldiers and spies that make up the current phantom army.

However, within the Liberati movement, it is important to understand the difference between those who fight for a free Caprice and those whose blood links them to the long, harsh history of the Liberati family clans. The Liberati families still live as they have for hundreds of years. Their environment has molded them into a strong and independent people, the perfect warriors for the long and arduous job at hand. Needless to say, they take the Liberati name with great pride.

Many Muttawah, or volunteers, on the other hand, are from outside the clans and have little understanding of their ways. These Muttawah hail from Gomorrah or other settlements, separated from the highlands by both blood and culture. To them, the name Liberati is an unspoken word, a designation that they are fighting for their world in hidden action only. For the sake of secrecy, the Muttawah never refer to themselves as Liberati; as far as they are concerned, the Liberati rebels have no name to call themselves.

3.2.1 - Shadows and Secrets

Secrecy and loyalty, in that order, are the cornerstones of the Liberati struggle. Many members of the movement, experienced and novice alike, are eager to take the fight directly to the CEF. This would, of course, end in disaster, since the CEF occupation army has the advantage in nearly every tactical aspect.

Within the resistance movement, the practices of stealth and hidden agendas take on lives of their own. The average member of the Liberati has developed two occasionally overlapping personalities to help hide himself from the CEF. One is the shadow warrior of myth, the unnamed revolutionary. The other is an everyday person, whose job consists of no more than feeding the family and having a good time. This multiple role-playing is especially distinct in Liberati members from the cities and hubs, where such ruses are vital to surviving the regular scrutiny of the corporations.

Loyalty only comes second for the sake of the movement as a whole. In other words, the Liberati's normally unwavering loyalty to the individual ceases when, for whatever reason, that individual become a threat to the movement. Some extremists have been known to kill their own cellmates to keep them from falling into enemy hands.

3.2.2 - Command Structure

The Liberati operate in a loose command structure based on the terrorist cell. The typical Liberati cell has five to ten members, and is made up of a Qaidis (leader), a second in command and a group of specialized Ghazis (soldiers). Both the Qaidis and second are loyal and proven Liberati, and it is rare for the Ghazis to question them.

The cells will rotate members and leadership on a regular basis (three to four missions) to keep from becoming too comfortable or falling into any recognizable habits. In Gomorrah and other areas of high population, the members of a cell generally do not live near each other for the same reasons. On the other hand, Liberati cells in the highlands will usually be part of a larger group that is together all the time. The highland cells will still rotate amongst themselves to keep their memberships fresh, though.

The Liberati normally receive their assignments from a Muttawah trained in espionage. Though not professional soldiers, these volunteers are usually much more adept at gathering the information necessary for the careful planning of a Liberati strike. Once an assignment has been accepted, it is up to the Qaidis to relay mission parameters to their team. Though how much the team members know of their mission varies from cell to cell, they are generally only given the information needed to complete their assigned duties — only the Qaidis and the second in command will know the whole story. The second in command knows the details in order to keep the mission from failing in case the Qaidis is killed early on.





Organization - 3.2.3

The Liberati movement in Gomorrah has been growing fast. More citizens are joining, if only in an observer or reserve member capacity. The number of active members has remained static, but their support base has increased twelvefold. Liberati rebels know they need more troops, but it is still a dangerous time to organize a standing army, and the organization lacks the resources to supply their expanding membership. So, for the time being, the Liberati are still divided into cells until such a time they can support larger groups.

Liberati Ranks and Divisions ♦

None of the active Liberati insurgents have data-rigs. Their real identities were wiped away by the Coalition following the CEF's invasion, allowing these individuals to work anonymously. If captured, they have no accessible records, thereby ensuring that their families cannot be hurt or used against them easily; DNA analyses are always possible, but are long and costly and possible only if the family member's genome is on file, either for previous offenses or special medical treatments.

The Liberati are a small force with limited manpower. As such, they have a highly compartmentalized hierarchy and a small number of actual ranks. Their titles and descriptions are ranked below, in order of importance:

Jund: Code word for Liberati army as a whole. It also represents their cause.

Amir al-Juyush: The leader of the Liberati movement. It means *Commander in Chief* just as Admiral comes from Amir al-Bahr or *Commander of the Sea*.

Atabeg: Senior officers. The Amir al-Juyush's command staff consists of five Atabeg. They act as advisors and keep in contact with the Amirs. Each is responsible for an average of ten Amirs.

Amir: Equivalent to a CEF Senior officer/officer; each Amir cares for five Yazak.

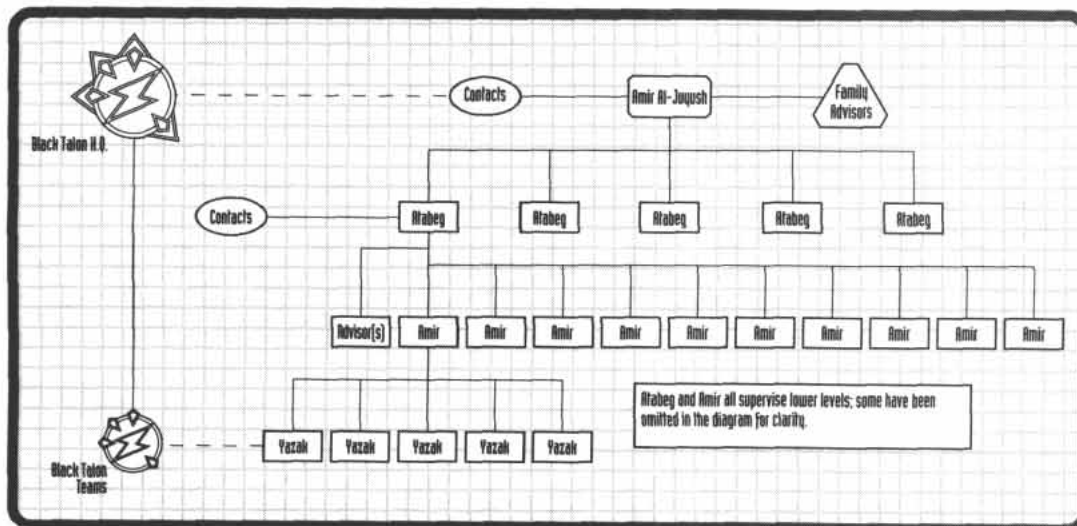
Yazak: Means "advance post," but it is used by the Liberati to mean a cell of Ghazis. There are usually five to ten members per cell.

Qaidis: Commander of a Yazak. The organizing representative of a group of Muttawah is also referred to as a Qaidis, even though such an individual neither lives in the field nor commands Ghazis.

Ghazis: Full time soldiers. These Liberati are full-time members who fight, carry out assignments and do all the dirty work. They are generally organized in Yazak.

Karariyah: Newly adopted code word for the GREIs joining the cause. The word itself means "shock trooper." There are very few active Karariyah yet, but if Bastille Alpha is liberated, there will be several hundred more.

Muttawah: Volunteers. These Liberati are part-time rebels who act as lookouts, provide shelter for other Liberati and procure information. Most Liberati who live in Gomorrah are, by necessity, Muttawah.





3.2.4 - Equipment

The Liberati are not as well equipped nor as large a fighting force as the CEF. They are extremely well-organized, however, and are adept at keeping a low profile. In some cases, they have even managed to camouflage sabotage operations and assassinations so effectively that the CEF did not suspect their involvement in the matter, writing off the incidents as either simple accidents or isolated crimes. Thus far, the Liberati have played their cards cautiously.

◆ Easy to Retool and Reuse

Most of the equipment the Liberati use is looted from the enemy or assembled from the few autofacs they control. Spare parts are hard to come by, especially for high-tech equipment like Mounts, a situation that forces the Liberati to sometimes abandon or destroy otherwise valuable captured equipment. For the Liberati, a handgun that works all the time is of far more value than a Battle Frame that only starts on every tenth try.

Liberati mechanics and engineers are highly adept at repairing and modifying broken machinery. As such, most of a clan's motor pool consists of older vehicles than a Trencher might use. Despite their age, these vehicles are almost always in top-notch shape. The clan mechanics have adapted many — especially the Mounts — for uses other than those that the original designers intended. Mining conversions on Mounts are popular, and more than one clan has converted a 100-year old luxury sedan into an environmentally sealed off-road vehicle. The Liberati prize adaptability in equipment, and those mechanics who have seen the Black Talon's customized Dark-series Gears speak of the experience with awe.

◆ Equipment Caches

Equipment caches are one of the most important aspects of Liberati organization. Sealed boxes of needed supplies can be found almost anywhere on the planet: under people's homes, buried in the mountains or hidden in the backs of warehouses. There are even stories about caches concealed in CEF buildings. After the decades of operation, many of the caches have been forgotten, and several operatives on the run have stumbled across these hidden caches, often with life-saving results. An unfortunate side effect, however, is the occasional loss of such equipment through theft by opportunists. Whenever such a theft is discovered, the Liberati make a point of finding the thief and delivering an unforgettable lesson; it is the only way to dissuade further such crimes. *Equipment cache contents vary, but listed below are some of the more common items found in a cache.*

Highland Equipment Cache □□

EQUIPMENT	BOOK/PAGE	EQUIPMENT	BOOK/PAGE
Breathing Rig	HGRB2, p.74 (part of Climbing Gear)	Multipurpose Heater	†
Purified Water in Sealed Container (5-15 liters)	†	Flashlight	HGRB2, p.75
Preserved rations (several meals)	HGRB2, p.75	Emergency Beacon	*
First-aid Kit	HGRB2, p.72	Batteries	†
Synthetic-weave Rope	HGRB2, p.74 (part of Climbing Gear)	Automatic rifle and three magazines of ammunition	p.56
Desert Cloak	p.57	Knife	p.56

City Equipment Cache □□

EQUIPMENT	BOOK/PAGE	EQUIPMENT	BOOK/PAGE
Purified Water in Sealed Container (1-2 liters)	†	Com-set	**
Preserved Rations (one meal)	HGRB2, p.75	Change of Clothes (one size fits most)	HGEC, p.18-19, LoC p.66
First-aid Kit	HGRB2, p.72	Briefcase with hidden compartment	†
Fake Data-rig	p.57	Pistol and two magazines of ammunition	p.56

Legend □□

HGRB2 — Heavy Gear Rulebook 2nd Edition, HGEC — Heavy Gear Equipment Catalog, LoC — Life on Caprice

*The emergency beacon is somewhat similar to the *Cranerunner* (HGEC, p.10). **The Portable Satellite Dish on p.9 of the HG Equipment Catalog is the closest to the com-set. †These items have no stats, but can be improvised by the Gamemaster depending on the needs of the moment.





Medical Treatment ◆

Every hospital and clinic in Gomorrah has its records regularly inspected by the CEF as well as local authorities. Gunshot wounds and other suspicious injuries are always documented, resulting in an information trail designed to make capture of a wounded fugitive virtually certain. For the most part, this system works, but it is by no means perfect. Several doctors and medical personnel in Gomorrah are sympathetic to the rebel cause. They either have hidden treatment centers concealed in the Alpha Level or have managed to circumvent the security and surveillance systems in their own clinics. There are even rumors of medical havens for the Liberati located in the highest levels of corporate complexes.

Each Yazak is given a com-number to call in emergencies. The person at the other end is an intermediary (always a proven Liberati operative) who is the only one who actually knows the identity of the doctors. If a Liberati is captured and forced to divulge the emergency number, this system will hopefully give the intermediary enough warning to escape capture or eliminate himself, thus protecting the lives and families of the doctors; retaining the trust and loyalty of its medical care personnel is vital to the Liberati's continued ability to operate in Gomorrah.

In addition to finding trained personnel, the Liberati must also maintain supplies of drugs and medical equipment. This can be very difficult, both in Gomorrah and the highlands. In Gomorrah, medical supplies are always tracked, which means that the Liberati's only sources are sympathizers with access to manufacturing facilities and outright theft. In the highlands, some supplies can be manufactured by autofacs, but most drugs must either be stolen or smuggled out of Gomorrah. As a result, despite the skill of Liberati medical personnel, there are many cases where skill and a first-aid kit have proven inadequate.

Supplies ◆

Being a resistance movement hidden among the populace, the Liberati cannot afford to swing public opinion against their cause. Therefore, the Liberati never steal from Caprician citizens. While the rebels will pilfer supplies from the CEF and publicly-known collaborators (including corporate storehouses), the bulk of their food and clothing comes from voluntary donations from Liberati families and sympathizers. While the Liberati rebels have attempted to grow their own crops using small hydroponic racks hidden in their bases and safehouses, chronic shortages of power and water have limited the scope of these efforts.

Vehicles ◆

It takes great courage for a soldier in a beat-up old mining truck to face down a state-of-the-art Battle Frame, but this is exactly the situation most Liberati Ghazis find themselves in. The vast majority of Liberati vehicles are converted mining or transport vehicles, which are far easier to maintain and replace than the rebels' tiny supply of purpose-built military vehicles. These makeshift fighting vehicles are armored with simple sheet metal, although more advanced materials are sometimes available in sufficient quantity to protect the forward facings with layered alloys. Weapons are strapped or bolted in place, which makes for easy removal and exchange at the expense of stability and arc of fire. Fire control ranges from simple iron sights to stolen hovertank fire-control systems, although the former are overwhelmingly more common. The resulting homemade tanks are no match for CEF combat vehicles, but they make up the difference in sheer numbers.

Liberati Mounts are a slightly different matter. Many of the civilian Mounts readily accessible to the Liberati tend to be rugged mining vehicles. As such, their hulls are tougher than those of many other civilian vehicles, and afford greater protection to their crews; the increased maneuverability of these vehicles helps, too. Those that have manipulator arms are easier to equip and outfit, as well — the innovative Liberati have even crafted hand grip adapters for weapons systems that were never intended to be carried by a Mount. Liberati Mounts are quite rare, however; the clans usually need their mining Mounts for business, and sympathetic corporations can only fake the scrapping of older-model security Mounts so often.

Weaponry ◆

Rifles, grenades and other small arms are sometimes stolen from the CEF, but the Liberati also possess a number of illegally modified autofacs they use to manufacture their own weapons. Raw materials come from the Liberati mines, where output is high enough that a few hundred kilograms are never missed. Exotic materials, such as alloys needed for electronic components, are usually obtained from Muttawah with access to corporate resources. Liberati engineers are also adept at innovative adaptation; a much-told story among the Liberati describes how a large purchase of electronic school supplies from a toy store was converted into laser rangefinders and targeting scopes.





3.2.5 - Tactics



Despite (or perhaps because of) all the technology available to them, the Liberati are still fond of more practical solutions. This allows them more flexibility and less reliance on hardware. The higher the technology, the more maintenance needed, the more resources expended and the more likely the item will be missed or tracked. The Liberati will not use an airjack when a hammer will do.

In Gomorrah, the majority of Liberati data transfer work is done without the use of com-sets or computer networks; as a result, no path needs to be covered up, and no backtracking of the transmissions is possible. Except in cases of extreme emergency, all data is kept on encrypted memory chips and hand-delivered through the hubs to its location. Data runners will usually operate in teams to insure that the information can get past security checks. These teams will create a "bump path," letting the chip change hands from block to block in the cover of the crowds. Though data is passed more slowly this way, it is infinitely safer for both the sending and receiving parties.

When necessity demands it, however, the Liberati must be ready to deliver high-tech attacks. To this end, they have recruited many talented hackers to help them in their missions. While the hackers usually spend their time doctoring accounts and deleting security records in order to help keep the Liberati and their sympathizers hidden, they are sometimes used to attack enemy central computers in coordinated raids. These types of attacks are usually of the data-collection or distraction variety; no Liberati hacker has yet to attempt destructive sabotage of the CEF's command network computers.

◆ Characteristics

Liberati tactics tend to follow four characteristics. These traits are partly ideological but mostly pragmatic; if the Liberati do not adhere to these principles, the basic survival of the resistance movement will be jeopardized.

Discreet: the CEF was led to believe that the main Liberati resistance was annihilated a few years ago. The members of the resistance, along with their corporate allies, certainly do not want to change this perception in any way. Isolated cells can exist, and coordinated operations are still possible, but they must never be associated with a larger movement by the CID or the CEF.

Fast: Liberati strikes are noted for their speed of execution. When fighting against the odds, not leaving the enemy time to muster its defenses is a crucial survival trait. Strict timetables are arranged and adhered to. A delay of even a few seconds can result in an entire operation being scrapped. The Liberati have a saying: "Better to have delayed success than immediate failure."

Hidden: if possible, Liberati raids and operations are camouflaged as accidents. This ties in directly with the discretion mentioned above as well as with the resistance's need for secrecy. Accidents do not bring deep inquests in the same way that obvious acts of terrorism do. If an accident would be too implausible, the Liberati will attempt to arrange evidence such that a known collaborator or other enemy of the Liberati ends up being blamed for the incident.

Humane: raids and strikes are conducted mostly against machines and facilities, not people. Machines are expensive in both time and resources to replace, while dead people tend to just make their friends and allies mad and even more determined. This does not mean that the partisans shirk from killing when necessary, but they will take other paths of action whenever possible. All of the other characteristics of Liberati tactics are dependent on their ability to hide in and be hidden by the population; if they come to be seen as ruthless murderers, sympathy for their cause will evaporate, leaving them unprotected and vulnerable.





Duties - 3.2.6

The basic duty of any Liberati is to maintain the secrecy of the rebellion. Only if this duty is carried out to the fullest extent can the secondary duty of causing damage to CEF facilities, equipment and morale be pursued. Thus, the ability to be patient and sit still for long periods of time is prized among the Liberati; it takes only one overeager hotshot to compromise an entire cell.

All of the Liberati's standard operating procedures are an extension of the two principles of secrecy and damage to the CEF. Personal com-calls and correspondence must always be cleared with the Qaidis, subsuming personal privacy in the interest of security. Romantic relationships are discouraged, but not prohibited, so long as a security risk is not present; this almost always eliminates the possibility of developing a relationship outside one's own Yazak, and it is often problematic when the Yazak rotates its members.

Basic Liberati training includes survival, security and weapons. Ghazis are trained to operate in pairs when on covert operations and in squads when in combat. Muttawah are given basic combat training and more extensive schooling in concealment, camouflage and other skills that will help them avoid detection and elude pursuit.

If necessary, a Liberati may kill in order to complete a mission or preserve secrecy, but such an action is always considered murder until the killer can justify the act to his Qaidis or (in extreme cases) the Liberati judicial board. Although the need to allow soldiers to kill is recognized by Amir al-Juyush Wick, he wants to make it clear to the Jund and the other Liberati groups that the needless taking of human life will not be tolerated. Likewise, atrocities such as torture and rape are treated as military crimes, usually resulting in a death sentence; the Liberati do not have the resources to maintain a prison.

Contingency Plans - 3.2.7

Before it went to ground, the Jund created a number of contingency plans that would ensure the survival of the movement even if all its senior officers were killed or captured. Most of these plans center around the survival of the concept of resistance, not individual personnel. For example, in the event of a major security compromise in Jund central command, the Porcupine plan calls for all Liberati personnel to go to ground. Troops and assets will be scattered, and all personnel are to remain incommunicado and inactive for a minimum of three months. Under this plan, it is virtually certain that the higher echelons of the Liberati, along with many isolated pockets, will be caught and eliminated, but the movement as a whole will survive and resurface later.

In an extreme emergency, the Exodus plan takes advantage of the increased contact with Terra Nova. Should the Jund ever find itself facing complete annihilation, it would be possible to evacuate the main leaders and resource personnel off-world while the rest of the army would go to ground as described above. They would form a headquarters in exile, presumably establishing a base of action in one of the Blessed Asteroid Belts or even Terra Nova itself, should the situation degenerate that far.

Justice - 3.2.8

Although the Liberati exist outside the authority of the CEF, corporations and nomad clans, they still must maintain order within their ranks. The Jund has its own judicial board, tasked with judging criminal cases internal to the Liberati. Led by Atabeg Majida, the judicial board's five members review cases, hold trials and assign punishments. Most severe crimes perpetrated by a Liberati end up in front of the judicial board; less important incidents, such as minor assault and financial claims, are below the interest of the board's already overworked members.

The Liberati are aware that they are at war, however, and cannot always afford to bog themselves down in legal procedures. In cases of insubordination, treason, cowardice, murder or other severe crimes, a Yazak's Qaidis has full authority to administer any punishment he or she sees fit, up to and including summary execution. Every punishment, no matter how light, must be reported to the Qaidis' Amir, along with any protests or defense given by the punished individual or other members of the Yazak. Each officer must be able to justify every punitive action taken, and there have been cases of Qaidis removed from their posts or brought to trial for unwarranted harshness. Another balance to the power of the Qaidis is the effect a harsh punishment will have on the surviving Ghazis; depending on the nature of the crime, the damage to morale and the troops' confidence in their commander may be severe.





3.3 - SYMPATHIZERS

Sympathizers are Liberati supporters who are not actively fighting the occupation forces but resent their presence on their world. Sympathizers are numbered in the hundreds of millions, and for the most part are the silent majority of the Liberati movement. They provide intelligence, equipment, shelter, money and training. Most wasteland denizens will provide a safe haven for Liberati rebels, and will freely provide information on nearby CEF activities. In Gomorrah, a growing number of sympathizers will purchase supplies for the Liberati or provide access codes and security information.

Most sympathizers are people with normal, everyday lives, and who are unwilling to give up those lives for the Liberati. Their involvement with the Liberati is conditional, based on assurances that their identities and families will be kept safe from any CEF reprisals. Sympathizers tend to be people who oppose the CEF and its policies but who are too much a part of mainstream Caprician society to run off to join the rebellion full-time. Sympathizers are both a boon and a burden to the Liberati. On one hand, sympathizers provide vital information and supplies to the Liberati, but on the other hand, maintaining good relations and devoting energy to the necessarily unfailing protection of sympathizer families is often a strain on Liberati resources and personnel.

For security reasons, few records of sympathizers are kept. Jund central command has information on the number of known sympathizers and their skills, reliability and availability. In order to actually contact a given sympathizer, the Liberati use a network of intermediaries, Liberati operatives whose only task is to keep track of sympathizers and make sure their identities remain safe. Only one intermediary will ever know a given sympathizer's real name; in all other interactions, pseudonyms are used. Intermediaries are skilled guerrillas with orders to take every measure to prevent their own capture and interrogation, but it is every sympathizer's nightmare for his or her intermediary to be caught and forced to divulge the names of his charges.

3.3.1 - Muttawah

The codename for the reliable sympathizers is Muttawah, or "volunteer" in the Liberati Highland dialect. Muttawah straddle the line between sympathizer and full-blown rebel. While they are far more willing to risk their careers and lives in order to help the Liberati, they also demand that the Liberati make every effort to allow them to keep their normal lives intact. Doctors, corporate executives and security personnel who sympathize with the Liberati often become Muttawah simply by the nature of their involvement.

Whereas a normal sympathizer could be expected to be angry if asked to shelter an armed rebel, most Muttawah have deepened their association with the Liberati to the point that they have established methods by which they can be contacted in emergencies. Normally, intermediaries use drop boxes, coded messages and other means of the slow-but-sure variety to contact sympathizers whose services are required, but such leisurely methods are impossible during a crisis. Muttawah doctors must be ready to respond to a simple one-word com-call that will summon them to a predetermined location to provide medical aid, and a corporate Muttawah may have to rush out of a meeting to clear a security block.

As a result of these decidedly risky self-imposed duties, a Muttawah's position in society is often in great jeopardy. Although the Liberati have well-practiced measures to evacuate a Muttawah and his family if necessary, most Muttawah consider exile from Gomorrah to be as much a prison sentence as a term in Bastille Alpha. Fears of discovery and the subsequent destruction of their lives has prompted many Muttawah to deny their services at critical moments, making them not completely reliable in the eyes of Jund command. However, their inherent value makes the Muttawah's ties to corporate society a worthwhile price to pay.

◆ Thomas Wyndam

Owner and proprietor of Mythic Comix, an entertainment store located in B.F.T. Heights, Thomas Wyndam is a plump, jovial man always in high spirits. Even when he's angry, Wyndam is extraordinarily pleasant and doesn't stay angry for long. Through Mythic Comix, he receives information on CEF activities via a very informal network of "spies" — his customers. He passes this information on to his contacts within the Liberati whenever he can. Additionally, he distributes underground samizdats and journals, which he keeps in the back storage room. Wyndam even has a small shelter and first aid station for hiding Liberati for short periods of time; the pass phrase is "Tommy? Can I use your restroom? I have grease all over my hands and I don't want to get the comics dirty."





Organization - 3.3.2

There is no formal organization within the sympathizer movement. Indeed, most sympathizers have no other evidence beyond the word of their intermediary that they are not the only such individuals in the area. There are several intermediaries who have successfully kept next-door neighbors from knowing about each others' involvement with the Liberati. Were the Liberati to simply vanish one day, the sympathizer movement would similarly vanish, each individual assuming that his services to the cause had been taken over by another.

Unexpected Allies ◆

One of the interesting developments in recent years is the revelation of a possible fifth column inside the CEF command structure. Several CEF sympathizers have contacted the Liberati movement, to assist in operations or provide information. Though it took some time for the Liberati to trust these mysterious agents, their support has become most helpful, garnering a modicum of gratitude. It is not yet known how many fifth columnists may exist or how organized they are. If there is a traitorous web inside the CEF, they have become even more slippery than the Liberati spies. After all, their punishment for defying the will of Earth would be horrible indeed.

GRELs are not likely to be part of this putative fifth column. Their programming tends to prevent them from forming opinions of their own, especially when their purpose is defined to be the subjugation of Caprice and its native population. However, when this basic programming is broken, GREL behavior is often undefined. This flaw in the fundamental concept of programmed loyalty often leads GRELs to side with whatever cause most strongly suits their sense of self; in many cases, the results are astonishing to observers. GRELs who are sent to Bastille Alpha are prime candidates for programmed loyalty breakdown. Unfortunately, it is difficult to determine *a priori* whether their desire to join the Liberati resistance is due to a belief in the cause or a need to engage in violent behavior.

Motivations - 3.3.3

Most sympathizers help the Liberati out of hatred for the CEF, but a few have more mercenary or direct goals. Several informants provide information for wealth or in exchange for other information; they are a security risk, but too valuable to cut loose. Other sympathizers only provide aid in support of a specific goal, such as the elimination of CEF forces from the local area or the liberation of a certain individual from CEF custody. Few sympathizers are willing to stick their necks out beyond the limits they have set for themselves, and no amount of moralizing about the fate of the planet is likely to sway them.



Chetham Hokund ●

Chetham Hokund is a drunk, a womanizer and a bigot. He is ill-tempered, selfish, vulgar and smelly. He is also one of the finest trauma doctors in Gomorrah, and is uncharacteristically modest when presented with that fact. His association with the Liberati is several years old; among the rebels, the reputation of "Old Grimy" is both famed and unsullied.

Born into a wealthy corporate family, Hokund spent his youth in comfort and luxury. His decision to pursue medical research was influenced by his family, but his interest in his medical schooling was genuine. His misgivings about corporate research deepened during his early medical career; assigned by mistake to a lower-level medical center, Hokund was shocked by the violence and misery that pervaded the less-privileged sectors of Gomorrah. Reassignment to a clean, well-ordered corporate clinic only deepened his cynicism. His attitude eventually resulted in a final assignment to an Alpha-level hospital, from where he runs a hidden clinic for Liberati and other fugitives.

Hokund's current view of humanity divides the race into two segments. People who need his help are patients, and are treated with skill and compassion. Well people who don't need his help are obviously only out to make other people into patients, and are thus only worthy of contempt. He knows that his clinic is the only source of medical care many of his patients can receive, and he blames every single other human being for making such a clandestine facility necessary. The irony of the fact that his greatest passion lies in making patients (whom he cares for) into well people (whom he despises) is not lost on him. This distinction is the only one Hokund makes, however; he will provide medical services to anyone in need, even CEF troops and GRELs, and he is unwaveringly hostile and rude to anyone else.





3.4 - COLLABORATORS

Every society has individuals who despise the status quo, those who welcome change for whatever reason. On Caprice, there were citizens who cheered when the Coalition surrendered to the CEF, hailing the day as the dawn of a new age. While that new age has failed to materialize, there still remain those Capricians who have chosen to actively aid the CEF in consolidating their hold on the Gate world.

The Liberati (and many Caprician citizens) label as a collaborator any person who aids the CEF cause. However, the label fails to encompass the variety of modes by which these individuals perform their work for their masters. Some collaborators are covert operatives, finding out information about the Liberati and passing it on to the CEF. Others have provided public mouthpieces for the invaders, using various media to promote the CEF's propaganda messages. Most numerous (but perhaps the least dangerous) are the citizens who join uniformed groups who march in rallies and pass out flyers. Almost all Capricians collaborators have been identified by the Liberati and are either used as tools to feed misinformation to the Earthers or are slated to be the unfortunate victims of accidents, depending on the extent and sincerity of their zeal for the CEF cause.

For their part, the CEF and CID have little faith in the collaboration movement. The Earthers, with the GREs and SLEDGEs, have grown accustomed to unquestioned loyalty, and they firmly believe that anyone who would turn against their own people, for whatever reason, can always be expected to turn back sooner or later. The CEF needs all the support it can get, however, and has promised the collaborators large measures of freedom in exchange for their services. Most CEF troops despise the Capricians, having only a grudging respect for their accomplishments and no regard for them at all as an independent society. The NEC is well aware that Caprice is little more than a big ball of resources, and plans to treat it as such. Despite the lack of mutual trust, however, the collaborators are of real value to the CID and the occupation army. They are a source of information and provide a convenient target for hostilities that would otherwise be directed toward the invaders.

3.4.1 - Organization

There is no formal organization to the collaboration movement. Most collabos (as they are often referred to) act on their own or in small vigilante-like groups. Their contacts with the CEF are arranged often simply by calling a CEF official and offering to help. The CEF often gives promises to protect collaborators and conceal their identities, but in truth, this is only done for exceptionally valuable individuals; other collaborators are either left to fend for themselves or are deliberately used to lure Liberati attention.

Small social movements called leagues have also sprung up as a result of civilian collaboration with the CID. Inspired by the political indoctrination movements back on Earth, they use songs, rallies and activities to foster a group spirit and ingrain NEC philosophy to the Capricians. They often feature uniforms (if only a shirt or armband) and a mob-like mentality. Neither the CEF nor the Liberati take the leagues seriously; the CEF finds them tactically useless, and the Liberati regard league members as weak-minded trend-followers who would, in the absence of the CEF, simply find another cause to wave the flag for while not doing anything truly effective.

◆ The League of Socially Conscientious Citizens

The League of Socially Conscientious Citizens, or LSCC, operates in Mineral Forest. Led by Andeer Kabak and sponsored by Hezer City Construction, they hold peaceful rallies and demonstrations whenever a "terrorist" attack strikes at one of the corporations located within Mineral Forest. They also stage numerous seminars on the dangers of escalating violence in general; these seminars generally promote cooperative behavior towards the CEF occupiers under the guise of "social conscientiousness," which is their rallying cry.

The LSCC banner is the symbol for Caprice in blue, but with red bars forming the ancient symbol for peace. Members wear armbands bearing this symbol at all times, even when they leave Mineral Forest. They have offices in each of the Twelve Realms, near the heavily guarded entrances to Alpha Level, from which they operate social welfare missions to the denizens of Alpha Level. Members of the resistance movement try to make use of these facilities whenever possible; although they view the LSCC with little more than contempt, the LSCC's social welfare efforts provide a moderate source of indirect information about the local area.





3.4.2 - Motivations

Many collaborators are from poorer neighborhoods and hubs, seeing an opportunity to better their social status by aiding the Earthers. Others are wealthier individuals who believe that the CEF will win in the end, and that the only way to survive is to be on the winning side from the start. A significant number of collaborators help the CEF out of simple greed; the CEF pays handsomely for information, and many of these individuals can also forestall Liberati vengeance by selling data to the rebels, as well.

Some poorer or shady families put their tools in the service of the occupation, gathering minerals and resources exclusively for CEF-controlled installations. They will sometimes, with help from the CEF, take over mining concessions and other resources from long-time enemies, using the conflict as an excuse to resolve generations-old disputes.

Despite common beliefs to the contrary, many collaborators honestly feel forced into their role as traitors, either because of threats to their families or because the current Caprician government has even less use for them than the CEF. The unbridled hatred many loyalist Capricians hold for collaborators only reinforces these beliefs, further alienating the collaborators from their own people. Few collaborators meet good ends; when the CEF is done with them, the most convenient way to deal with them is to leak their identity and location to the public.



Cora Yamanitsi ◆

Cora Yamanitsi's cherubic face is plastered all over walls and trideo screens in Gomorrah. Flyers bearing her visage can be found even in the most remote mining camp, shipped via corporate mail services. Most Capricians, when they hear her name, think of her as the woman whose organization cares for the thousands of unfortunates who have become destitute or homeless as a result of health disorders brought on by the rampant pollution in the lower levels of Gomorrah. Very few really consider her the greatest propaganda tool the CEF has on Caprice.

The CEF first heard of Cora Yamanitsi and her Alpha Health Cooperative when she contacted them with an innocent question about providing air-cleaning technology for the lower levels. Although she was initially rebuffed, a shrewd CEF officer noted her potential usefulness and arranged for a series of aid packages to be sent in support of Yamanitsi and the AHC.

Yamanitsi's public acknowledgment of the CEF's aid in providing huge stores of breathing masks and protective clothing for Alpha-level denizens was a major media coup for the CEF, all the more so because her statement was both grudging and unflattering. As a result, much of the public has come to view Yamanitsi as a person who is willing to baldly state uncomfortable truths. Her recent announcements have become increasingly pro-CEF, with virtually no reduction in public regard for her person, goals and opinions. Most recently, Yamanitsi has begun decrying the terrorist attacks that have allegedly intercepted much-needed health-care supplies earmarked for the AHC.

Privately, Yamanitsi firmly believes that the CEF is the best hope for the improvement of the lives of those who live in the lower levels. Although she recognizes the tyranny that the CEF stands for, her decades of living in the slums, surrounded by poverty, illness and death have convinced her that a life under the heel of the NEC is better, if only marginally, than the hopelessness of the status quo. She is not willing to lie for or fawn over the CEF, but she is aware that her recent claims that terrorists have been destroying AHC supplies are half-truths, at best.

For the Liberati, Yamanitsi is something of a dilemma. The damage she is doing to the resistance effort is immeasurable, but her humanitarian goals cannot be ignored. Indeed, many Liberati from Gomorrah know someone who has survived because of the AHC, or are themselves such individuals. As a result, assassination is out of the question, but permitting Yamanitsi to continue swaying public opinion toward the CEF is also not possible. The Liberati have yet to come up with a solution, and have not proscribed any kind of action against Yamanitsi for the time being.



PLANS WITHIN PLANS



After three hours in the utility corridors of the CID branch in North Tachyon, Holli had decided that they were no place for a sane person. The evening guard rotation was coming to a close and Holli needed as much time as possible to do her work. She wiped her hands on her jumpsuit again and tried to tell herself that it was just the heat.

Through the grated door in front of her, she could see two guards pass by; that was her cue. She gently pushed the gate open and edged into the hallway. A security camera was aimed down the corridor. It should have been rerouted by now; that was the plan, but Holli could not stop looking at the lifeless eye. She moved quickly through the silent hallways to a door with a placard that read "Interrogation Room 4." Holli shuddered at the thought of the things that happened in such places.

The room was small and dimly lit. The sting of raw alcohol assaulted Holli's nose and eyes; she forced back a cough. A woman slumped over in a metal chair was in the center of the room.

"Sam," Holli hissed, eyes darting across the empty room. "Sam, are you awake?" There was a groan. Holli rushed to the woman's side and began working at her bonds. Her voice was hushed and cracked. "Oh, Sam, I'm so sorry. I didn't know until this morning." The bonds came loose and the woman pushed weakly at Holli.

"G'way... wannadie..." she mumbled. Holli reached into another pocket, removed an air-hypo and pushed it into Sam's neck. Sam's head rolled over and she slid back. Holli caught her, then grabbed her face with both hands.

"Sam!" she whispered urgently. "Get up! We have to go, now!" Several precious moments passed. Sam's eyes fluttered, then snapped open. Her body stiffened.

Holli checked her watch; they were way behind schedule. She cursed under her breath and grabbed for Sam, pulling her through the door. Just outside, two guards rounded the corner. Holli backpedaled into Sam, who snatched the pistol from Holli's waist and dropped to one knee. She fired twice before the guards' guns could clear their holsters. Holli looked on in amazement. "I thought you were—"

"I was," interjected Sam, looking faint again. "Still am, just adrenaline." She moved to the next intersection just in time to see more guards running toward them. She fired wildly, then ducked back around the corner. "Can't go that way," she yelled over the returning fire.

Holli was frantic; she didn't dare look at her chronometer. She glanced around and spotted a stairwell on the other side of the intersection. Behind her, she could hear more guards coming down the hall. Sam fired again. "Which way?" she yelled.

"The roof, we gotta get to the roof!" Holli was sheet-white and running as fast as she could. It was all Sam could do to keep up with her. Two painful floors later, with Sam trailing behind, Holli reached the roof access. It was locked.

"Gun!" Holli screamed. "Throw me the gun!" Sam whipped the gun up the steps. Holli caught it and emptied the clip into the lock. Sam came barreling up behind her like a freight train. The door smashed open. Holli bolted onto the roof.

"Wait!" yelled Sam, running after her. Holli was headed right for the edge of the building. She didn't look like she was going to stop.

There was a muffled roar from inside the building. The sound grew louder and was joined by the crashing of glass. Sam ran for all she was worth. Holli had already gone over the edge. It was a two-story drop into the trash in the alley below; Sam landed hard besides Holli, rolling with the impact as best she could.

Behind them, the CID building was collapsing in on itself. A fireball rushed up the spine of the structure into the night sky. The surrounding buildings shook but stood strong. Holli chuckled through the pain. "That's my boys, never a second late."





SAVING A WORLD - 4.1

Liberati face the paradoxical situation of having to hide their existence and wage an effective guerilla war at the same time. Without secrecy, the Liberati will be destroyed, but without active guerilla operations, it might as well not exist. For the moment, the Jund has struck an uneasy balance between these two requirements, while most of the rest of the Liberati have chosen the cautious route of remaining hidden and inactive. Those few groups that have taken the opposite path of open warfare are no longer in existence.

The Liberati's end goal is to save the planet, but they are pragmatic enough to pursue their dreams one step at a time. For the moment, it is necessary for the growing organization to monitor itself and instill in all its members a sense of responsibility and loyalty. Adherence to duty and security procedures is stressed for all Liberati members; the matter of anti-CEF action is not even mentioned until this lesson is learned. The next step is to weaken the hold of the CEF/CID by destroying their assets and the morale of their troops, acquiring war resources and new personnel, and inspiring the people of Caprice to join in the rebellion.



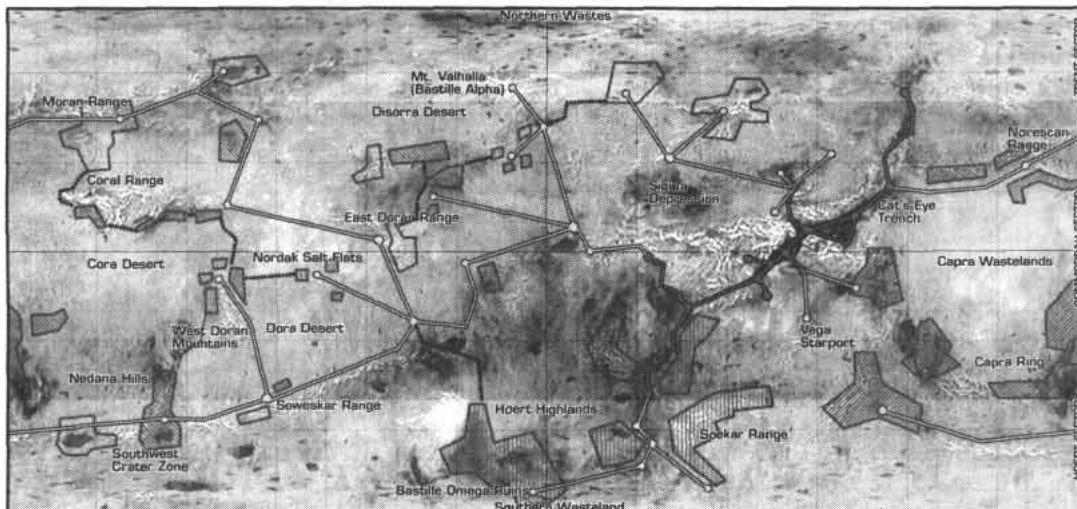
Areas of Influence: The Trench - 4.1.1

The Liberati actively pursue ties to Gomorrah's gangs and criminal organizations. These groups provide information, firepower, fake data-rigs and other items the Liberati need. In exchange, the Liberati are asked to occasionally supply storage space or shelter in the highlands. For the moment, the Liberati have accepted their dealings with criminals as a necessity against a common foe, but there are many who worry that this may well come back around to haunt them at a critical moment.

In the city, the Liberati are mostly active in the industrial or run-down neighborhoods, because they are easier to hide in and harbor resources the Liberati need. Corp-Serf patrols are less frequent in these areas, and seldom stay long. There is also a preference for hubs on the edges of the Trench; access to the highlands is easier, and squatter allies are easy to find. In the wealthier and more central hubs, Liberati influence is generally limited to local intelligence gathering and the occasional safehouse. Most Liberati in these areas are Muttawah.

Areas of Influence: Perimeter - 4.1.2

The Liberati's influence outside the city proper is much greater; the Corp-Serfs have less authority, and local sentiment leans much more heavily against the CEF. The rebels operate out of small farming communities, concealing equipment and personnel amidst vast arrays of hydroponics storehouses. Security is difficult to maintain over the entire perimeter, and unregistered entries and exits (many of which have nothing to do with the Liberati) are common. On the other hand, once an alert is called, hiding in the suburbs can be problematical; there are fewer people to hide among, and careful scans will show any anomalous items hidden in the neatly arranged farm zones. The Liberati have survived in the suburbs by not drawing attention and evacuating quickly and efficiently when called upon to do so.





4.2 - ACTIVITIES AND ONGOING CAMPAIGNS

This section details a number of important activities that the Liberati are pursuing or are prepared to implement. In addition to these major operations, the Liberati have several major initiatives in motion. While their scope is too large and the necessary actions too dispersed to be encompassed by a single operation or campaign, these initiatives are some of the most important activities the Liberati are engaged in. Whereas the individual operations are large-scale resource drains with specific goals, the major initiatives are broadly-defined objectives whose requirements vary based on the situation.

Help the People: The Liberati must, by necessity, focus much attention on the face they present to the people of Caprice. Their sympathizers receive protection and aid, and regular efforts must be made to discredit CEF apologists and collaborators. If the general populace should ever be persuaded that the rebels are a greater threat to their livelihood than the CEF, and hope of a Liberati victory will vanish.

Sabotage: If an opportunity to hurt the CEF occupation presents itself, the Liberati must take advantage of it if at all possible, so long as secrecy is not compromised and all reasonable measures against civilian casualties are taken. Sabotage can range from simply stealing a CEF officer's keycards in a bar to using explosives to destroy a CEF vehicle depot. Sabotage operations must usually be cleared with one's superior, but hundreds of minor acts of sabotage take place every day across Caprice with no approval whatsoever.

Black Talon: As the Liberati's only off-world allies, the soldiers of the Black Talon are irreplaceable and incredibly valuable. If the alliance between the Black Talon and the Liberati proves fruitful, Terranova will be all the more likely to send more troops and aid. Thus, the Liberati have made it a high priority to provide support and assistance to the Black Talon whenever possible.

4.2.1 - The Marketplace

The Genosia Outpost Marketplace bustles with activity throughout the year. It is composed of and patronized by a healthy assortment of Liberati visitors who have a little money to burn, a few Trencher tourists, some less honest folk trying to do right and earn an honest dollar and plenty of people who are petty criminals caught up or bred into the lifestyle. A smattering of transient drifters, merchants, traders, smugglers, mercenaries, pilgrims and monks makes the Marketplace a bewildering kaleidoscope of human activity.

The Marketplace is a privileged place for the Liberati to meet and set up operations. Many of the connections between the Liberati nomads and Liberati rebels are made there. Liberati often set up temporary homes in the Marketplace, earning money by selling trinkets or services, and keeping an eye out for information in between missions and moves. The CEF sends many spies to the Marketplace, but they are easily spotted, and have thus far been duped into reporting that any terrorist groups are isolated independents with no central organization or purpose. The CEF has few friends in the Marketplace, and its agents are treated poorly even by shopkeepers and street people with no idea that the Liberati still exist.

A greater danger to the Liberati has recently manifested, however. While informants have always attempted to tell the CEF about the Liberati, they have always been successfully discredited by rebel agents. However, in recent years, the Liberati have become increasingly certain that some of their members have chosen to aid the CEF; if this is true, it is only a matter of time before one of these turncoats uses his connections to lead the CEF right into the midst of the Liberati presence at the marketplace. The Liberati have tightened security, but morale is starting to drop, and fingers are beginning to point.





Operation: Mother's Milk - 4.2.2

The Deep Core Drill project on Carthage has been subverted by Liberati sympathizers who are secretly preparing landing and refuel sites for Terranovan soldiers. This is the reason that the Deep Core's production has slipped below quota in recent cycles. The CEF is going to send a team out to Carthage to find out the reason behind the change in production. This is a relatively low-priority concern for the occupiers, however; the prevailing theory is that diminishing resources coupled with lazy or rebellious workers has caused the shortfall. The investigators are to document living conditions, crew morale and accounting files and are also to provide encouragement to the miners, promising rewards and gratitude from the CEF. Part of the team, however, is made up of undercover agents; some intelligence officers are suspicious of the timing of the shortfall, and have sent the agents to look for any signs of Liberati sympathy or collaboration.

The Liberati are sending a team of their own, along with additional weapons and military equipment. The team's primary mission is to warn the sympathizers of the impending investigation and help them to conceal the landing and refuel sites. If all goes well, the CEF investigators will believe that mining accidents and equipment malfunctions have been responsible for the output falloff, and will leave none the wiser. The preparations can then move back into full swing.

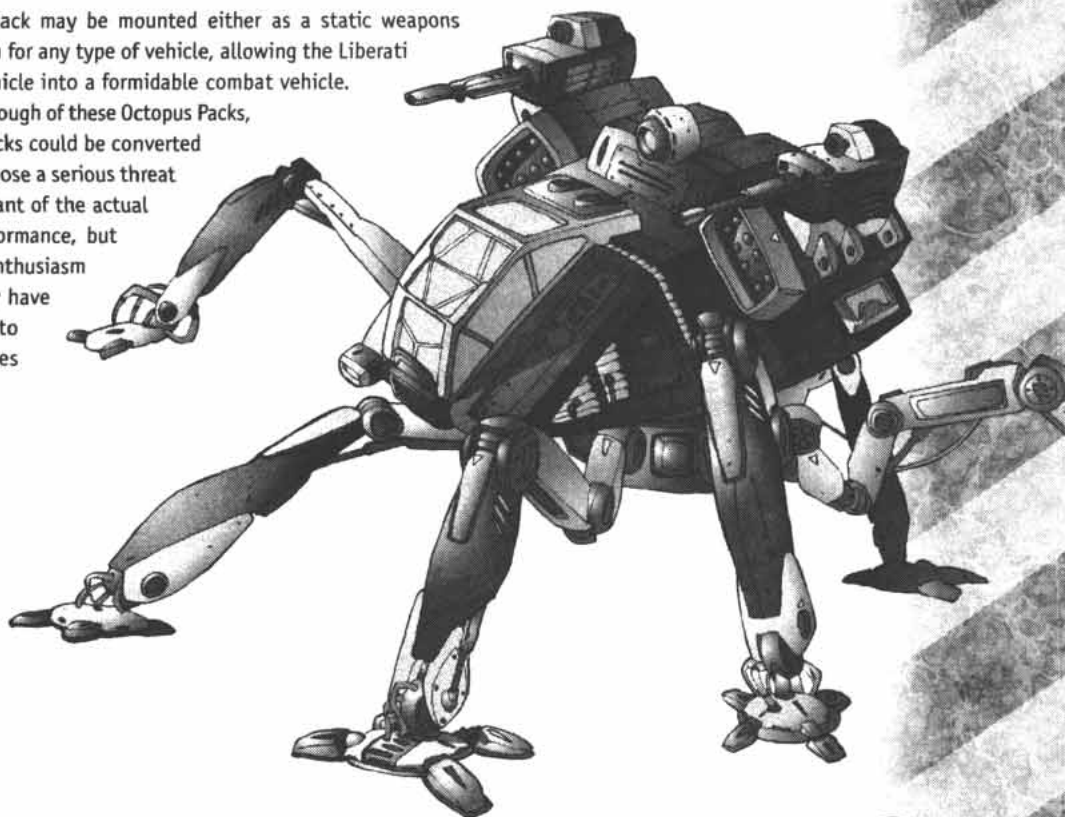
If the ruse should fail, and the investigators show signs that they have discovered the sympathizers' activities, the Liberati troops are to arrange a series of accidents that will eliminate the CEF team. The worst-case scenario assumes either that the investigators escape and summon help, or that the CEF plays its cards right and sends a military escort with the investigators. In that situation, if the Liberati cannot bluff their way out of the problem, they will have to resort to open combat.

Operation: Parasite - 4.2.3

A recent collaboration between the Liberati Amirs and a mole sympathizer within Kadellie Weapon systems has resulted in a unique initiative. Kadellie has been pushing to implement the Octopus Pack weapon unit that can be attached to frames for added fire support. Unknown to Kadellie and the CEF, the Liberati have acquired the design specifications, not for the device itself but for the mountings and targeting system parameters. The software is ready to be downloaded into a commonly available trideo game unit, while the actual mounting mechanics can be manufactured through any autofac.

The result is that any weapon pack may be mounted either as a static weapons platform or as an offensive system for any type of vehicle, allowing the Liberati to quickly modify any civilian vehicle into a formidable combat vehicle.

Provided the Liberati can secure enough of these Octopus Packs, its fleet of ramshackle mining trucks could be converted into an armored force that could pose a serious threat to the CEF. The Liberati are ignorant of the actual weapon load and prototype performance, but are encouraged by their mole's enthusiasm for the project, especially as they have so much to gain and have had to expend little in the way of resources to gain it.





4.2.4 - Operation: Access

Although the Liberati in orbit have been unable to discover the location or purpose of Moscow base, they have discovered a microgate that the CEF is unaware of. The gate has been used twice to bring ships from Terra Nova into the Loki system. Both times the opening of the Gates have been hidden from sensors by the detonation of mining charges by ice mining ships in attempt to conceal the Gate's opening.

Unfortunately for the Liberati, the second opening was detected, and CEF forces are scouring the area for the Gate. Liberati spies report that the CEF's data is anomalous, so the search effort has been rather haphazard. However, the local commander, Zeo Tatopoulos, is reputed as a shrewd hunter who will eventually find what he's looking for. The Liberati are arranging to send personnel to the vicinity of the gate to help the ice mining ships that are already in the area. However, as preparations for the trip reach the final stage, an unverifiable, but very interesting, communiqué has reached the Liberati: Tatopoulos has been purposely dragging his feet, and sympathizes with the Liberati cause.

Naturally suspicious, the Liberati leave their initial plan largely unchanged. A single attempt to ascertain Tatopoulos' intentions will be made, but even if his sympathies can be verified, there may still be no way to prevent the gate from being found. If the gate is in danger of being discovered, the Liberati will have to make a decision, based on the strength of CEF naval forces, whether to write off the gate and find a new one, or risk several precious ships in an attempt to destroy Tatopoulos' flotilla (along with a potentially valuable ally) before it can report back to Admiral Veda.

4.2.5 - Operation: Aurora

This is the codename for the Liberati's most daring operation and the linchpin to the rebellion's success. Already, the tunnels beneath Bastille Alpha are almost completed, and the hardened criminals and GREs (both loyalist and disillusioned) within are about to be released en masse.

Arms and weapons are waiting for those troops who have been covertly primed by Amir Falcon to join the rebellion; all that remains is to actually release them. Aurora is intended to ensure that the CEF does not stop them. The upper command of one of the arclight satellites stationed in polar orbit around Caprice has been replaced with a Liberati infiltrator, one of their best men. When the operation commences, he will seize the command center and proceed to scour the surface of Bastille Alpha with the lasers of the station. The infiltrator will keep up the barrage for as long as possible before sabotaging the station's power systems and escaping in a lifeboat to a waiting ship.

The Arclight strike will destroy surface weapons, solar collectors and hanger bays, and will disrupt communications over a large area. In coordination with the strike, a computer virus will be uploaded into the GPS satellite network, causing the CEF's navigational systems to randomize. This will make it impossible to send mechanized aid to the Bastille immediately, leaving only local forces for the escapees to circumvent. Without gun emplacements, vehicles or sensors, the CEF will be unable to track the escaped criminals, and their attention will be distracted away from the insurgents entering through the tunnels or the criminals escaping out the same way. Once the Bastille is destroyed, the CEF will presume all the criminals were killed, at least until they resurface, armed to the teeth, throughout Gomorrah.

Needless to say, the operation is extremely risky. Several layers of contingency planning have attempted to account for unexpected occurrences, from a simple timing error to a full-scale CEF assault on the prison. It is obvious to both the Liberati and the CEF that any attempt to infiltrate Bastille Alpha will be heavily weighted in favor of the Earthers. However, if the CEF is overconfident enough to be lax in their watch over the prison, the payoff may be a free Caprice.





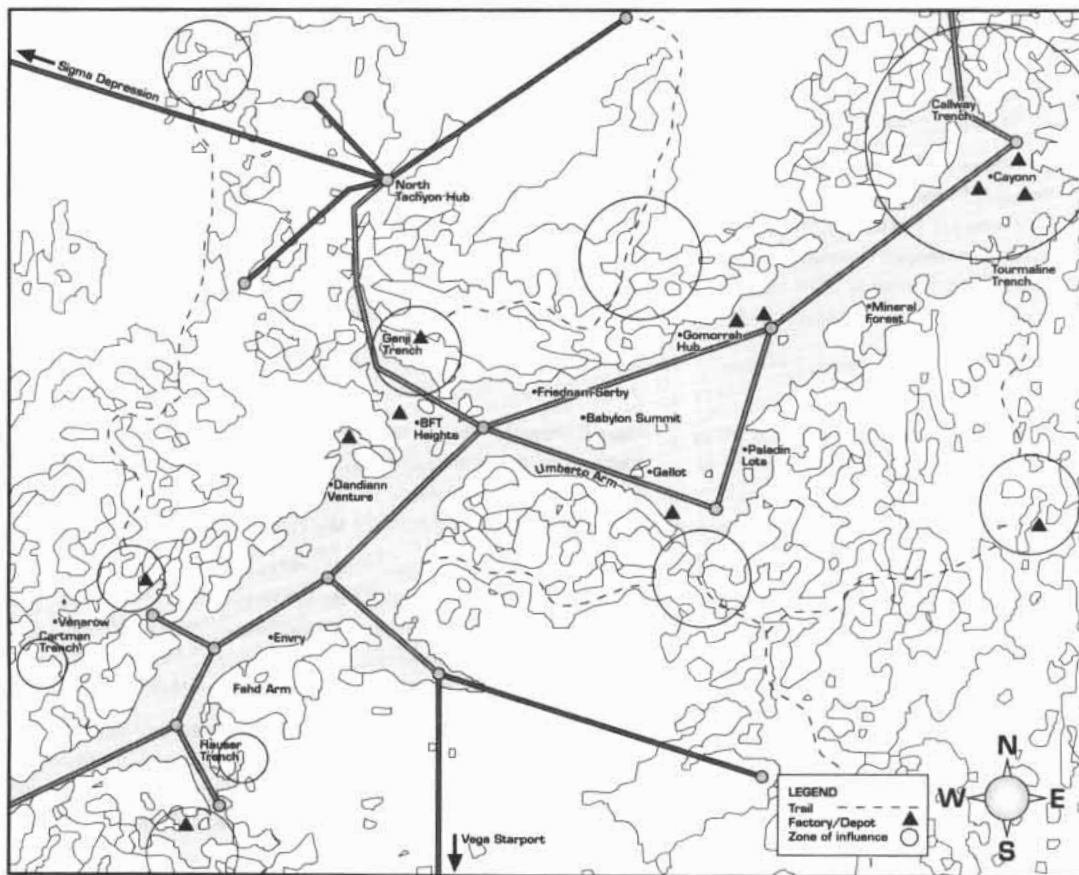
HIDING PLACES - 4.3

The Liberati and their allies are not a front line army, and they cannot directly oppose the might of the CEF. While the majority of the planet resents the CEF invasion, very few are actually willing to go up against a column of hovertanks. The result is that on the battlefield, the Liberati would be both outnumbered and vastly outgunned. To survive while doing harm to the enemy, the Liberati must thus strike at the underbelly of the beast, inflicting pinpricks from places it cannot reach. Therefore, the need for secret routes and hiding places is paramount, for the enemy cannot destroy what he cannot find. There are three purposes that need to be served with locations and access: transport, stockpiling (troops or equipment) and training. The Liberati's hiding places also serve as focal points for Terranovan strategy; should the time come when more troops need to land on Caprice, their drop zones and ranges of operation will be largely determined by the arrangement and availability of Liberati resources in the vicinity.

Secret Routes - 4.3.1

Troops, agents, equipment and supplies must be taken to the proper location in order to be used. Regular convoys and trade routes provide a good means of carrying basic, innocuous items like food and raw materials; in some cases, partisans with faked data-rigs may pose as workers in order to use commercial trucks and service routes without arousing suspicion. Liberati know many trails and forgotten passages that may be used to move about; orbital and aerial surveillance can usually be avoided by careful observation of the sky, judicious information gathering and the use of camouflage, caves or buildings along the way. Operations to provide up-to-date satellite tasking data are common.

There are many tunnels and abandoned industrial facilities under and near the Trench. Most were destroyed during the fire that destroyed three-quarters of Gomorrah in the past, but many are still accessible. Although they are run-down, difficult to find and prone to collapsing at inconvenient times, they are invaluable resources. A number of the factories have been reclaimed and are quietly turning out munitions and spare parts. The tunnels themselves are used as a covert movement system leading into and out of Gomorrah.





4.3.2 - Training Camps

A number of training camps are maintained in the quadrant of the Trench to provide basic instructions to new recruits and to provide practice space for special operations. The camps can also double as staging areas for battle groups operating in the wastelands. Though all camps are different in design and are of a highly transient nature, they all share some basic characteristics.

Most camps begin their existence as mining compounds, and indeed most are registered in just this way on the official terrain maps. Great pains are taken to maintain this charade for the prying eyes and sensors of the orbital CEF ships, with pits and piles of dirt scattered in the surrounding area. An average camp can withstand a cursory aerial inspection, though anything more will reveal a number of discrepancies. A camp that is about to come under close inspection can, given time and warning, almost completely disguise itself, hiding weapons and equipment under tons of rock and performing real mining operations until the inspection passes.

◆ Layout

A camp's main feature is the main operations area. In most places, it is simply a stretch of land that has been cleared of boulders and other obstructions for use as an airstrip and staging ground. Sometimes, a paved surface will be constructed and concealed under netting. Depending on the age of the camp, it may be pristine and well-maintained, or be badly scoured by wind-carried sand and cracked and chipped by the harsh temperature differentials. No trails or pathways mark the operation area as anything but a big unused space; on the other hand, extra vehicle and human tracks are made around sampling zones, ore piles, mineshaft entrances and other mining facility features.

A half-buried hangar is located near one edge the strip, where an additional rectangular zone has been cleared off, paved and carefully hidden from aerial view. This tarmac serves as an additional staging area or a central assembly place if need be. Trailers and makeshift pressurized bunkers — little more than pits dug into the ground and lined with plastic and a standard airlock — are scattered near the hangar. Each one is carefully hidden; the main mining facility buildings are used for housing and everyday business, while the bunkers are used to conduct military business and hide equipment.

Slag heaps, pits and scars from previous extraction efforts can be found scattered around the base. The pits and depressions, if far enough from the main buildings, are used to teach the proper use of explosive devices and to test new types of makeshift bombs and demolition tools. Metal sheet targets are often stuck at various angles on the slag heaps to provide targets for firing practice. When available, fabricated rock overhangs are used to conceal as much activity as possible.

Though it is virtually impossible to see from the sky, the perimeter around the compound is lined with razor wire and anti-personnel fragmentation mines. These are carefully concealed and are very hard to see (Notice Threshold 6); even the razor wire has a mat coat matching the surrounding rocks. These passive defenses are set about a hundred meters away and are intended to delay hostile forces while the defenders get ready. The camp will also have at least one concealed escape tunnel or other such route, enabling troops to quickly evacuate the base. The tunnel is also used to move troops on operation, lessening the chance of a raid being traced back to the camp.

◆ Facilities

One of the pressurized pit bunkers is actually far larger than the others, though this is not readily visible from the outside. It serves as a makeshift command post and houses communication equipment and computer banks. Orbital movements of enemy ships and assets are monitored from there at all times to ensure that no suspicious activities (like firing practice) are scheduled to take place when there are enemy vehicles in the sky above the compound.

The most important pieces of equipment in a Liberati base are its vehicles, which are concealed under camouflage or in the hangar when not in use. In addition to providing transport and combat abilities, the vehicles also allow the entire camp to pack up and move, if necessary. The vehicles' powerplants are used to generate the electricity required to run the place, though some camps also have either a hydrogen fuel cell or wind generator. The former is preferred because it can double as the camp's source of drinking water, which would otherwise need to be stored in a separate tank elsewhere.

The main hangar serves as an assembly and lecture hall. A portable projector or holo-tank can be hauled in for presentations and planning sessions. Sometimes, meals are shared here as well, though each group is responsible for its own cooking. Hygienic and recycling facilities are located in the vehicles, though some of the older camps have a waste pit somewhere just outside the camp as well. The latter features a small water and condensation system to reclaim as much water as possible.



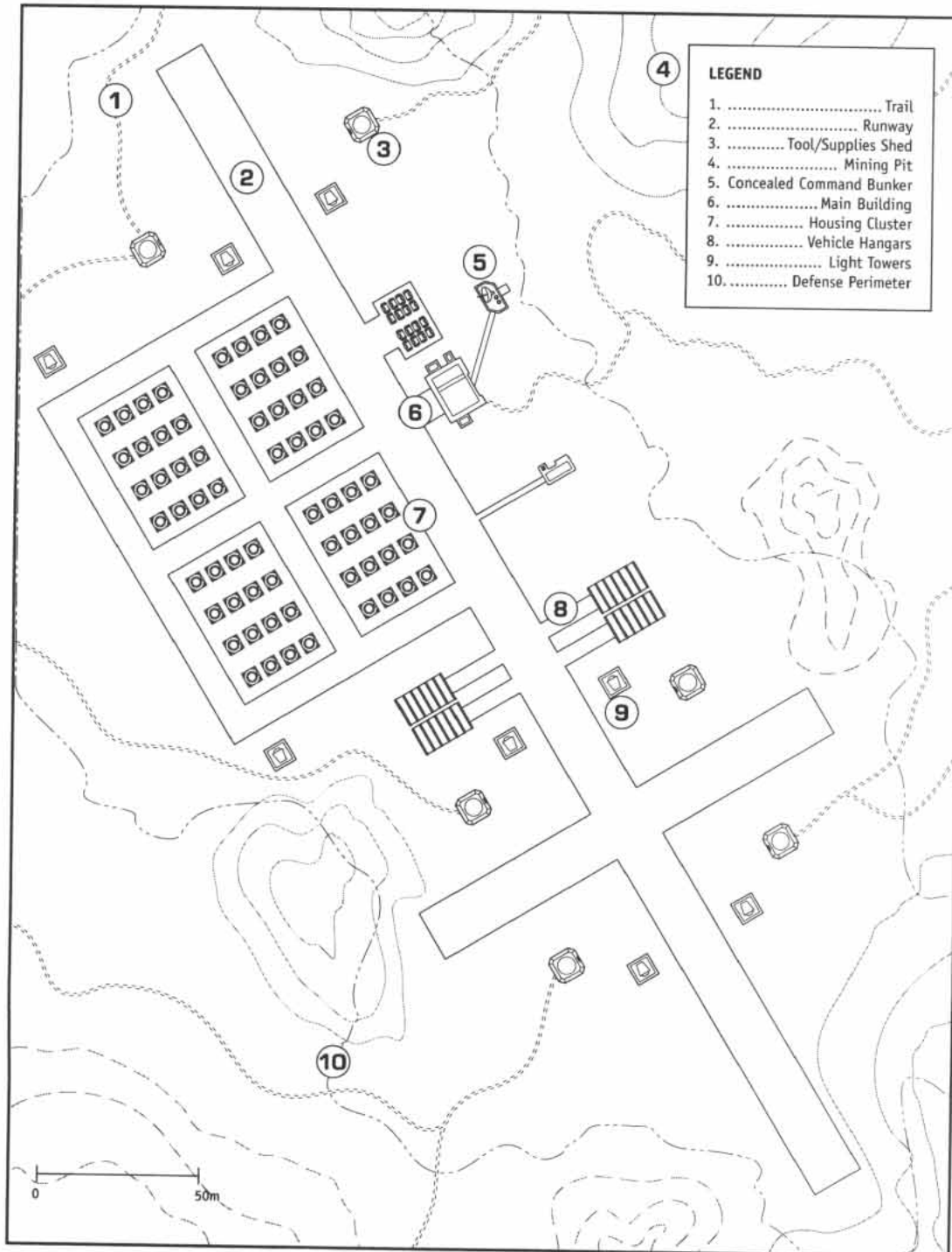


ACTIVITIES AND OPERATIONS

4

Al-Haben Haven ♦

The camp below is an older and well-established one. In the official records, it is known as AB-456, a mineral exploitation facility owned and operated by the Al-Haben family about three hundred kilometers west of the Trench. To the Liberati, however, it is known as Haven, and is where many of its troops have been trained to bear arms for their world. Unlike many other camps, Haven is still exploited as a mine, and regularly sends back quotas of ore and resources, which help keep the CID inspectors off its back. It also helps to explain away the large number of housing bunkers and the occasional explosions taking place within its perimeter.





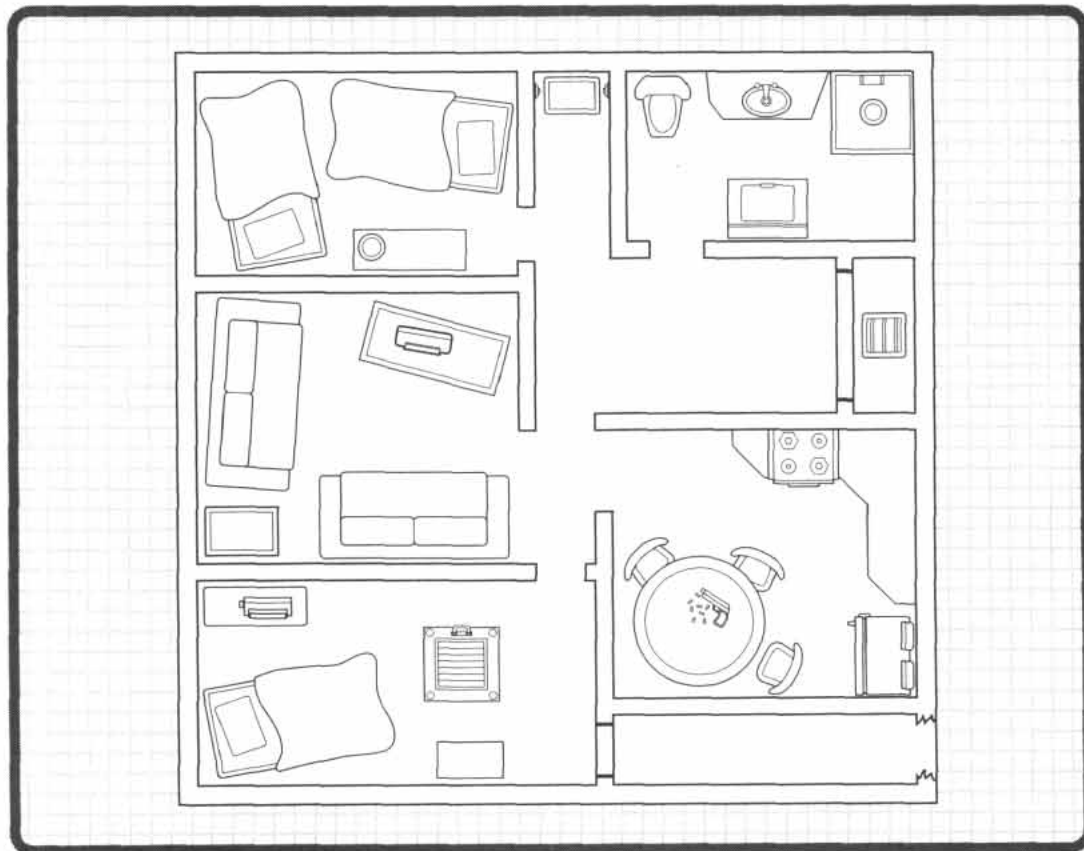
4.3.3 - Safehouses

Abandoned tunnels and underground facilities provide barracks for the few Liberati guerillas that actively raid and fight the enemy. These secret locations may not be luxurious or equipped with all the modern amenities, but they do provide a safe haven for troops on the run or between ops. Most of the locations also feature stockpiles of weapons and armor, mothballed and ready to use. There are often too few troops to use all these weapons, but if the liberation of Bastille Alpha is successful, these hidden caches will be put to good use. Many of the Liberati's hydroponics racks are also located in safehouses, fed by generators and regular deliveries of water.

There are many safehouses scattered throughout the Trench as well, mostly in the lower levels and run-down areas that are less likely to attract the attention of the Corp-Serfs or CEF patrols. These safehouses are generally tiny apartments in old buildings, preferably abandoned so that no one needs to register the place in official documents. They show their age, with small windows and cracking, stained walls. Security is poor to non-existent, and is often limited to metal bars in windows at the ground floor. The buildings are also usually vermin-infested and filled with toxins; otherwise, they would be already taken over by squatters.

The first thing done when a new safehouse is acquired is to modify the place to make it secure. Areas that will be inhabited are thoroughly cleaned and sealed. Cubbyholes are cut into the walls and floors to hide equipment and weaponry, and secret emergency exits are established. Anti-personnel mines are installed behind the main door and the corridors, if any. Directions to the safehouse are hidden at secure deadmail drop-points.

Many safehouses are long-term establishments, used to store food, equipment and personnel with who have little likelihood, for whatever reason, of attracting undue attention. Other safehouses are emergency, single-use facilities, to be abandoned once a team has used it. If a safehouse is ever compromised or rendered unusable, a Liberati team disguised as Costa Moreia maintenance crew will attempt to return the location to its original state, or, if this is impossible or impractical, destroy it (usually through arson, which raises fewer questions than liberal use of high explosives). There are countless abandoned structures littering the underbelly of the city, and the Liberati are in no danger of running out of hiding places.





OPERATIONAL RELATIONS - 4.4

Liberati culture is by nature somewhat distrustful of outsiders. The horrors of the early corporate period are deeply engraved in the collective psyche and color their relationships with the other factions that are active on Caprice. While recent contacts brought on as a result of the growing resistance have changed some of the Liberati's ingrained views, most of the highlands inhabitants still work from the assumption that anyone not from the highlands is untrustworthy until adequately proven otherwise.

With Black Talons

The Black Talon program was an unexpected gift to the Liberati movement. When they sent out emissaries to the other colony worlds, they expected little success. Even if one of the colonies was willing to stand up for Caprice, there was no assurance that they would not simply take the place of the first invader. The Black Talons were the perfect compromise: a strike force that gave strength to the movement without putting shackles on it.

With each further mission, the Liberati partisans fighting alongside the Terranovan commandos grow fonder of their star-found brethren. The reverse is also true, and several Talon troopers are known to have gone native.

With Gomorrans

Highlands Liberati are usually amused by the civilian population of Gomorrah, those people who have no true corporate or government loyalties beyond collecting a steady credit increase and feeding their families. The civilians pose little threat, regardless of their stated political alignments, and are seldom of any particular use besides camouflage. Liberati and Muttawah in the city, however, usually have stronger feelings about the populace; they can see the fear and resignation in the eyes of the working class, and are both sympathetic to their plight and angry that so few will actually rise up to do anything about it.

With Corporations

The Liberati distrust the corporations, seeing many of them as collaborators and traitors of the worst kind. They tolerate them as a source of supplies, weaponry and information, but otherwise have little use for them. All Liberati personnel are to assume that no corporate deal or aid comes without some kind of hidden cost or betrayal.

With the CID

The Commonwealth Integrity Directorate is the most common day-to-day opponent of the resistance. They are waging a mostly covert war against what they believe to be scattered groups of saboteurs and malcontents, never dreaming that they are battling the heads of a much larger hydra. This is exactly what the Liberati leaders want — until they can get additional support, either from the corporations or the other human colonies, they are not strong enough to go against the full might of the CEF.

With the CEF

The CEF is the ultimate enemy, the occupation force that controls the planet. To the freedom-minded Liberati culture, it is an abomination that must be taken apart and destroyed. Many draw an emotional parallel between the CEF and the corporations of old, and images from Liberati folklore and legends are often used to demonize the Earth occupation force even more.





PUZZLES



Horace Casper stood at his office window, thinking, tapping his lips with a stylus. The lights of Gomorrah played against the glass like imitation stars. He had been chasing a hunch for four months and it had finally played out. Unfortunately, most of a CID branch building had been destroyed before he could do anything.

His secretary called over the intercom. "Sir, you have a call from Lieutenant Colonel Rassul on priority frequency. Shall I put her through?"

Casper returned to his desk. "Yes, of course, Nivar." The shimmering image of the CID's most well known agent appeared, floating over Casper's desk.

"Good evening, Colonel," Rassul said through a severe frown. "What do you know about the Tachyon Hub bombing?"

"I know that the Liberati are involved. Is that what you're asking?" Only paying partial attention to the hologram, Casper began prepping a data upload.

"You have proof?" Colonel Rassul also seemed distracted by something out of view. Casper punched in an encryption code and sent the data to her terminal.

"Coming your way now, Colonel," said Casper. He waited as Rassul barked orders to someone. She turned her attention to Casper's information.

"Basically," said Casper, "I have noted a group of related events leading from the recent ambush in Bengetti to the Hub bombing. Most of it involves a single truck." Casper cleared his throat. "During the clean up in Bengetti, my team made a count of all the vehicles and equipment that we found, in order to keep track of stolen goods. This was then entered into a database so we could trace any equipment being used outside CEF jurisdiction. At the time, we found nothing out of the ordinary. Yes, items were missing, but beyond the cargo, nothing more than a few rifles and ammunition.

"However after the Tachyon Hub bombing, I took a closer look and ran the serial number from the truck used to deliver the device inside the CID branch there and found that it should have been in the Bengetti group."

Colonel Rassul eyebrows arched. She interrupted him. "They traded one of their already stolen trucks for a new one that wouldn't be in the database. We'll have to adjust the report protocols to flag all stolen or destroyed vehicles. See what you can do with that."

"Already done, ma'am." Casper allowed himself a little smile, but Rassul frowned again. "You said this was part of a series of events."

Casper explained. "The truck from Bengetti was used to smuggle agents into Gomorrah, using a diversion to rush the security check. These agents vanished into the city, but I suspected that they had recruited a computer programmer who had recently gone missing. This technician hacked into the command computers to change the transport schedules and place the bomb inside the CID building in Tachyon." He took a breath. Rassul waited.

"I have assigned field agents to track down any further information, but the offending parties will be well out of the city by now." Casper watched as Rassul went over his data again. She pursed her lips.

"This isn't enough to convince Central Command," she said simply.

Casper crossed his arms. "It never is, Colonel, but it is more than we had four months ago. The more we watch them, the more we learn."

Adaptation, improvisation, tenacity. The Liberati were quicksilver thorns. He spun his chair to face the city. He watched his smile reflect coldly in the night black window. For the first time in his career, Casper was beginning to have respect for an enemy.





Designing a Liberati Character - 5.1

Liberati characters are all too often stereotyped as simplistic nomad folk or rugged miners. While such stereotypes have a basis in fact, Liberati society is diverse and complex and can lead to almost any **Heavy Gear** character type. The exact type of campaign will play a significant role in the development of a Character. Campaigns that focus on the day-to-day lives of the Liberati nomads will require "ordinary" folk (if any Liberati can truly be said to be ordinary), from miners to farmers to merchants, while campaigns that center on the resistance will likely require combatants, military types and spies.

The central, driving motivation behind the Liberati way of life — whether it's the nomads or the rebels — is freedom. Liberati Characters will almost always consider themselves free in any situation, and will struggle to defend that freedom if it's directly threatened. This driving force should always guide a Liberati Character's actions.

Although generally accepting of other people and cultures, Liberati do tend to have certain preconceived notions of how those people fit into their overall worldviews. Deviation from those expectations can often result in mild surprise, though the Liberati readily adapt and rarely experience traumatic letdown when their expectations are not met. Their strong sense of independence often leads to them appearing to be strongly opinionated, too, especially about other groups of people. It is not uncommon for Liberati to use slang for their associates, and it is usually up to the listener to determine whether it is meant as a compliment or an insult.

Concept, Background and Sub-plots - 5.1.1

Perhaps the single most important factors in the creation of a Liberati character are their association with a clan and their fierce independence. These two apparently contradictory elements are carefully balanced against each other. The Liberati's extended family social structure plays a major role in their lives, and Characters may call upon the support of their families and allies, but such a relationship is a two-way street. One has to give something back.

Player Characters may choose to belong to one of the clans or families mentioned in this book but they may find greater freedom in playing a member of the thousands more not described for lack of space. Caprice is, after all, an entire world and has plenty of room for Gamemasters and Players' creations.

When creating a new clan, it is important to determine how the clan interacts with its neighboring clans. Although clans are relatively sparsely scattered across the planet, competition for resources and corporate contracts are issues that are not always settled at the Genosia Marketplace. Additionally, since family life is such a central focus of the Liberati nomads, it is important to think about a Character's extended family. This task should rarely be left solely to the Gamemaster, since the Player Characters will be intimately familiar with their families.

Attributes and Skills - 5.1.2

The Attribute choice for Liberati characters is little different than that for other **Heavy Gear** characters. The daily toils of hard work and constant exposure to a harsh environment mean that most Liberati are robust, and a FIT of +1 is often appropriate. They do not always have access to higher education, so KNO rarely goes above +1.

Skill selections for Liberati characters are at the discretion of Players and Gamemasters, though the following guidelines are suggested. Survival Skills are widely taught from an early age, a necessity given the environment. Skill levels of 1 or 2 are common, with specialization in Wasteland or Space at the Player's option. The Driving Skill is also common among characters from a nomadic background, usually at level 1 or 2. Characters can justify Skills such as Demolition, Electronic Warfare and Combat Sense by exposure to mining and survival equipment. Liberati culture ensures that the Small Arms and Melee Skills are common despite the lack of any standing armed force.

Almost all Liberati Characters speak both Anglic and one of the Liberati Highlands dialects, though their abilities with both vary considerably depending on their background. Characters associated with the major clans have level 3 in their mother tongue and level 2 in Anglic, while other characters have level 2 in both languages. Individuals will likely speak Anglic at level 2 and have basic (level 1) Skill in one or more wastelands dialects, reflecting their travels.

Several of the Perks and Flaws in the **Heavy Gear Gamemaster's Guide** may also be appropriate for Liberati characters, though care should be taken to avoid them becoming a crutch for poor roleplaying. Connections (p.13) is a must for clan characters; Obligation (p.20) may also be suitable for characters in some way beholden to their clan. Sense of Direction (p.15) may also be appropriate. A passionate need for freedom and a distaste for restrictive laws is recommended for all Liberati characters, though exact details should be discussed with the Gamemaster.





5.2 - EQUIPMENT

Liberati equipment rarely incorporates cutting-edge technologies but is practical and seen as good value. Most is rugged and reliable, intended to withstand life on the wastelands of the surface, far from any factory or extensive repair shop.

The following items are merely representative of Liberati technology and equipment and similar items may be found elsewhere on Caprice. Of course, most of the basic tools and equipment existing on Terra Nova have a Liberati counterpart, which tends to be slightly heavier and sturdier.

5.2.1 - Weapons

Liberati culture led the settlers to arm themselves early on. In the "wild west" atmosphere of the first few decades of the settlement, it was not unusual for people to take the law into their own hands, especially when corporate authorities were unable to act (or worse still, were bribed to look the other way). A sidearm was part of the basic attire for most Liberati for a long time, and all carried knives for both protection and usefulness.

When the CEF arrived on the planet, they were understandably upset at having a large armed population roaming at will. Weapon-carrying privileges were revoked and severe laws put in place regarding ownerships of firearms. Hundreds of thousands of guns were turned in at the collecting stations placed at all marketplaces, and surprise searches were common. As the years passed and the occupation forces settled in their garrisons, fewer and fewer weapons were found. The wily Liberati had surrendered their older guns, of course, and had gotten new ones from pirate autofacs. These were carefully hidden, and nowadays all families can count on enough weaponry to start a world war.

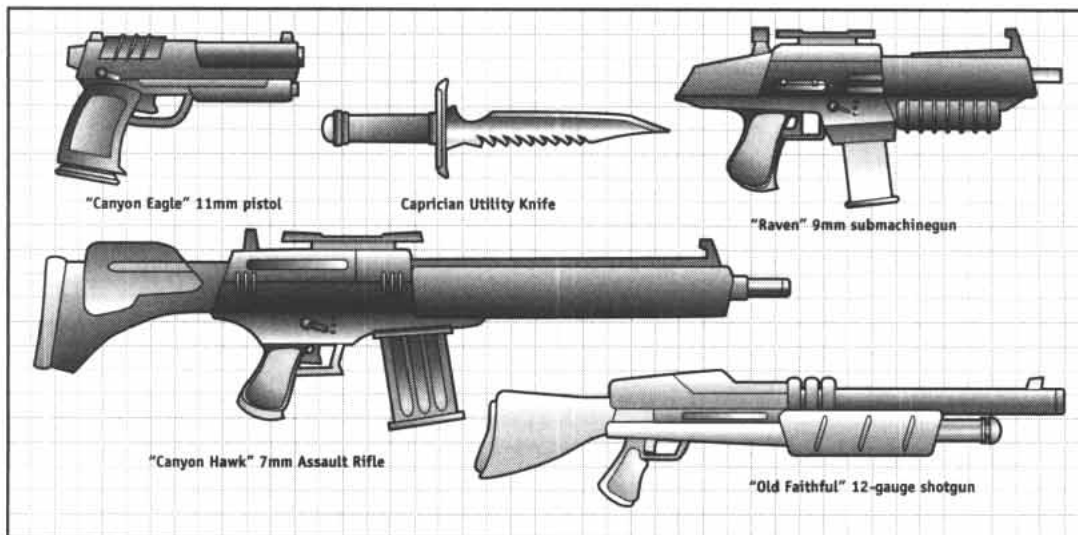
Liberati Weapon Table

Weapon	Accuracy	Damage X	Range (m)	ROF	Ammo	Cost***
"Canyon Eagle" 11mm pistol	0	x20	5/10/20/40	0	15	450
"Raven" 9mm submachinegun	0	x15	10/20/40/80	2	45	550
Caprician Utility Knife	0	AD+7	Close combat	-	15	50
"Old Faithful" 12-gauge shotgun	-1	x30*	6/12/24/48	0	2	150
"Canyon Hawk" 7mm Assault Rifle	0/-1**	x22	45/90/180/360	0/2**	45	850

*Double Armor against shotguns and reduce the Damage Multiplier by 5 per Range Band.

**Selectable fire rate. In single-shot it is Accuracy 0, ROF 0. In burst-fire mode it gains an ROF of 2 but suffers a -1 Accuracy penalty. Changing fire rate during combat requires an Action.

***For comparison purposes only; all weapons are Black Market only.





Personal Equipment - 5.2.2

Nomad Liberati are the largest group, principally working on water farms or at scattered and often transitory townships. The population has adapted to the harsh and spartan life on the wastelands, often existing at little more than a subsistence level. These communities rely on their own efforts to survive though wandering merchants provide a link with the rest of the world.

Survival Kit ◆

From an early age, Liberati carry a survival kit that often makes the difference between life and death. There are two distinct parts to the kit: that carried on the person and that kept nearby. The former includes a water canteen, matches and ration bars, as well as a compass or mem-compass. Kept nearby, on a Mount or in a vehicle, is a lightweight tarp used to create an emergency shelter, along with a spare respirator mask. Some richer groups substitute a tent for the tarp but the latter offers greater flexibility. A medical kit and flares are also kept close at hand and a water condenser is often added for journeys away from the farmstead. Survival kits are often customized and the most common addition is a knife. Conventional knives are favored over vibroblades, the latter being too prone to malfunction. The hollow hilt contains matches and even a tightly rolled survival blanket while the screwcap contains a conventional compass.

Work Clothing ◆

The clothing popular is often simple and practical, its manufacture part of cottage industries. Tough jackets and trousers made of woven algae-derived fibers are common, supplemented by sturdy armored workboots and gloves. Cattle- and swine-hair clothing is also popular, thanks to its decent insulating properties and plentiful abundance. Styles and colors vary from region to region. Some Liberati make use of hi-tech solutions like desert suits but these are not common. All outdoor clothing can be worn with a hood and breathing mask for activities on the surface, of course.

Desert Cloak ◆

On Terra Nova, desert cloaks are generally designed to keep the wearer cool. In the deserts of Caprice, however, the objective is to stay warm. A reflective inner lining is often a key feature of cloaks designed strictly for survival. Liberati desert cloaks, however, are lined with hair from their swine and cattle. Not only is this hair readily available, it helps cut down on stray reflections — a definite requirement for covert resistance operations. The outside of the Liberati desert cloak is generally camouflaged to blend in with the local terrain.

"Canyon Eagle" 11mm Pistol ◆

The canyon eagle is a mythical creature said to live in the Cat's Eye Trench; no documented specimen has ever been observed, however, and most anthropologists attribute it to the significance birds of all types hold in certain Liberati cultures. Nevertheless, the favored handgun of the Liberati Ghazis, an otherwise generic autofac-manufactured 11mm semiautomatic handgun, is usually dubbed "the Canyon Eagle." Some Ghazis, especially those who have come into contact with Black Talon operatives from Terra Nova's Western Frontier Protectorate, are starting to favor revolvers; the massive magnum revolvers produced by Socorro Arms of Fort Williams, WFP, are particular favorites. (See the **Heavy Gear Equipment Catalog**, p. 37.) Inevitably, the Ghazis also refer to these handguns as "Canyon Eagles."

Fake Data-Rig ◆

Life in the Trench can be difficult without a data-rig. Although no Liberati worth his salt would have any difficulty surviving amongst the homeless of the Alpha Level streets, surviving as an operative within mainstream Trench culture without a data-rig is another matter entirely. As a result, all Liberati working within the Trench have fake data-rig implants. These are no different from authentic data-rigs, except that all data on them is fictitious. Additionally, the operatives can deactivate their data-rigs' tracking signals with a simple sub-vocalized command. To handle financial transactions, the fake data-rigs tap into the accounts of known CEF sympathizers through a series of dummy accounts that are difficult to trace.





5.3 - LIBERATI CAMPAIGNS

Liberati campaigns can be centered on the Liberati nomads. Merely struggling to survive on the hostile surface of Caprice can be a rewarding roleplaying experience. The day-to-day life of these deceptively simple people is, in reality, full of complications. Many corporations don't always obey the Trent Sector Accord, after all, and when they can get away with cheating or abusing their contract workers, many will — especially the Earth corporations. Additionally, since the CEF doesn't necessarily see the distinction between the Liberati nomads and potential rebels, harassment by the military is an ever-present danger. Inter-clan politicking and competition over resources is another aspect of life that challenges the Liberati.

The Liberati rebels provide an immediate and clear source of action-oriented campaigns. Assaults on CEF positions and infiltration of Caprician and Terrestrial corporations are two contrasting campaign plots that span the spectrum of pure action to intrigue. Interfacing with Black Talon missions can provide great opportunities for roleplaying, too, especially if the Player Characters are mixed between Liberati rebels and Black Talon operatives.

5.3.1 - Subversion

The fact that Earth believes that the Liberati movement has been destroyed or at least reduced to a pathetic remnant of itself is a great advantage. When no one believes you exist, it is easy to manipulate the enemy — even take them out for good — but it is a delicate balancing act. Too much activity and the CID will take notice, too sloppy and they will be all over a resistance cell. The last thing the Jund wants is have the CEF realize that the Liberati are still active and that they have the popular support of the people and Caprician corporations behind them.

Subterfuge, intelligence gathering and subtle sabotage are common activities that will not arouse unwanted scrutiny from the planet's overlords or their collaborating lapdogs. Many of the Liberati's efforts are concentrated on learning as much about Earth as they can: troop distributions, which officers are important and which can be influenced, new weapons systems and of course vital outposts. An outright assault is out of the question presently; it is absolutely vital that the Liberati pave the way for the coming conflict with the best intel they can manage. However, that does not mean that cells are entirely non-aggressive. Whenever they can, the Liberati will attack Earth installations, important personnel and troops, but only when they can disguise the attack as an accident or something other than armed resistance. The primary intent of any attack is always to safeguard the existence of Liberati cells and only secondly to hamper the CEF forces. It is in everyone's best interests not to reveal the existence of a wide-scale, organized and highly trained resistance movement. CID officers who stumble across definite proof of a Liberati cell often get caught in industrial accidents, environmental malfunctions or simple car accidents.

There are countless intelligence agents working for various corporations (Earth and Caprician), CID and CEF officers, unscrupulous street informants and simple citizens who stumble upon the wrong place at the wrong time. All of these people are an extremely dangerous risk to Liberati cells and it is a delicate, deadly balance every resistance fighter strikes between trust and safety. There is much to learn before the war starts in earnest and many will give their lives to protect the secret of the Liberati's existence.

◆ Starting Point: Doppelganger

A corporate employee is defecting with great secrets, but the secrets will be worthless if his absence is discovered. An elaborate deception has been planned that hinges upon the Player Characters. To ensure that the employee is spirited away without his absence being noticed, a Liberati infiltrator has been assigned to impersonate him. It is vitally important that the deception be maintained while the defector is moved. The longer the deception is maintained the farther away and hence the safer the defector will be. The impersonator must learn enough about the defector to convince friends, family and co-workers that they are him. Even the slightest misstep could have fatal consequences.

A team has been assigned to the infiltrator to keep him safe and make sure all the bases are covered. These specialists will provide up-to-the-minute intelligence via a microburst receiver built into the infiltrator's data-rig. They will also warn him of any threats and, if his cover is blown, will provide logistical support and tactical aid. This team will consist of the best and brightest intelligence, covert ops and computer infiltration specialists the Jund has to offer, or whatever team happens to be in the area. The resistance has had to make do with what's at hand on many, many occasions and has a reputation for getting the job done without proper training, equipment or preparation. Make do or make tracks is the infiltration team's unofficial motto. Of course there is only so much one team can accomplish but if it's the right team that intel can change the fate of entire worlds.





Assistance - 5.3.2

One of the most important and dangerous tasks the Liberati undertake is helping their own. Smuggling supplies and arms into and out of the trench is a very hazardous occupation in and of itself as the CEF deals very, very harshly with any form of resistance. Still the troops have to be supplied and as hostilities are increasing it is becoming more and more vital that ammunition and weapons be distributed to the various insurgent groups scattered across the planet. The job is always hazardous — not only from enemy patrols and inspection sites but the very planet itself.

A common way to circumvent Earth inspections of cargo vehicles is to do without vehicles altogether. This means carting massive crates of ammunition through abandoned tunnels, across treacherous lava fields or through debris strewn dunes by hand. At any time the enemy could descend upon the group with guns blazing, or someone might rupture an environmental suit and slowly suffocate before help arrives. A small group of Liberati clanners will be waiting at the rendezvous site to take over. They will then play cat and mouse games with CEF patrols until they can successfully and covertly deliver the arms to the troops.

More often than not, the troops do not make the rendezvous and the convoy itself is forced to complete the mission and attack whatever target was assigned the missing (dead?) troops. Once the mission is complete, one way or the other, it is back to playing cat and mouse with the CEF, this time with a much bigger enraged cat. Now the cargo consists of men and women that need a place to hide while the enemy cools down. Any misstep along the way can mean death or a lengthy stay in Bastille Alpha. The Black Talons can testify as to how effective these Liberati can be.

Starting Point: Talon Down ◆

A Black Talon shuttle has crashed in the highlands, and it's a three-way race between the Liberati, CEF and the elements to see who'll get to the hapless Terranovans first! On the one hand the Earthers have the advantage of numbers and technology and weapons and orbital surveillance and logistical support. All the Liberati have going for them is an intimate knowledge of the area and a determination that can move mountains. Is there really any doubt as to who will get there first? Maybe not, but getting out again as the CEF closes a noose around the area is another matter entirely.

Sabotage - 5.3.3

For the longest time, the Liberati have realized that they will have to prepare secretly to oust these arrogant invaders from Earth. In recent years they have seen the CEF suffer a major defeat at the hands of Terra Nova, and now that the resistance has reopened contact with their fellow colony they realize this conflict will occur soon. In preparation they have scaled up their sabotage operations. No longer content to gather information and take the occasional opportunity to damage equipment, Liberati cells across the planet have been ordered to step up their operations.

The existence and stunning success of the Black Talon mission has galvanized the resistance to take a more aggressive role. Additionally the Talons have provided a cover of sorts for Liberati attacks. A missing patrol or ambushed convoy can be attributed to Terranovan guerrillas with a little effort. Not every attack can be disguised as a covert off planet mission, however. Nosy CID investigators and collaborators are unlikely targets for a military strike. A little more finesse is required to eliminate these threats and Liberati cells are very good at improvising and covering their tracks. A botched bank robbery could catch an undercover operative, while an Earth agent might fall prey to an unfortunate gas main explosion or a spat with a Caprician lover that turns violent. Of course there are many, many ways to take out your enemies; the trick is to do so without revealing too much of your hand to the other guys.

Starting Point: Mites in the Machine ◆

Your Liberati cell has been given a very dangerous assignment, but a vital one. A chemical factory complex outside one of the major Gomorran hubs has been targeted for destruction. The facility was 'repatriated' by Earth early in the occupation but until recently security was too tight to get any accurate intelligence on what the CEF was doing there. Last month a Liberati infiltrated herself at the factory as a maintenance technician with a collaborating Caprician corporation. The majority of the facility has been retooled to produce ammunition at an alarming rate. Something must be done to stop or at least slowdown production. The Liberati contact within the complex believes that a judicious application of rust mites (see page 73) could damage the assembly lines for at least three months, long enough for a 'Talon Strike' to be mounted. Somehow the players must find a way to get themselves on the next personnel rotation of a hostile corporation to a secure facility and bring a destructive native life form with them.





Amir al-Juyush Wick

Born Daniel Arrie, Wick was a Corp-Serf captain when the CEF invaded Caprice. Having always been a man who followed orders, he agreed to become a rebel during Operation: Feint at the behest of the Coalition, and he spent a decade living amongst the Liberati nomads. He carried out efficient and professional raids against the CEF, and when time came to "lose" the fight, he did so without hesitation, and died.

On the day that Daniel Arrie died, Amir al-Juyush Wick was born. Wick's identity is a secret to many of his previous allies and employers, which brings him a certain amount of security and freedom of movement. He continues to resist the occupation of his planet and while he has the unconditional support of the Liberati clan that adopted him, he has distanced himself from the Caprician Corporations. Daniel Arrie was too well known to continue associating within the corporations where he would be easily recognized, but from his self-imposed exile with the clans he remains an extremely effective leader.

Profession ◆

Wick rose to power within the Liberati not because the Coalition wanted him to, but because both his men and the Liberati nomads respected him. If the Coalition expected Wick to return to the fold as a loyal Corp-Serf they were sorely disappointed. Given a taste of the freedom Liberati life offered and having been acknowledged as dead, Daniel Arrie was free to join the nomadic Liberati and continue the fight against Earth. In this role, his military and covert training can mold the Liberati into an effective resistance — one as invisible as himself.

Attitudes ◆

He is brutally honest without a shred of arrogance. He does what has to be done, without apologies or excuses. Currently, Wick runs the Liberati through capable leadership. The fact that the CEF has not yet uncovered his identity or location is testament to his skill and cunning.

He prefers to operate through trusted, handpicked underlings to avoid being recognized and revealed as still alive, but will meet allies when required to. He is an extremely pragmatic leader who weighs the success of every covert mission against revealing the Liberati's continuing existence and will not hesitate to sacrifice loyal men if required in order to ensure the group's secrecy.

Combat Reactions ◆

Wick realizes that there is only ever one meaningful result in a fight: one side must die. In a fight he will hold back nothing, and always chooses a lethal attack over an incapacitation. When outnumbered he will retreat but not without laying down covering fire or taking down a few opponents on the way out. His Corp-Serf training makes him a dangerous opponent with or without a weapon and his years with the Liberati have only increased his effectiveness. He may be dead on two worlds, but he's still more than capable of returning the favor if provoked.

Vital Statistics □

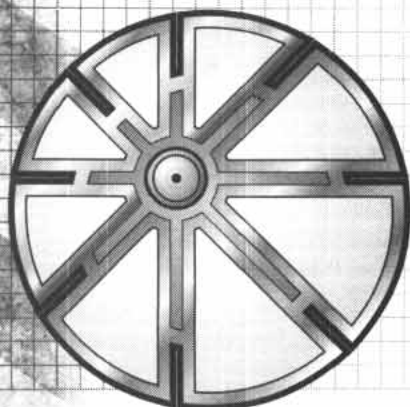
Age: 47 Earth years	Height: 1.85 m	Weight: 97 kg	Hair Color: D. Brown	Eye Color: Brown
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Attributes □

AGI	0	APP	0	BLD	+1	CRE	+1	FIT	+1
INF	+2	KNO	+1	PER	0	PSY	+1	WIL	+2
STR	+1	HEA	+1	STA	35	UD	8	AD	7

Skills □

Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Bureaucracy	3	+1	First Aid	2	+1	Intimidate	1	+1	Security	2	+1
Combat Sense	3	0	F. L. (Highlands)	2	+1	Investigation	2	0	Small Arms	3	0
Dodge	2	0	Hand-to-Hand	3	0	Leadership	3	+2	Survival	2	+1
Etiquette	2	+2	Human Perception	2	+1	Melee	2	0	Tactics	3	+1





Amir Falcon

Before Earth's invasion of Caprice, Sendra Fallons was a well respected physician and an acknowledged leader in the fields of physiology and stress related disorders. She certainly was never considered a leader, a dissident and definitely not a Liberati Amir. When the CEF first arrived, they intrigued her on a purely professional level, yet remained as revolted as all Capricians by the occupation. She was appalled by the rampant xenophobia, narcissism and brutality exhibited by the Earth soldiers, especially their genetically created GRELS. She knew that such an unstable people would ultimately destroy themselves and everything around them. When Sendra learned that the GRELS had been imprisoned at Bastille Alpha along with many Liberati rebels she saw her opportunity, not only to study the enigmatic GRELS but also to help free her planet.

Sendra Fallons, better known as Falcon, is an unusual candidate for a Liberati leader. She is a tiny, petite woman with a seemingly soft disposition. In truth, she is kind-hearted, albeit only toward Capricians. Otherwise, she is a lethal adversary.

◆ Profession

Sendra is Amir for the Yazak cells growing in Bastille Alpha, where she is a prisoner herself. Sendra communicates with the outside world via a micro-burst transmitter she hid on herself when she first arrived to Bastille Alpha. She deliberately killed a suspected CEF sympathizer to get thrown in prison, where she could help the growing Liberati movement there. As leader of the Old Guard, she has been instrumental in bringing the GRELS over to the Liberati's side. All the information on her data-rig is false.

◆ Attitudes

To those around her — even to her captors — she maintains a demure, almost timid attitude, which conceals a cunning mind and an intimate understanding of the human mind. Always congenial, which is no small feat considering her incarceration, she has developed a huge and incredibly loyal following. She is the very essence of subtlety, able to convince mortal enemies to cooperate. Yet she continues to be an extremely private individual, keeping her agenda to herself and revealing to the outside world only what she wishes it to see.

◆ Combat Reactions

Amir Falcon has had little in the way of formal combat training and prefers to send others to fight for her. When she has to fight she does so ruthlessly and without quarter. She'll never use her fist when a bludgeon is available and a gun is definitely preferable to a knife. Sendra has been involved in a couple of incidents during her time in Bastille Alpha and accounted herself well, dispatching her opponents with a combination of deception and an unexpected shiv (improvised knife).

□ Vital Statistics

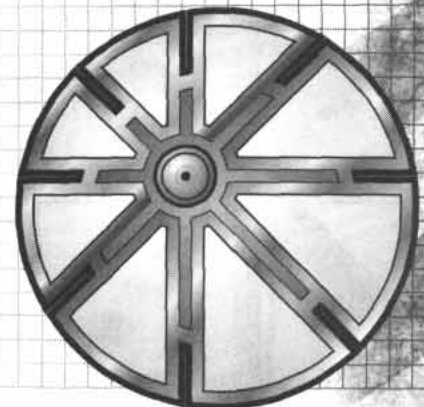
Age: 51 Earth years	Height: 1.45 m	Weight: 41 kg	Hair Color: Blonde	Eye Color: Green
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□ Attributes

AGI	+1	APP	+1	BLD	-1	CRE	0	FIT	+1
INF	+2	KND	+1	PER	0	PSY	+1	WIL	+2
STR	0	HEA	+1	STA	25	UD	3	AD	4

□ Skills

Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Bureaucracy	3	+1	F. L. (Highlands)	2	+1	Medicine*	3	+1	Security	1	+1
Combat Sense	3	0	Human Perception	2	+1	Melee	1	+1	Small Arms	1	+1
Dodge	2	+1	Leadership	2	+2	Notice	2	0	Social Sciences	2	+1
First Aid	3	+1	Life Sciences	2	+1	Psychology*	3	+1	Streetwise	2	+1
*Specialization (Behavioral Disorders)											





Qaidis Henault

Henault is one of the few Liberati members to retain his original identity; it was essential for his assignment. Also known simply as Captain, Henault commands the *Princess*, an ice mining ship that routinely visits the Blessed Asteroid Belt. The *Princess* is responsible for bringing the majority of Terranovans to Caprice. Of all people on both sides of the Gate, perhaps Henault is the one with the best view of the big picture. He's helped Terranovans get to and return from Caprice, he's played cat and mouse with Earth gunships and he's seen firsthand how the Liberati operate. The *Princess* is very much like the underground railway of millennia ago, shipping people and information under the very noses of Caprice's oppressors. He's seen the very worst of both sides yet somehow he retains his composure, which is no easy task considering the arrogance of CEF inspection crews. Over the years Henault has developed a cordial relationship with the CEF space forces and is on a first name basis with a number of CEF captains. Qaid Henault's personality is so apparently guileless that neither side has ever questioned his loyalty and the members of his crew are as close as any family.

Profession

Henault's job first and foremost is as captain of the ice mining ship *Princess*. The logistics of space travel and the intense scrutiny of all incoming ice miners by CEF picket ships make it extremely dangerous to shirk this responsibility. Still he manages to assist the Liberati by picking up Terranovan Gatecoffins and carrying them undetected to Caprice. The *Princess* and her captain have been instrumental in coordinating Terranovan aid to Caprice. He has also discovered a lot of information concerning Moscow Base and general CEF space activities through his friendship with many Earth captains.

Attitudes

Henault has an easy-going disposition that instills trust in those who know him, whether they are from Earth, Caprice or elsewhere. It is his laid back approach to life more than anything that has made him so successful as both a captain and as a spy. He has a disarmingly gracious outlook that endears him to anyone he meets. Qaid Henault is extremely persuasive and has an intrinsic wisdom that allows him to say just the right thing at just the right time to defuse an explosive situation. He honestly considers his counterparts in the CEF military to be friendly rivals and enjoys spending time with them.

Combat Reactions

Fighting just isn't a skill that Henault has ever really needed. His aptitude to talk his way out of a confrontation has always been enough to save his skin. In the unlikely event of a fight breaking out that he can't settle with words alone, he is as likely to surrender or simply flee.

Vital Statistics

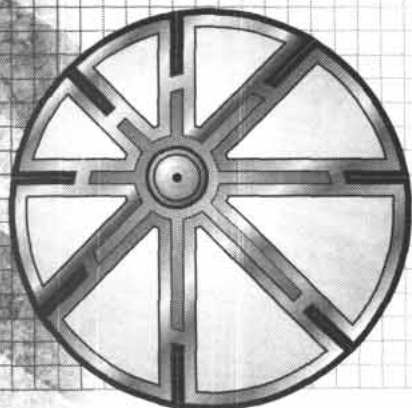
Age: 39 Earth years	Height: 1.77 m	Weight: 72 kg	H. Color: Brown/gray	Eye Color: Gray
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Attributes

AGI	-1	APP	0	BLD	-1	CRE	+1	FIT	+1
INF	+2	KNO	+1	PER	+1	PSY	+1	WIL	+2
STR	0	HEA	+1	STA	25	UD	2	AD	2

Skills

Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Bureaucracy	3	+1	Electronic Warfare	1	+1	Haggling	2	+2	Nav. (Space)	2	+1
Communications	2	+1	Electronics	1	+1	Human Perception	1	+1	Space Pilot	2	+1
Computer	1	+1	Etiquette	2	+2	Leadership	2	+2	Tactics	1	+1
Earth Sciences	1	+1	F. L. (Highlands)	2	+1	Mechanics	1	+1	Zero-G	3	-1





Captain Anatole Van Saaker

Anatole Van Saaker rose through the ranks of Hakkar security through two decades of impeccable service. During that time he developed a reputation for efficient and flawless investigations, and a near 100-percent conviction ratio. When Earth returned to claim caprice and repatriate the corporations there, the CEF demanded corporate aid in routing out the Liberati rebels. The success of Anatole's team garnered the attention of the old master of Hakkar who in a public ceremony awarded his entire team with medals of distinguished service. He also whispered a few private words in Captain Van Saaker's ear which forever and secretly changed his assignment. Now the captain's team directs its investigations towards common incidents such as failed robberies and industrial accidents, fabricating evidence to make them look like incompetent wannabe Liberati attacks. Lulling Earth's investigators into believing that the Liberati consist of idiots and commonplace radicals is a demanding job that he has successfully kept secret from his superiors within Hakkar and the CEF — as well as from the real Liberati, who believe him to be a genuine threat.

◆ Profession

Saaker's position with Hakkar as a captain in their security and enforcement division and his directive to hunt down Liberati insurgents gives him sweeping powers that could easily be abused — and abuse them he does. He has fabricated evidence, planted clues and even eliminated CEF informants, all under the guise of patriotism and most importantly without being discovered. Only Anatole and the Old Master know his true mission; to everyone else he's either a traitor or a loyal servant.

◆ Attitudes

Loyalty is so deeply ingrained in Anatole's character that he has difficulty discerning right from wrong. His loyalty is only to the company and ultimately he answers only to the Old Master for his actions. He will do anything and has on occasion sacrificed suspected and known criminals by framing them as Liberati insurgents. Cold and ruthlessly efficient, much like the Old Master himself, Anatole always gets the job done, no matter what's required of him.

◆ Combat Reactions

Anatole lost his left arm up to his elbow while serving a warrant against a suspected Liberati saboteur. Captain Van Saaker knew the man was innocent of the charge, but also that he was a child molester, no great loss to the world. Unfortunately, a stray round ignited the 'evidence' just as it was being planted, killing the suspect and crippling the Captain's hand. Since that incident Anatole has favored his left arm, even though the prosthetic is every bit as good as the one it replaces. In combat he is ruthless, calculating and efficient. He will not hesitate to push an advantage or retreat in the face of superior forces even if the means leaving men behind.

□ Vital Statistics

Age: 62 Earth years	Height: 1.72 m	Weight: 75 kg	Hair Color: Gray	Eye Color: Brown
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□ Attributes

AGI	+1	APP	0	BLD	+1	CRE	+1	FIT	0
INF	+1	KNO	+1	PER	+1	PSY	0	WIL	+2
STR	0	HEA	+1	STA	30	UD	6	AD	6

□ Skills

Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Bureaucracy	2	+1	First Aid	1	+1	Law	2	+1	Small Arms	3	+1
Combat Sense	3	+1	Hand-to-Hand	2	+1	Leadership	2	+1	Security	3	+1
Dodge	2	+1	Human Perception	1	0	Melee	2	+1	Streetwise	2	+1
Drive	2	+1	Interrogation	2	+1	Notice	2	+1	Tactics	1	+1





Chief Kelsey Lansing



Kelsey Lansing is a clan senior within a small band of caravaneers of the Van Daar nation. Her clan's chief responsibility is to move goods, produce and food to the various Van Daar encampments and work sites as well as to move refined and bulk ore to the various hubs. Kelsey's clan is entirely mobile, consisting of twenty heavy haulers and various smaller vehicles manned and maintained by forty-odd men and women. Keeping this group moving, organized and on schedule is a grueling task, but one that Kelsey at the tender age of 29 is ideally suited for.

Her clan moves almost daily and has stops in the foothills of the East Doran Range, the Disorra Desert, the Northern Wastes and as far east as the Sigma depression. The sheer size of the area she covers makes her clan's job incredibly difficult but also very profitable. It has also given her an intimate knowledge of the area both above and below the ground. Every active or abandoned outpost, every decaying mining facility, every Liberati encampment as well as every CEF check-station, which she frequently avoids, is ingrained in her memory. Chief Lansing's knowledge has proved useful to the Liberati on numerous occasions — as has the fact that her clan frequently services Bastille Alpha.

Profession

Kelsey's father and his father before him were clan seniors and while the position isn't hereditary, it has remained in her family grouping for three generations. That doesn't mean everyone in the clan supports her as senior, however, and she constantly has to prove her right to lead the clan to the other seniors on the council. Kelsey's chief opposition comes from Gareth Tronson, the hydroponics senior, who's always complaining about shortages in his section. Were she not an extremely competent leader, Kelsey might easily be outmaneuvered by Tronson, but as long as the clan continues to prosper her position is secure.

Attitudes

Lansing is the very epitome of a Liberati nomad clan leader: decisive, careful and ruthless when she has to be. It is no wonder she is a competent leader as her father groomed her for the job since she was a child.

Combat Reactions

Chief Lansing is not a fighter in any sense of the word. Although her clan frequently works in and around hot spots such as Bastille Alpha, she relies on her own cunning to keep her and her clan out of trouble. As a clan leader, she is rarely in a dangerous situation without a bodyguard of some sort. When she is, she takes great care not to escalate the situation beyond her control.

Vital Statistics

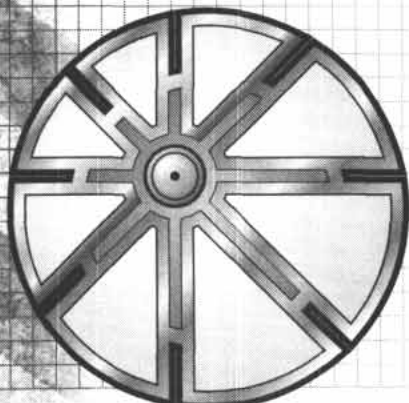
Age: 29 Earth years	Height: 1.50 m.	Weight: 52 kg	Hair Color: Brown	Eye Color: Brown
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Attributes

AGI	+1	APP	0	BLD	0	CRE	+1	FIT	+1
INF	+2	KNO	+1	PER	0	PSY	0	WIL	+1
STR	0	HEA	+1	STA	30	UD	2	AD	2

Skills

Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Bureaucracy	2	+1	Drive	3	+1	Haggling	3	+2	Mechanics	2	+1
Business	2	+1	Etiquette	2	+2	Law	1	+1	Survival	2	+1
Craft (Weaving)	2	+1	F. L. (Anglic)	2	+1	Leadership	2	+2	Tinker	2	+1





Jesseth "Hatchetman" Kenson

Jesseth Kenson moved from one company to another and developed a reputation as a troubleshooter, the "go to" person when a corporate division or project was behind or mismanaged. As a corporate hatchetman, Jesseth found it difficult to retain his professional detachment from the people around him. Unfortunately, the stress of the job and a lack of any real friendships caused an emotional breakdown and Kenson turned to drugs to bolster his mood swings. Things turned out bad, as such things invariably do, and Kenson was dismissed — for all intents and purposes blackballed by the corporate community. His severance pay was sufficient to allow him to purchase a small convenience store, which he runs himself but he is still struggling with his drug dependency, and supplements his income with the occasional odd job for the Liberati. His unique knowledge of both corporate and street-level etiquette makes him a valuable resource to the resistance.

◆ Profession

The Hatchetman used to be a corporate insider but broke under the stress. He still has many of his old connections, and can use "back doors" in the system to gain information and has done so on numerous occasions. A true mercenary with a large monkey on his back, Kenson will dole out his precious information only for money and will use his convenience store as a way to launder this income. Today the Hatchetman lives day to day as a street-level informant, whose web of knowledge extends far above his actual level within Gomorrah's society.

◆ Attitudes

Most of the Liberati believe that Kenson's Grocery is simply a front for the Hatchetman's covert information gathering activities. In truth Jesseth is simply making the best of a bad situation and uses most of his money to feed his drug habit. One might expect him to be bitter about being drummed out of corporate society, but he seems quite accustomed to his new lot in life. Whether this is due to newfound wisdom or chemicals is anyone's guess. Jesseth likes to sell his information along with his store's products and rates his intelligence this way. A 10 P candy bar accompanies small bits of info; larger ones earn a 300 P liter of milk. If he asks you to take a look at his second hand jewelry you know you've hit paydirt.

◆ Combat Reactions

Jesseth has no combat training to speak of, except what little he's picked up on the street. This consist mainly of allowing himself to be struck repeatedly without losing his senses and cowering effectively as he is shaken down for info. There's a certain amount of violence inherent as an informant — all of it on the receiving end. The Hatchetman knows better than to retaliate and will flee if things get out of hand or someone forgets their role.

□ Vital Statistics

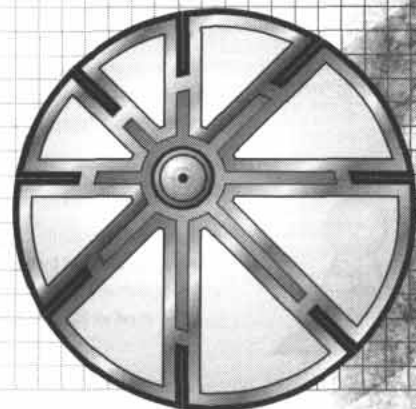
Age: 62 Earth years	Height: 180 m.	Weight: 75 kg	Hair Color: Gray	Eye Color: Blue
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□ Attributes

AGI	0	APP	-1	BLD	-1	CRE	+1	FIT	-1
INF	+1	KNO	+1	PER	+1	PSY	-2	WIL	0
STR	-1	HEA	-1	STA	15	UD	2	AD	1

□ Skills

Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Bureaucracy	2	+1	First Aid	1	+1	Investigation	2	+1	Stealth	1	0
Business	1	+1	F. L. (Highlands)	2	+1	Law	1	+1	Streetwise (Trench*)	3	+1
Combat Sense	1	+1	Forgery	2	+1	Notice	2	+1			
Dodge	1	0	Hand-to-Hand	1	0	Security	1	+1	*Specialization		





5.4 - STOCK NPCs AND PERSONALITIES

The most unique aspect of **Heavy Gear** is its underlying storyline. Over the course of the next years, readers, Gamemasters and Players will see the world of the game change and grow as the story threads scattered throughout our sourcebooks are woven together. While the storyline is intended to serve as an interesting background to individual Gamemasters' campaigns (which are the foreground), it does mean that not every character in the game can be used freely without worrying about the consequences. To give Gamemasters some indications of how to use these introduced characters, every **Heavy Gear** product since *Life on Terra Nova*, first edition has featured the chesspiece system and included a brief description of it.

New characters are given one of five chess pieces as an indication of their importance in the storyline. This permits Gamemasters to understand how best to use these NPCs without worrying about disrupting the setting and having to retrofit upcoming source material. Of course, roleplaying is about creating one's own stories, so Gamemasters should feel free to disregard the limitations of the chesspiece system, as long as they understand that their campaign world may no longer mesh with Dream Pod 9's.

The principal use of the chesspiece system is to indicate each character's importance to the overall storyline of **Heavy Gear**. These pieces, however, also give some indication of how to use the characters as NPCs in roleplaying sessions, even if one is not concerned with remaining consistent with the background storyline.

◆ Historical Figures

Kings and Queens are characters who have died before the date featured on the Timewatch™ display. Their inclusion indicates that they have had some importance for **Heavy Gear**, either by setting events in motion that have influenced the **Heavy Gear** storyline or by leaving a legacy still felt. These characters have usually played some role which is important to the storyline, but may also have simply been a prime example of the spirit of their times. Often their legacy will play a role in the development of the **Heavy Gear** storyline, and their descendants, old allies and enemies might as well. Gamemasters running historical scenarios should treat these Historical Figures as Restricted Characters so as not to alter the main line of the storyline.

◆ Restricted Characters

Rooks are characters who are key to the **Heavy Gear** storyline and are to be used with care. Although they can still be useful in a roleplaying campaign — both as background elements and motivating forces — their survival is critical to the storyline until they can leave their mark. Although many Rooks hold powerful positions, others seem utterly powerless or even insignificant. Small actions may have larger consequences later in the storyline. Gamemasters should tread carefully when using these characters in roleplaying scenarios, but they can become contacts, allies or even adversaries of Player Characters. Using them in purely confrontational scenarios, however, may prove unwise due to the chance for fatalities.

◆ Very Important People

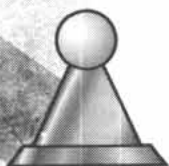
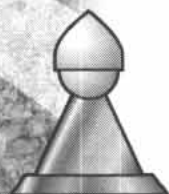
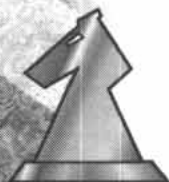
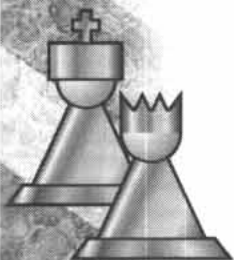
Not everyone of note is central to the **Heavy Gear** storyline. Very Important People are those characters who have a significant impact, but are not critical to the storyline itself. This does not mean they have no influence on it, however. Knights may not play a central role in the **Heavy Gear** storyline, but they may well have some impact. As important people in the game setting, they can influence major players or simply be carried along by the storyline. Gamemasters can feel free to use Knights in their adventures and campaigns, but they should remember that all will be well protected (in one way or another) by underlings and allies.

◆ Social Encounters

Social Encounters are those characters who are included in source material primarily to add flavor. They are rarely critical individuals and do not have a significant impact on the storyline, but they stand as symbols of larger trends. They serve most commonly as contacts and background elements, rather than opponents. Bishops serve as reminders of social forces beyond the central plot of the storyline. From student movement leaders to fashion designers, these social leaders may have some secondary effect on the storyline but are mostly present to add flavor and reflect current events. Gamemasters may use social encounters as they see fit, although they are rarely designed for combat of any sort. Bishops may return in future products, but for purposes of atmosphere only.

◆ Expendables

In general, Expendables are "average" people. They have no personal impact on the storyline and are included in **Heavy Gear** products primarily to be used by Gamemasters. Although this category is used for faceless stock NPCs and typical citizens, many of the Pawns are anything but everyday. Some pawns are peripherally linked to the storyline, but they have no real effect upon it. Interesting pawns can even be used as Player Characters if the GM and Player wish.





CID Mole

Most of the daily administration of the occupied territories is taken care of by the Commonwealth Integrity Directorate (CID), a secret-police-like body. The CID normally institutes curfews and other population control methods, none of which work well with the Liberati lifestyle. The CID has thus resorted to infiltrators and moles, who join the Liberati groups to gather data from the inside. The complexity of Liberati culture, however, means that most are quickly spotted and rapidly fed false information. Only the very best — and thus most dangerous — succeed.

Attributes

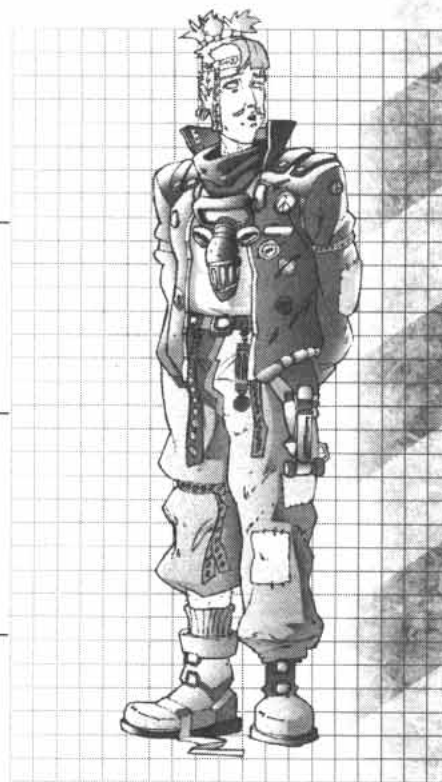
AGI	0	APP	0	BLD	0	CRE	0	FIT	+1
INF	0	KNO	0	PER	+1	PSY	0	WIL	+1
STR	0	HEA	+1	STA	30	UD	5	AD	4

Skills

Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Bureaucracy	1	0	Dodge	2	0	Hand-to-Hand	2	0	Notice	2	+1
Combat Sense	2	+1	Etiquette	1	0	Investigation	2	+1	Small Arms	1	0
Disguise	2	0	F. L. (Highlands)	2	0	Melee	1	0	Streetwise	1	0

Equipment and Cost

Typical Equipment:	Rugged clothes, survival kit, concealed data recorder
Salary:	20,000 - 35,000 P per year
Base Character Costs:	19 Character Points and 38 Skill Points



Infiltrator

The CID is not the only one trying to place moles within the enemy's ranks. Many agents of the resistance operate undercover, using a number of pre-generated identities complete with data-rig files and established backgrounds. They can slip in and out of the Trench almost at will, carrying out sorely needed intelligence operations.

Attributes

AGI	0	APP	0	BLD	0	CRE	+1	FIT	+1
INF	0	KNO	0	PER	+1	PSY	0	WIL	+1
STR	0	HEA	+1	STA	30	UD	5	AD	5

Skills

Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Bureaucracy	1	0	Etiquette	1	0	Investigation	1	+1	Security	1	0
Combat Sense	2	+1	F. L. (Anglic)	2	0	Melee	2	0	Small Arms	1	0
Disguise	2	+1	Hand-to-Hand	2	0	Notice	2	+1	Survival	2	+1
Dodge	2	0									

Equipment and Cost

Typical Equipment:	Middle-class clothes, concealed weapon, data-rig (implanted) with false information
Salary:	15,000 - 25,000 P per year
Base Character Costs:	22 Character Points and 40 Skill Points





Liberati Caravaneer

The caravaneer corresponds to the typical Liberati image that comes to mind to most off-worlders (and Trenchers for that matter). The caravaneer is an exotic and oft-romantic figure dressed in a lightweight pressure suit and shrouded in gaily decorated robes, who spends his life moving through the wastelands of the planet, buying, selling and trading goods.

Attributes ☐

AGI	0	APP	0	BLD	0	CRE	+1	FIT	+1
INF	+1	KNO	0	PER	0	PSY	0	WIL	+1
STR	0	HEA	+1	STA	30	UD	3	AD	3

Skills ☐

Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Business	2	0	Drive	2	0	Haggling	2	+1	Survival	2	+1
Bureaucracy	1	0	F. L. (Anglic)	1	0	Mechanics	1	0	Tinker	1	+1
Craft*	1	+1									

*Pick specific craft or substitute similar Simple Skill

Equipment and Cost ☐

Typical Equipment:	Survival gear, environment suit, vehicle (Mule truck or similar)
Salary:	5000 - 30,000 P per year
Base Character Costs:	22 Character Points and 27 Skill Points



Liberati Clan Senior

Many of the Liberati families living on the surface are organized around a clan model, where blood relations and age define the social structure. A Council of Seniors leads each clan; each senior is typically the best at what he does, his skill often supplanted by charisma. These seniors direct the clan's efforts. Their personalities vary widely, but wisdom and influence are common traits.

Attributes ☐

AGI	0	APP	0	BLD	0	CRE	+1	FIT	+1
INF	+2	KNO	+1	PER	0	PSY	0	WIL	+1
STR	0	HEA	+1	STA	30	UD	3	AD	3

Skills ☐

Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Business	2	+1	Craft*	3	+1	Law	1	+1	Survival	2	+1
Bureaucracy	2	+1	Etiquette	2	+2	Leadership	2	+2	Teaching	1	+1

*Pick specific craft, substitute similar Simple Skill, or replace with Level 2 Complex Skill and related Level 1 Simple Skill

Equipment and Cost ☐

Typical Equipment:	Survival gear, environment suit, data pad
Salary:	5000 - 30,000 P per year
Base Character Costs:	30 Character Points and 40 Skill Points





Liberati Mineral Prospector

Working on contract for the mining corporations allows the Liberati to generate much-needed income for the clan. A large part of this work consists of locating new mineral deposits to exploit. If Liberati are perceived as loners, then prospectors are the ultimate representatives of their society. They are solitary figures, moving ahead of the main caravan in fast all-terrain vehicles, scouting for riches and dangers alike. A strong willpower and an affinity for mechanics are musts for continued survival far from the clan.

Attributes

AGI	0	APP	0	BLD	+1	CRE	0	FIT	+1
INF	0	KNO	+1	PER	0	PSY	0	WIL	+1
STR	+1	HEA	+1	STA	35	UD	4	AD	5

Skills

Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Combat Sense	2	0	Drive	2	0	Mechanics	2	+1	Notice	1	0
Computer	1	+1	Earth Sciences	2	+1	Melee	1	0	Small Arms	1	0
Demolition	1	+1	First Aid	1	+1	Navigation (Land)	1	+1	Survival	2	0
Dodge	2	0									

Equipment and Cost

Typical Equipment:	Survival gear, prospecting equipment, vehicle (Mule truck or similar)
Salary:	5000 - 30,000 P per year
Base Character Costs:	22 Character Points and 38 Skill Points



Partisan

The partisans make up the fighting arm of the resistance movement. They are the ones on the front line, providing the manpower for some of the Liberati's riskiest operations. They live off the goodwill of the population, and they are constantly on the move between safehouses. Partisans all share two traits: an unforgiving love of their planet and an unswerving loyalty to their cause. They would rather die than endanger their people — but would much rather CEF soldiers died in their place.

Attributes

AGI	+1	APP	0	BLD	+1	CRE	0	FIT	0
INF	0	KNO	0	PER	+1	PSY	-1	WIL	+2
STR	0	HEA	0	STA	30	UD	5	AD	4

Skills

Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Camouflage	1	0	Drive	1	+1	Hand-to-Hand	2	+1	Small Arms	2	+1
Combat Sense	2	+1	First Aid	1	0	Melee	1	+1	Survival	2	0
Demolition	1	0	F. L. (Anglic)	2	0	Notice	2	+1	Tinker	1	0
Dodge	2	+1									

Equipment and Cost

Typical Equipment:	Work clothes, environment suit, tool kit
Salary:	Varies depending on occupation; 5d6 x 1000 P per year
Base Character Costs:	26 Character Points and 36 Skill Points





5.5 - Creatures

Caprice is especially poor, flora- and fauna-wise, due to the harsh environment and lack of any significant amount of oxygen in most of the planet's atmosphere. Given a few millennia the planet would have developed its own higher lifeforms, but humanity arrived early-on and abruptly halted the planetary biosphere's development just as it was getting started. The few creatures that exist consist of rudimentary plants and a few microscopic colony groups that exhibit animal-like behavior. Many of these organisms exist only in various corporate zoological exhibits or research outposts, as the changes in Caprice's atmosphere due to pollution have killed many unique lifeforms.

The native flora was nowhere near developed enough to compete with a few imported Earth animals, let alone plant life. Throughout the Trench Earth plants thrive, driving out the primitive native plants, though to be sure the heavy pollution serves to keep wild plants stunted and sickly. Most Terran plants are used to provide oxygen and food in massive hydroponics bays. Imported animals are used to provide food, to recycle garbage and to produce fertilizer for the hydroponics installations.

Another interesting use Capricians have found for animals is as a sort of mobile clone bank. Organs are grown inside an animal — typically cattle, with which it is relatively easy to attach to one of their stomachs — and harvested when mature. The advantages over cybernetics or a cloning facility are obvious especially for a nomadic culture like the Liberati clans. Implant a few cells from the donor, coax their development here and there and in a few months you have a fully matured organ with very little fuss or without any expensive facility being required.

Most animals are seen as either nuisances or resources, but a few are kept as house pets and treated as family members, though this is rare. Icarus canaries are very common, mostly due to the many practical reasons for keeping them as a safety system. Cats and a unique breed of micro swine are also common pets, generally found in Trencher homes. Liberati clans tend not to keep pets since they are difficult to take care of when the clan moves and they contribute little to the encampment, but occasionally a clan will keep have a pet or two as a communal mascot.

Icarus Canaries



Wealthy corporate immigrants imported Earth canaries as a delicate luxury. The Caprice version is a little hardier, but only exists at a certain altitude in the Trench. If they fly too low the pollution kills them, too high and oxygen deprivation likewise kills. Many Liberati keep these creatures in their hydroponics domes both to assist in pollination as well as to detect possibly fatal air leaks. The fact that the canaries are highly susceptible to atmospheric changes and increases in carbon dioxide make them valuable to the clans and Trenchers as a living environmental warning system. There are many breeds of Icarus canary that exhibit slight differences from each other as well as two wild breeds that live only in the Trench.

Attributes ☐

AGI	+2	BLD	-8	FIT	+2	INS	-3	PER	+1
WIL	-3	STR	-3	HEA	0	STA	10	UD	1*

*(+natural weapons)

Skills ☐

Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Combat Sense	2	+2	Dodge	2	+2	Survival (Urban)*2	-3		*(Specialization)		

Special Abilities ☐

Flight (10 meters per game turn), Peck (x1 damage)





Rust Mites

One of the rare native creatures of Caprice, the rust mite is not exactly an animal, at least not by Earthbound definitions. These microscopic creatures live in colonies of millions of individuals and survive by consuming minerals and simple organic compounds on the planet's surface. They reproduce by budding a small dry husk containing a sticky walled cell. This is blown by the wind across the planet; when it makes landfall, the husk breaks open and the cell searches for more minerals to consume. This organism can be a problem for surface vehicles and orbital transfer shuttles. Over eons, large colonies tend to concentrate minerals in pools, which aids mining.

The Liberati use the rust mites as a perfect sabotage tool. When placed in the right environment, such as a vehicle's innards, they will slowly corrode and destroy the delicate mechanisms within. The damage is then explained by the locals as "typical outworlder carelessness," allowing them to retire a great deal of invaders' material without exposing themselves to retribution.

Luckily the creatures can be held in a simple glass vial that does not show up on CEF surveillance monitors, and the husk has so far defied chemical sniffers, though the CEF is working on new sniffers that can detect the mites.

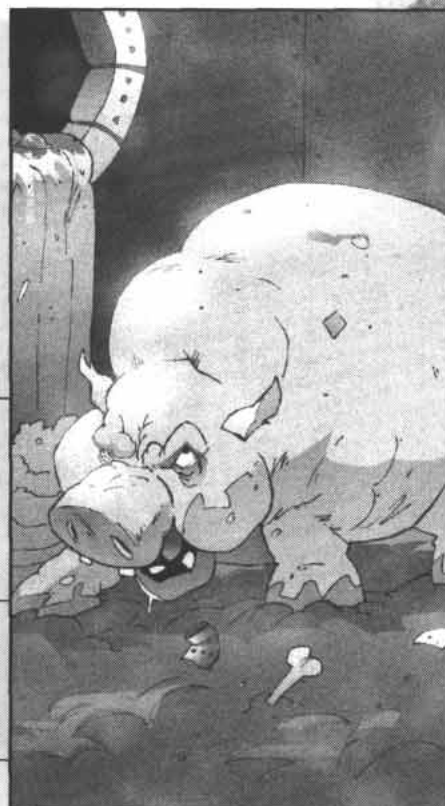


Attributes

Aggressiveness:	0	Damage/turn:	x1	Threshold:	20	Random Horde Size:	3xd6
Basic Swarm Size:	30						

The Caprician swine is a genetically engineered breed of hog developed from hardy Terrestrial swine and adapted to Caprice's harsh environment. One of its strongest adaptations is its thick coat of bristly, long hair, which reduces the heating requirements of their pens. The irony of introducing and strengthening a trait that Terrestrial farmers had spent centuries breeding out of the hogs is not lost on the Liberati farmers, who find it somewhat amusing. Swine are natural omnivores and will eat anything; the engineers who developed the Caprician swine enhanced this trait and turned their already rugged digestive systems into the ultimate natural recycling system. An unexpected side effect of this enhancement turned the Caprician swine into vicious and cunning animals. Although they rarely attack each other, they are particularly fond of meat — any meat — and pose a certain amount of danger to farmers, who keep them in deep pits (and sometimes in underground warrens) to keep the hogs under control.

Caprician Swine



Attributes

AGI	0	BLD	+1	FIT	+1	INS	-2	PER	0
WIL	+2	STR	+2	HEA	+1	STA	30	UD	5*

*(+natural weapons).

Skills

Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Combat Sense	2	+2	Dodge	1	0	Hand-to-Hand	2	0			

Special Abilities

Bite/Gore/Trample (x5 damage)



LIBERATI BUNGALO

The nomadic lifestyle practiced by many Liberati families does not necessarily imply leaving behind the comforts of modern life. A large number of vehicle types with extensive living quarters have been developed over the years to sustain entire clans as they move and work over the harsh surface of the planet. Most of the designs are of the "land-train" type, where the various vehicles owned by the family are linked together by airlocks allowing access to all compartments. Each vehicle in the train has its own drive system and an autopilot slaved to the computer of the lead unit.

"Bungalo" is the common nickname for a Mule truck-derived house unit. The sturdy 8x8 articulated wheeled suspension system is based on the Mule's, its standard tires supporting boxy but comfortable living quarters. Sometimes, a caboose-style cupola is found at one end of the vehicle, offering additional space but increasing overall height clearance. The docking airlock is usually always extended and mated to the towing Mule's cargo bay (which can be pressurized as well).

◆ Service Record

Bungalos and other similar vehicles have been in service for at least as long as there have been Liberati on the planet. Older yet still serviceable vehicles are passed down to a new generation regularly, and it is not uncommon to see families living in vehicles that are centuries old and highly customized.

Game Statistics ☐

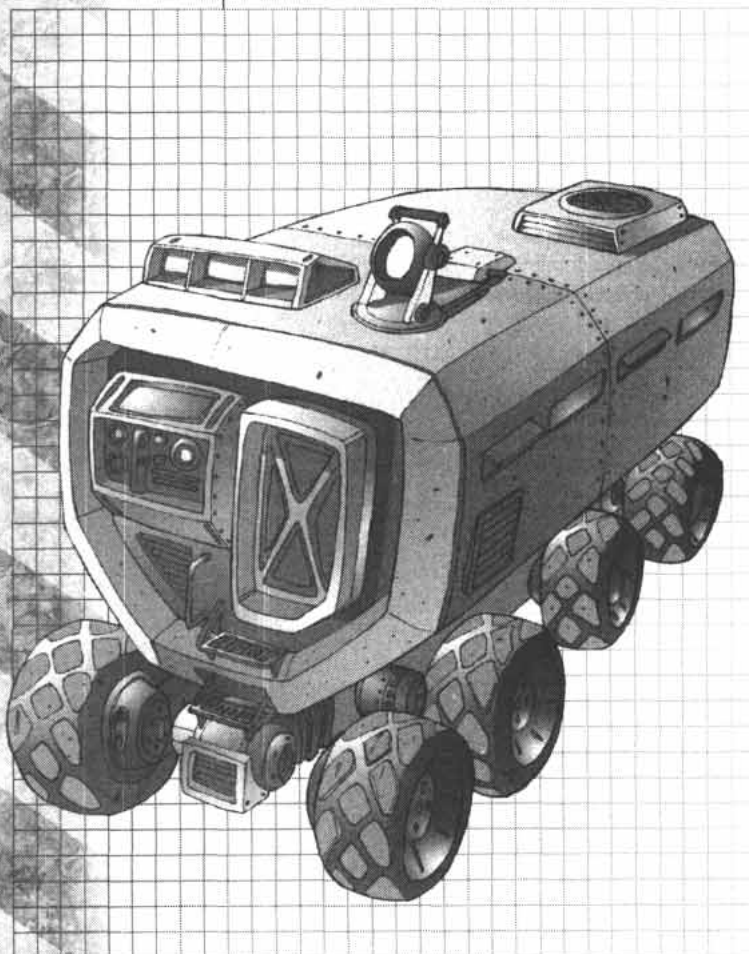
Threat Value:	357	Offensive:	0	Defensive:	29	Miscellaneous:	1042	Lemon Dice:	3
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Vehicle Specifications ☐

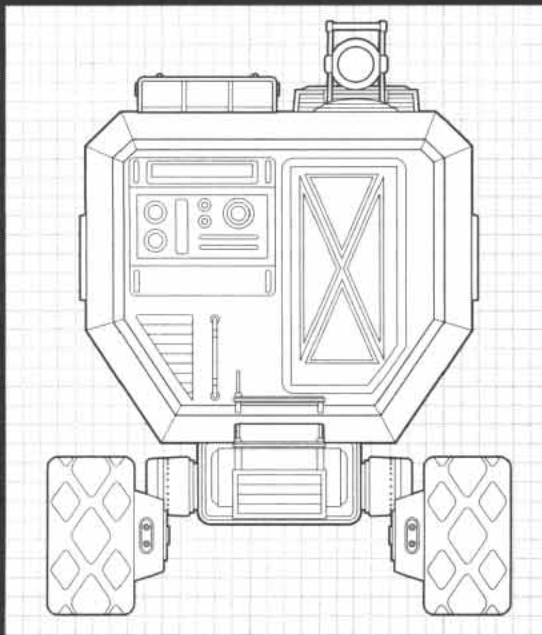
Code Name:	Liberati Bungalo
Production Code:	-
Production Type:	Mass Production
Cost:	208,250 Pounds
Manufacturer:	Various corporations
Use:	Living Quarters Trailer
Height:	6.0 meters
Length:	10 meters
Width:	10.3 meters
Average Armor Thickness:	13 mm
Armor Material:	Metal Alloys
Standard Operational Weight:	6400 kg
Primary Movement Mode:	Ground (80 kph)
Deployment Range:	700 km
Sensor Range:	40 hexes/2 km
Communication Range:	400 hexes/20 km
Powerplant:	1 x Gas Turbine and Superconductor Batteries
Engine Output:	850 hp

Weapon Payload ☐

Name	Ammunition Payload
-	-



LIBERATI BUNGALO



ARMOR DAMAGE

0 ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

10 ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

20 ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

30 ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

40 ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

CREW INFORMATION

• PILOT NAME: _____

• RANK: _____

• SQUADRON: _____

• AFFILIATION: _____

PILOT (LV/AT): ☐ ☐ GUNNERY (LV/AT): ☐ ☐ ELEC. WAR. (LV/AT): ☐ ☐

CREW DATA

VEHICLE CREW ☐

• CREW:

• BONUS ACTIONS:

CREW DAMAGE

VEHICLE CREW ☐

CREW ☐

BONUS ACTIONS ☐

SYSTEMS DATA

MOVEMENT ☐

• PRIMARY COMBAT SPD:

• PRIMARY TOP SPD:

• SECONDARY COMBAT SPD:

• SECONDARY TOP SPD:

• MANEUVER:

• DEPLOYMENT RANGE:

ELECTRONICS ☐

• SENSORS:

• COMMUNICATION:

• FIRE CONTROL:

ARMOR ☐

• LIGHT DAMAGE:

• HEAVY DAMAGE:

• OVERKILL:

SYSTEMS DAMAGE

MOVEMENT ☐

COMBAT SPD ☐

TOP SPD ☐

COMBAT SPD ☐

TOP SPD ☐

MANEUVER ☐

FUEL SPENT ☐

ELECTRONICS ☐

SENSORS ☐

COMM ☐

FIRE CONTROL ☐

ARMOR ☐

LIGHT DAMAGE ☐

HEAVY DAMAGE ☐

OVERKILL ☐

GENERAL SPECIFICATIONS

• THREAT VALUE: • SIZE: • COST:

WEAPONS

NAME	CODE	FIRE ARC	S	M	L	EX	Acc	Dam	Qty	ROF	Special

AMMO

FULL ☐ LEFT ☐

☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

WEAPONS

WEAPON 01 ☐

WEAPON 02 ☐

WEAPON 03 ☐

WEAPON 04 ☐

WEAPON 05 ☐

WEAPON 06 ☐

WEAPON 07 ☐

WEAPON 08 ☐

PERKS

NAME	RATING	GAME EFFECT	AUX
Audio System	-	-	Yes
Autopilot	-	Acts as level 1 pilot	Yes
Backup Life Support	-	Life Support survives all AUX destroyed	-
High Capacity Computer	-	Extra processing power	-
Hostile Environment Protection	-	Desert, Extreme Cold	-
Improved Off-Road Ability	-	-1 MP per hex; min. cost is 1	-
Life Support	-	Limited	Yes
Passenger Accomodations	-	10 people (military)	-
Reinforced Crew Compartment	-	Absorbs first Crew hit	-
Searchlight	-	Swivel, 50 m	Yes
Sick Bay	2	Infirmary (2 beds)	-
Tool Arm	2	Docking Airlock, cannot punch	-
Urban Friendly	-	-	-

PERKS

PERK 01 ☐

PERK 02 ☐

PERK 03 ☐

PERK 04 ☐

PERK 05 ☐

PERK 06 ☐

PERK 07 ☐

PERK 08 ☐

PERK 09 ☐

PERK 10 ☐

PERK 11 ☐

PERK 12 ☐

PERK 13 ☐

FLAWS

NAME	RATING	GAME EFFECT
Annoyance	-	No driving controls, Autopilot must be slaved to towing vehicle
Exposed Fire Control	-	+1 to Fire Control hit rolls
Exposed Movement Systems	-	Movement damage is one step worse
Fragile Chassis	-	+1 to Structural hit rolls
Large Sensor Profile	1	Subtract from Concealment

DEFECTS

NAME	RATING	GAME EFFECT





LIBERATI PROSPECTOR

Though the word “mines” brings giant open-air pits to many people’s minds, the mining operations conducted by Liberati crews on the surface of Caprice are actually both smaller and a lot more precise. Raw bulk materials such as iron and silicate are fairly easy to find in and near the Trench; what the Liberati are after are the much rarer minerals that fetch a higher price on the market. In order to find and exploit the scattered deposits, a wide variety of vehicles have been developed over the years under the generic appellation “prospector.” The prospector shown here is a typical example, derived from the basic chassis of the sturdy Mule service truck.

The layout of the vehicle is fairly simple, with the mining equipment and open-topped, Mule-sized cargo bay to the rear and a pressurized laboratory and crew work area up front. A set of sensitive geological sensors is controlled and managed from the latter. The half-track suspension system of the Mule has been retained to support up to nearly twenty tons of raw material. The chassis is equipped with towing hardpoints and an autopilot to link up with other vehicles in a “land train” (see p. 72). The docking airlock is usually extended and mated to the rear of a Liberati truck or living quarters.

◆ Service Record

Prospectors and other, similar, vehicles are fairly widespread. Some designs have better sensors or mining equipment, while others exchange the lab for increased cargo capacity. Most prospectors are fairly old, kept in service for as long as they can be easily maintained and repaired.

Game Statistics ☐

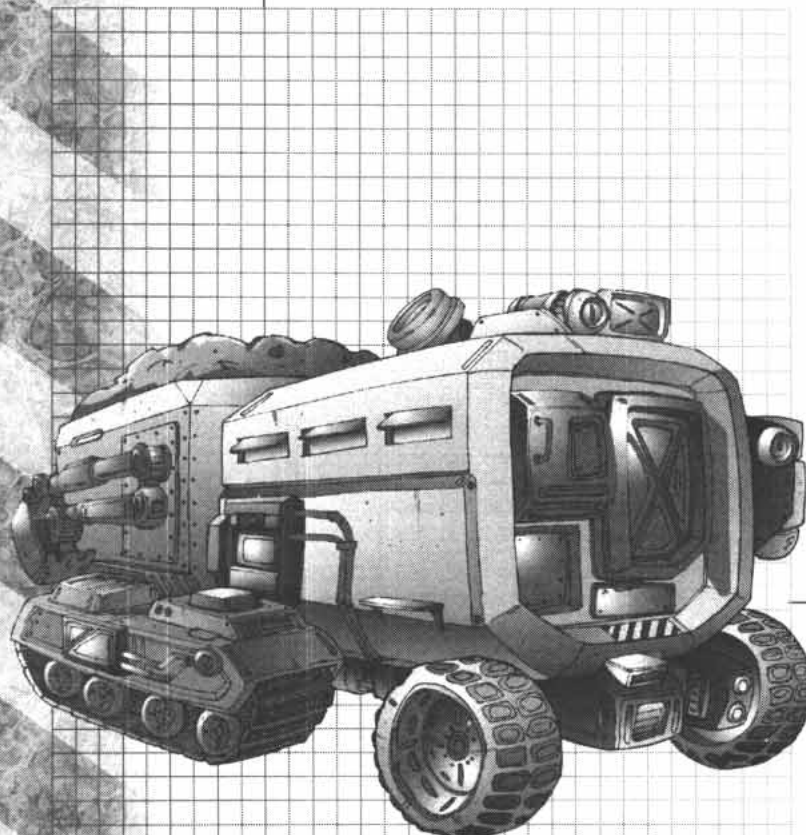
Threat Value:	399	Offensive:	0	Defensive:	29	Miscellaneous:	1160	Lemon Dice:	3
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Vehicle Specifications ☐

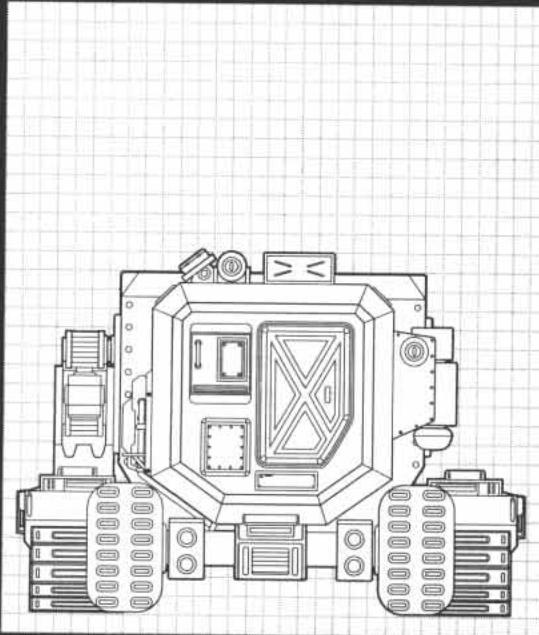
Code Name:	Liberati Prospector
Production Code:	-
Production Type:	Mass Production
Cost:	232,750 Pounds
Manufacturer:	Various corporations
Use:	Mining/Trailer
Height:	5.3 meters
Length:	10 meters
Width:	10.3 meters
Average Armor Thickness:	13 mm
Armor Material:	Metal Alloys
Standard Operational Weight:	6000 kg
Primary Movement Mode:	Ground (80 kph)
Deployment Range:	700 km
Sensor Range:	40 hexes/2 km
Communication Range:	400 hexes/20 km
Powerplant:	4 x Gas Turbines and Superconductor Batteries
Engine Output:	4 x 850 hp

Weapon Payload ☐

Name	Ammunition Payload
-	-



LIBERATI PROSPECTOR



ARMOR DAMAGE

0					
10					
20					
30					
40					

CREW INFORMATION

• PILOT NAME: _____
 • RANK: _____
 • SQUADRON: _____
 • AFFILIATION: _____
 PILOT (LV/AT): ☐ GUNNERY (LV/AT): ☐ ELEC. WAR. (LV/AT): ☐

CREW DATA

VEHICLE CREW
 • CREW: ☐ 2
 • BONUS ACTIONS: ☐ 1

CREW DAMAGE

VEHICLE CREW
 CREW
 BONUS ACTIONS

SYSTEMS DATA

MOVEMENT
 • PRIMARY COMBAT SPD: G 7
 • PRIMARY TOP SPD: G 13
 • SECONDARY COMBAT SPD: - -
 • SECONDARY TOP SPD: - -
 • MANEUVER: -3
 • DEPLOYMENT RANGE: 700
ELECTRONICS
 • SENSORS: -2 2
 • COMMUNICATION: -2 20
 • FIRE CONTROL: -5
ARMOR
 • LIGHT DAMAGE: 8
 • HEAVY DAMAGE: 16
 • OVERKILL: 24

SYSTEMS DAMAGE

MOVEMENT
 COMBAT SPD
 TOP SPD
 COMBAT SPD
 TOP SPD
 MANEUVER
 FUEL SPENT
ELECTRONICS
 SENSORS
 COMM
 FIRE CONTROL
ARMOR
 LIGHT DAMAGE
 HEAVY DAMAGE
 OVERKILL

GENERAL SPECIFICATIONS

• THREAT VALUE: 399 • SIZE: 6 • COST: 232,750 Pounds

WEAPONS

NAME	CODE	FIRE ARC	S	M	L	EX	Acc	Dam	Qty	ROF	Special
None	-	-	-	-	-	-	-	-	-	-	-

AMMO

FULL	LEFT

WEAPONS

WEAPON 01
 WEAPON 02
 WEAPON 03
 WEAPON 04
 WEAPON 05
 WEAPON 06
 WEAPON 07
 WEAPON 08

PERKS

NAME	RATING	GAME EFFECT	AUX
Autopilot	-	Acts as level 1 pilot	Yes
Cargo Bay	-	72 m³ open (6 x 4 x 3 m)	Yes
Geological Sensor	-	Can perform geological surveys	Yes
High Capacity Computer	-	Extra processing power	-
High Towing Capacity	-	Triple towing capacity	-
Hostile Environment Protection	-	Desert	-
Hostile Environment Protection	-	Extreme Cold	-
Improved Off-Road Ability	-	-1 MP per hex; min. cost is 1	-
Laboratory	0	Earth Sciences	-
Life Support	-	Limited	Yes
Mining Equipment	-	Light duty	Yes
Tool Arm	2	Docking Airlock, cannot punch	-
Urban Friendly	-	-	-

FLAWS

NAME	RATING	GAME EFFECT
Annoyance	-	No driving controls, Autopilot must be slaved to towing vehicle
Exposed Fire Control	-	+1 to Fire Control hit rolls
Exposed Movement Systems	-	Movement damage is one step worse
Fragile Chassis	-	+1 to Structural hit rolls
Large Sensor Profile	1	Subtract from Concealment

DEFECTS

NAME	RATING	GAME EFFECT





REUBENI ATTACK TRIKE

There were never any true armed forces on Caprice, and so the Liberati face a severe shortage of combat vehicles for their operations. They sometimes manage to capture enemy vehicles, but for the most part their forces are composed of units converted from whatever vehicles are available.

The Reubeni attack trike is based on a scouting and exploration all-terrain vehicle that was itself derived from the Mule all-purpose truck. Except for the addition of armament and some performance tune-ups, the vehicle is basically the same. Most of the time, the guns are taken from downed corporate units: the most common configuration mounts a light rifle scavenged from a Type 55 "Fatman" and a light machinegun scavenged from a Type 32 "Little Boy" Mount. The fire control system is simple but reliable and uses remote bore-sighted gun cameras to relay targeting information to the gunner's display. A makeshift gunnery station occupies the space previously reserved for a bunk area.

● Service Record

The Reubeni's glory days came not long after the CEF's arrival on planet. The trike design was already well-known, having been deployed in numerous corporate conflicts, but there were never as many fielded at the same time as there were arrayed against the Earth invaders. Many of these vehicles were totalled in the subsequent attacks, and most of the rest were destroyed during the Liberati "rout." Their hulks are still scattered in the wastelands surrounding the trench, many of them requiring only a few hours of tinkering to be made battle-worthy again.

Game Statistics ☐

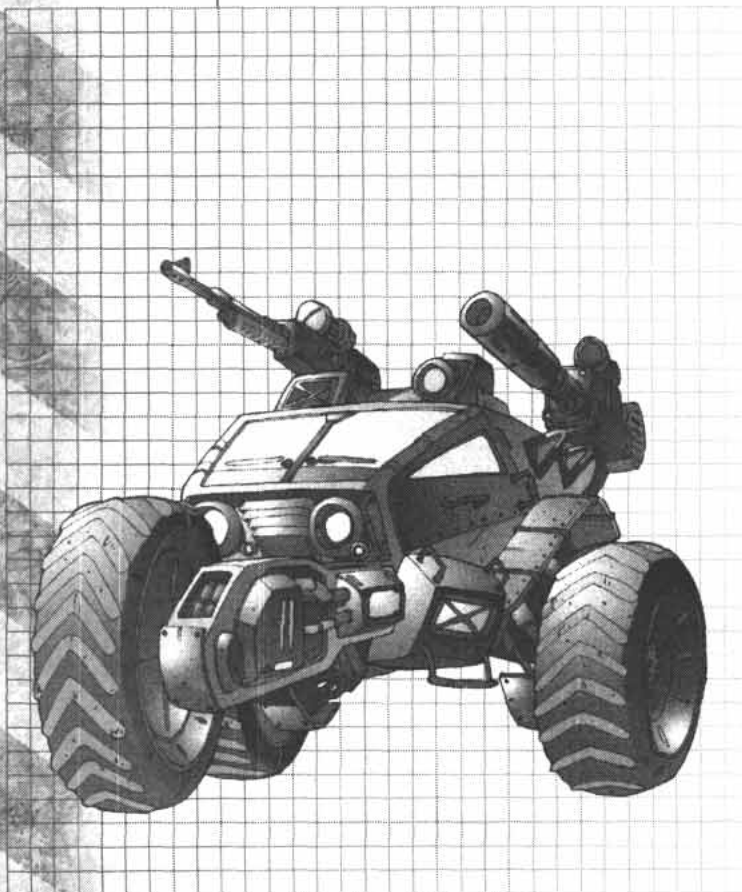
Threat Value:	100	Offensive:	38	Defensive:	33	Miscellaneous:	229	Lemon Dice:	3
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Vehicle Specifications ☐

Code Name:	Attack Trike
Production Code:	-
Production Type:	Mass Production
Cost:	50,000 Pounds
Manufacturer:	Various Liberati Partisans
Use:	Paramilitary Utility Transport
Height:	5.3 meters
Length:	10 meters
Width:	8.3 meters
Average Armor Thickness:	10 mm
Armor Material:	Metal Alloys
Standard Operational Weight:	3700 kg
Primary Movement Mode:	Ground (100 kph)
Deployment Range:	700 km
Sensor Range:	40 hexes/2 km
Communication Range:	400 hexes/20 km
Powerplant:	1 x Gas Turbine and Superconductor Batteries
Engine Output:	850 hp

Weapon Payload ☐

Name	Ammunition Payload
Mark XIV 25mm recoilless rifle	30 rounds
Kroker 10mm machinegun	200 belted cartridges



PILOT NAME:		
RANK:		
SQUADRON:		
AFFILIATION:		
PILOT (LV/AT):	GUNNERY (LV/AT):	ELEC. WAR. (LV/AT):

VEHICLE CREW	
• CREW:	2
• BONUS ACTIONS:	1

VEHICLE CREW
 CREW •
 BONUS ACTIONS •

MOVEMENT		
• PRIMARY COMBAT SPD:	G	9
• PRIMARY TOP SPD:	G	17
• SECONDARY COMBAT SPD:	-	-
• SECONDARY TOP SPD:	-	-
• MANEUVER:		-2
• DEPLOYMENT RANGE:		700

• SENSORS:	-2	2
• COMMUNICATION:	-2	20
• FIRE CONTROL:		-1

• LIGHT DAMAGE:	7
• HEAVY DAMAGE:	14
• OVERKILL:	21

▼	MOVEMENT
	COMBAT SPD •
	TOP SPD •
	COMBAT SPD •
	TOP SPD •
	MANEUVER •
	FUEL SPENT •

- SENSORS •
- COMM •
- FIRE CONTROL •

	LIGHT DAMAGE •
	HEAVY DAMAGE •
	OVERKILL •

• THREAT VALUE: 100 • SIZE: 5 • COST: 50,000 Pounds

[illegible][illegible]

WEAPON 01 •
WEAPON 02 •
WEAPON 03 •
WEAPON 04 •
WEAPON 05 •
WEAPON 06 •
WEAPON 07 •
WEAPON 08 •
WEAPON 09 •
WEAPON 10 •

NAME	RATING	GAME EFFECT	AUX
Cargo Bay	-	72 m³ enclosed (6 x 4 x 3 m)	-
Easy to Modify	-	+2 to Repair and Modify rolls	-
Hostile Environment Protection	-	Desert	-
Hostile Environment Protection	-	Extreme Cold	-
Improved Off-Road Ability	-	-1 MP per hex; min. cost is 1	-
Life Support	-	Limited	-
Passenger Seating	-	2 persons	Yes
Urban Friendly	-	-	-

	PERK 01 •
	PERK 02 •
	PERK 03 •
	PERK 04 •
	PERK 05 •
	PERK 06 •
	PERK 07 •
	PERK 08 •
	PERK 09 •
	PERK 10 •
	PERK 11 •

NAME	RATING	GAME EFFECT
Exposed Fire Control	-	+1 to Fire Control hit rolls
Exposed Movement Systems	-	Movement damage is one step worse
Fragile Chassis	-	+1 to Structural hit rolls
Inefficient Combat Computer	-	-1 on second and subsequent attacks per round
Large Sensor Profile	1	Subtract from Concealment

NAME	RATING	GAME EFFECT





PITHOM WORKMOUNT

Over the years, the resistance forces have converted many of their work vehicles into makeshift combat units, with various levels of success. They tend to fare poorly when sent against military units, but they perform adequately for fast raids and against regular infantry. The Pithom is a six-legged precursor to the Moab Combat Mount (see **Black Talon Field Guide**, p.98) that was used extensively to move material and supplies in the Trench during the last few centuries of construction. Its ruggedness soon made it a Liberati favorite for combat conversions.

The Pithom has a number of characteristics that make it highly desirable as a combat unit. For one, it almost (but not quite) maneuvers equally well in all directions. In fact, the entire body (and associated weapon systems) can swivel through 360 degrees without moving the legs. The multi-legged design handles rough ground quite well at low and medium speeds, although the older autobalancing system is not as sophisticated as later designs. The trapezoidal main body comes equipped with two sturdy side hardpoints, which were originally used for cranes and manipulation devices. These were replaced by a pair of 2x4 inter-linked rocket launchers (two rockets deep each, for a total of 32 rockets), with scavenged machineguns bolted just above them.

◆ Service Record

The Pithom is one of the vehicles that has been kept in the Liberati arsenal throughout the occupation. The Mount can, with some effort, be loaded into the cargo bay of a Mule truck when crouched. It is a tight fit, and boarding is a somewhat tricky maneuver that cannot be done in a hurry without damaging both Mount and carrier, but the element of surprise is invaluable.

Game Statistics ☐

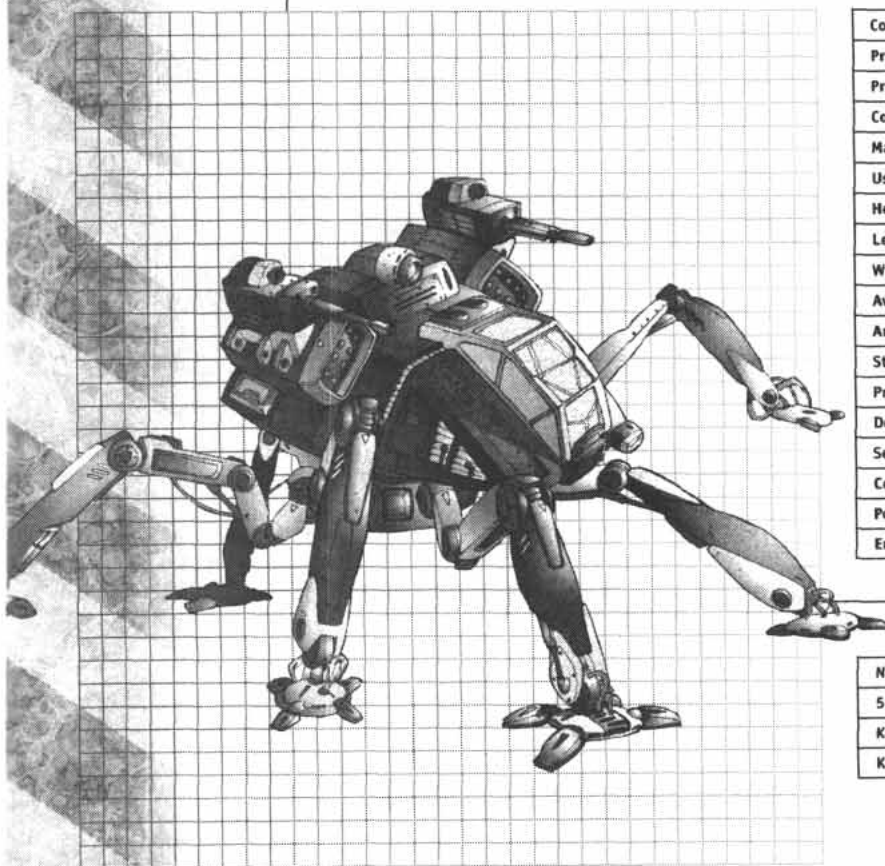
Threat Value:	225	Offensive:	344	Defensive:	100	Miscellaneous:	231	Lemon Dice:	3
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Vehicle Specifications ☐

Code Name:	Pithom
Production Code:	N/A
Production Type:	Mass Production
Cost:	96,429 Pounds
Manufacturer:	Various corporations
Use:	Obsolete All-Terrain Combat Mount
Height:	5.0 meters (3.0 meters when crouching)
Length:	6.0 meters
Width:	8.0 meters (4.0 meters when crouching)
Average Armor Thickness:	40 mm
Armor Material:	Composite Laminates
Standard Operational Weight:	10,158 kg
Primary Movement Mode:	Walk (35 kph)
Deployment Range:	250 km
Sensor Range:	40 hexes/2 km
Communication Range:	200 hexes/10 km
Powerplant:	1 x V-Engine
Engine Output:	615 hp

Weapon Payload ☐

Name	Ammunition Payload
51mm Pilum Rocket Packs	32 rockets
Kroker 10mm machinegun	400 belted cartridges
Kroker 10mm machinegun	400 belted cartridges



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