

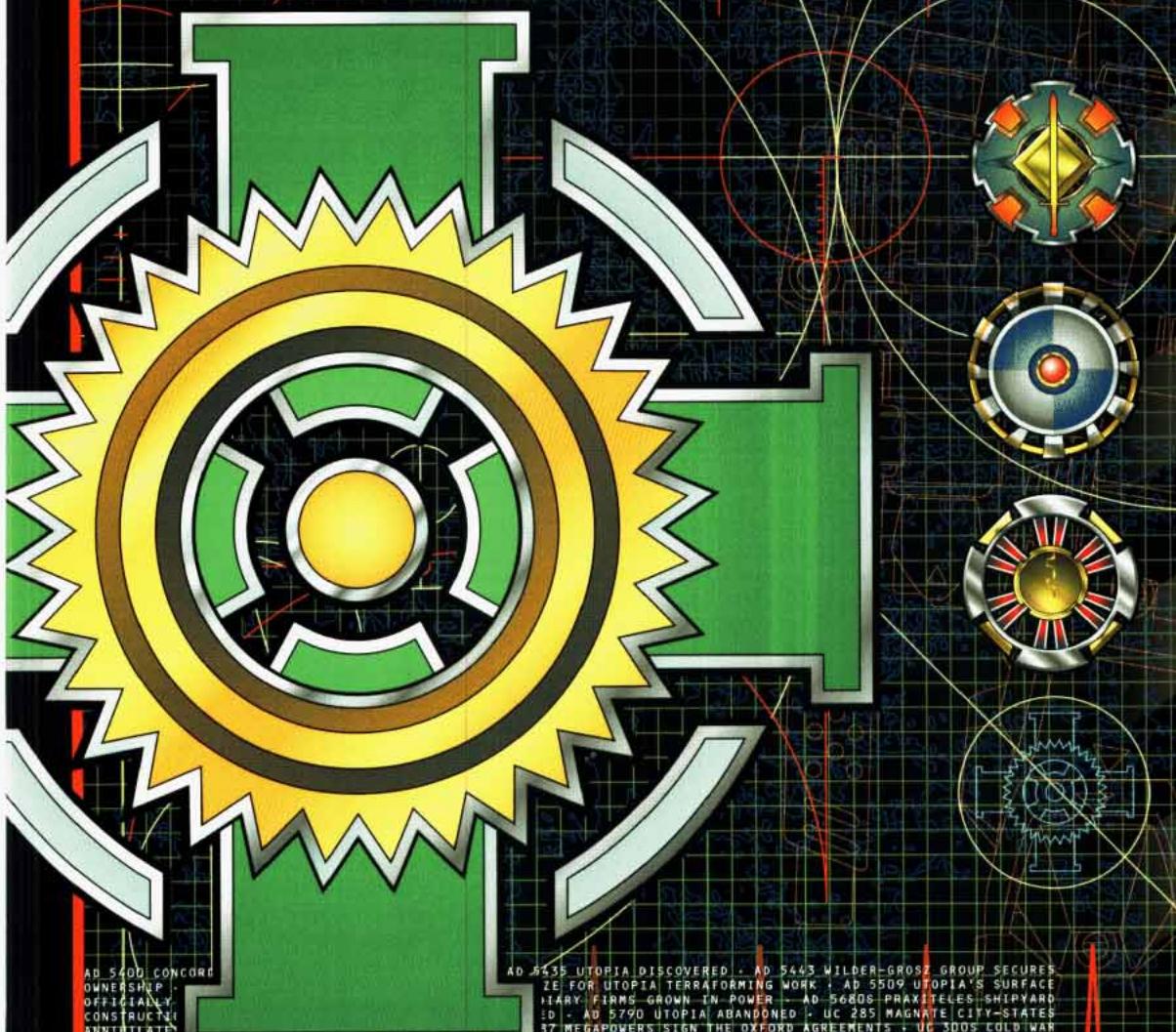
COLONY BOOK TWO

090-600

# LIFE ON UTOPIA



POWER  
WASTE



AD 5400 CONCORD  
OWNERSHIP  
OFFICIALLY  
CONSTRUCTED  
ANNIHILATED  
UC 290 GA  
WILDER-GROSZ

AD 5435 UTOPIA DISCOVERED - AD 5443 WILDER-GROSZ GROUP SECURES  
ZEI FOR UTOPIA TERRAFORMING WORK - AD 5509 UTOPIA'S SURFACE  
HEAVY FIRMS GROW IN POWER - AD 5680G PRAXITELES SHIPYARD  
ID - AD 5790 UTOPIA ABANDONED - UC 285 MAGNATE CITY-STATES  
37 MEGAPOWERS SIGN THE OXFORD AGREEMENTS - UC 3005 COLD WAR  
M - UC 307 LOCAL CONFLICTS HEAT UP - UC 325 MAGNATE INVADERS  
WILDER-GROSZ - UC 352 DEEP CITIES BEGIN TO BUILD UP THEIR UNDERGROUND INFRASTRUCTURE - UC 355 NAI TECHNOLOGY  
SUCCESSFULLY RECOVERED - UC 460S SPACE PROGRAMS RELAUNCHED - UC 474 CEF SCOUTSHIP ENTERS HEDFOR SYSTEM

HEAVY GEAR SOURCEBOOK



# THE WASTE WORLD

# COLONY BOOK TWO

# LIFE ON UTOPIA

Hera stood on the roof of the crawler's armored cab, watching the ruins on the horizon that did not even hint at the presence of a colossal Deep City far below their feet.

"We were sent here to find out how to blend in. To study Utopian culture so that when the Cabinet starts its network, the Black Talons have hard data and good cover. Last night I started reading this book. It was printed on an underground printing press and gives us a clear idea of what happened during the early days of their three-hundred-year war."

"They have no heroes," she said quietly. "No real social role models. Their mythology and lingual metaphor is rife with battle and death, but no heroes. The closest they come to is the Grenarian free slave stories, and those have been so far removed from their origins they're more about the concept of freedom than the people who brought it."

"So what? You think we should become the heroes of this world?" Anders frowned.

"I don't know." She lowered her binoculars and smiled. "I've heard of worse destinies."

Utopia, once one of the jewels of the Concordial interstellar colonization program, now lies in ruins, its carefully constructed eco-system ravaged by generations of unending strife. Despite the hardship it forced on itself, this harsh planet harbors dynamic societies that not only lived through the turmoil of the post-colonial period but managed to survive beyond. As the forces of the imperialist New Earth Commonwealth prepare their take-over of the human worlds, however, Utopia finds itself a divided planet, stuck between allegiance to their old master and a bright future offered by its fellow colonials. The Waste World lies on the blade's edge, and anyone's actions can tip the balance.

Life on Utopia is the second sourcebook in a line detailing the human colony worlds of Dream Pod 9's exciting Heavy Gear science-fiction universe. Within these covers you will find:

- A complete history of the Utopian world.
- An extensive examination of Utopia's characteristics, from its geology and hydrography to each region's particular characteristics.
- A listing of all settlements, with location, population, political system and special characteristics described in depth.
- Dozens of important personalities for the players to meet and interact with.
- An in-depth examination of the cultures, habits and lifestyles found throughout Utopian societies.
- New archetypes, equipment, vehicles, drones and campaign ideas.

**HEAVY GEAR®**

[WWW.DP9.COM](http://WWW.DP9.COM)

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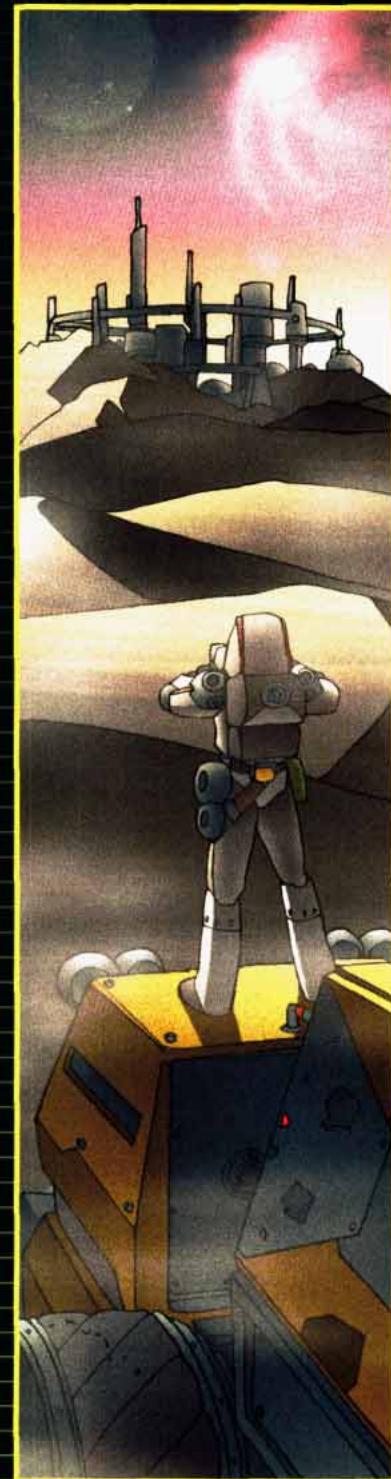
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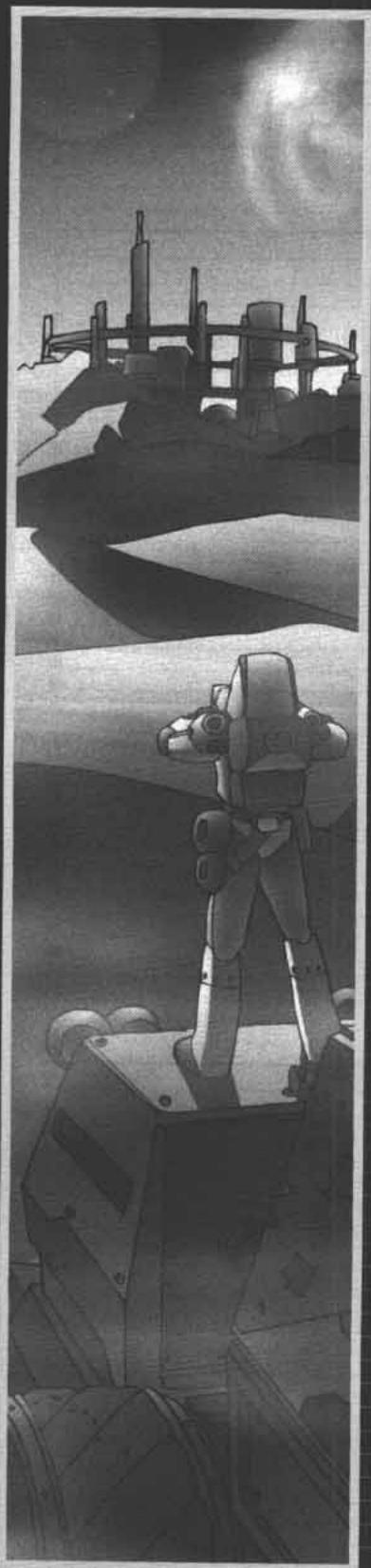
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## HEAVY GEAR



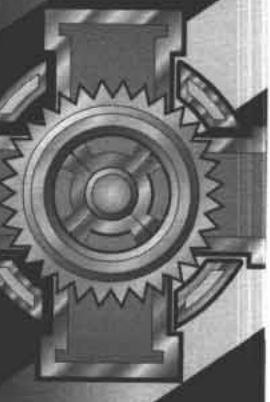
## Behind the Scene

War has been a mainstay of human activity since as long as we have known a modicum of intelligence. Some people choose to point a disparaging finger at the human race and claim that it is our amazing ability in warfare and destruction that we show our true nature. The true nature of humans can be seen not in the war making itself, because war is like any other art that we excel in, but the amazing things we do during the worst of those times. Despite the primary subject matter of "big robots pounding each other into scrap metal," we've also been using Heavy Gear to explore various story themes over the years. Terra Nova featured Honor and Spirituality, and Caprice went on to explore Individualism and Freedom, among many other concepts.

Both Terra Nova and Caprice are well established in the setting by now, and the Black Talon missions gave us the excuse we needed to start exploring the human colonies — and new concepts — further along the interstellar Gate system. Utopia is another major colony world, and the most logical next step to the story, being the location of some of the largest shipbuilding facilities in human space. This makes them a vital objective in the fight against the fascist government of the New Earth Commonwealth — but the latter have already acquired some powerful local allies.

Utopia is a very different world from Terra Nova and Caprice (despite a geography that resembles the latter's). The major themes here are Survival and Hope (both of which are linked in the local mindset). Utopians have had, until recently, given up looking toward the future. The countless wars that peppered their history and the insane amount of life lost to philosophical differences has numbed them to life itself. Because robots fought their wars for the longest time, they stopped paying attention to the heroism and bravery that the average soldier must summon in the face of certain death. But now that life has calmed down, they have a chance to remember. As the CEF pushes their world into another war, perhaps the Utopians will find another way... or perhaps the idea of one final conflict to protect their long sought after peace will be far too appealing.

How will they affect the balance of power in the greater struggle? No one knows, but the actions of even a few determined people could tip the balance one way or the other...



HEAVY GEAR



DREAM POD 9

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0

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TO SUSAN, FOR HER SUPPORT AND ENCOURAGEMENT  
— DENNIS

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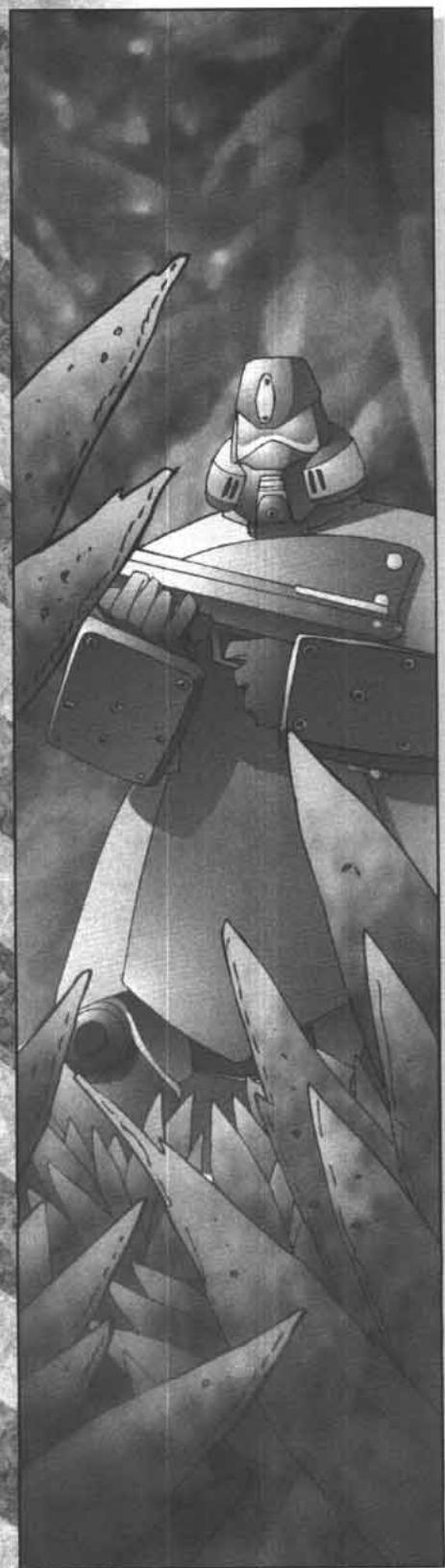
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# INTRODUCTION

1



## A TOUCH OF GREEN



*I hate assignments like this,* Field Major Wai Knolan thought to himself. It was early morning and the bitter cold was beginning to ebb as the sun made its slow way up from the distant horizon. Wai cursed under his breath as he strained to see through the dirty, scratched windows of the heavy troop transport as it bounced over rocks and pits.

Looking out the front, Wai saw a lone transport surrounded by spindly Auto-guards sitting on the edge of a depression. He squinted through the window, frowning. The depression floor looked like it was covered in a low mist, but the Etruscan continent was far too dry to support any condensation effect on this scale.

"Call it, driver," said Wai. The driver checked the radiation meter on the console.

"Uhh... about point oh seven rads. Safe, sir. Just don't stay out too long."

Wai reached to unhook his bulky rad suit but thought better of it. He opened the cab door and was overwhelmed by the sudden influx of cold moist air and a dirty smell he didn't quite recognize. As he approached the edge of the valley, he saw that a small temporary structure had been erected halfway down the near slope. A handful of troops and service Autos milled around the rickety building. The soldiers' jovial laughter ceased when they spotted Major Knolan, and one by one they came to attention as they realized his rank and station.

The front door of the building opened and an old man emerged, pulling a coat over his thin frame and setting a cane to the ground to help him walk. He hobbled slowly forward, his cane tapping lightly in the sudden silence, but Wai made no attempt to shorten his walk. The man's wrinkled face seemed folded into a smile as he finally stopped in front of the officer. After a moment of silence, he spoke. "Field Major Knolan, I presume."

Wai started to answer, when suddenly he remembered where he had seen him before. The frail old man standing before him was Albert Vokham, one of Steelgate's most respected citizens. His tactics had been taught at the Academy for as long as Wai could remember. Vokham hadn't been seen since Wai was only a boy, and there were rumors that he had died in the wastelands. This unexpected meeting left Wai feeling a bit bewildered.

"...Sir," Wai finally answered. "I... I don't understand. Where have you been? I had heard you were dead."

"No," Volkam answered. "I've been working. Come and see." Volkam ushered Knolan into the smokey mist nearby.

"Did you put this smoke...."

"Not smoke, son. Mist."

"But that's impossible! The local humidity index..."

The swirling mist was fading slowly as the dawn drove away the last of the cold. Wai's eyes widened as he saw a plant, a low, broad-leaved living thing with thick stalks, growing not three meters from him. Then another, and another, until Wai could see that the whole depression was covered in lush greenery.

Vokham stopped and grabbed Wai's elbow, his face crinkling in a smile of pure pleasure. "Now, son," he said, pointing out into the valley with his cane, "*that* is impossible."



# INTRODUCTION

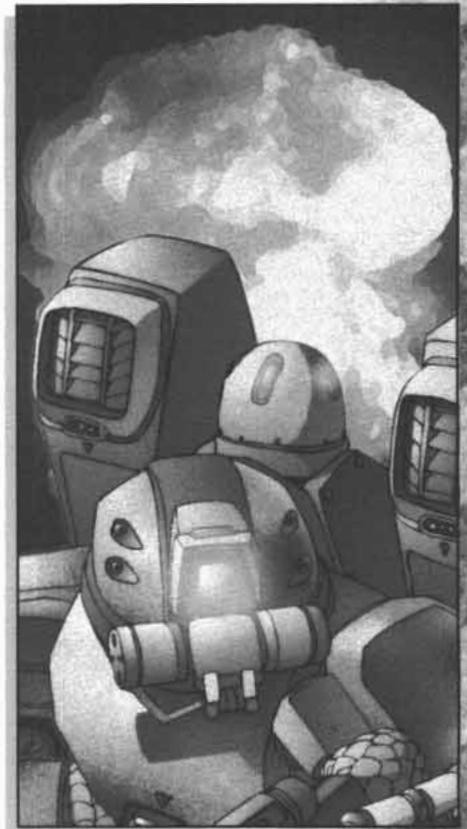
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## WELCOME TO THE IRON HELL - 1.1

Utopia was perhaps the greatest of Earth's colonies, a shining jewel in the crown of colonial power, but before the dreams of a glorious new world had time to blossom fully, the withdrawal of Earth made them obsolete. As with most other colonies, Utopia suffered from frantic last minute abandonment, political back-stabbing, and violent internecine skirmishes. Those remaining colonists left behind found themselves poised behind differing philosophies and goals, driving them into the struggle for power through politics and war. With increasing rumors of war between the Utopian factions, Caprice eventually lost contact with the colony. The few small ships sent to reestablish contact never returned. When Earth finally returned to the system, the CEF scouting ships found not a utopian world but a distopia, consisting of politicking megapowers caught in a perpetual arms race over a world ruined by the ravages of global thermonuclear war.

The **Life on Utopia Sourcebook** is a complete sourcebook for the **Heavy Gear** colony world of Utopia. It greatly expands on the information given in the **Heavy Gear Rulebook, Second Edition**, the **Life on Terra Nova Sourcebook, Second Edition** and other **Heavy Gear** books, providing you details about the history and societies of Earth-allied Utopia. This book provides both Gamemasters and Players an overall view of the planet and its star system to assist your interstellar campaigns or start exciting new campaigns with Utopia characters.

The rest of this chapter provides overall information on Utopia, ranging from geography to timekeeping to ecology. *Chapter Two: History of Utopia* traces the fall of Utopia's society from the earliest colonial settlement to its present CEF-occupied state. *Chapter Three: The Heofon System* provides details into the local star system and the large fleets that Utopia and the CEF are building to conquer the other colonies. *Chapter Four: The Nations of Utopia* details the three megapowers that had locked Utopia in war for centuries until the CEF allied with one of them and conquered the other two. *Chapter Five: The Independent Groups* provides details into the minor powers of Utopia, as well as the peoples that wander the war-wrecked wastelands. *Chapter Six: Life on Utopia* provides details into the rites, traditions and cultures of daily Utopian life, including details on the massive underground cities of Utopia's nations, helping add flavor to your adventures and character backgrounds. Finally, *Chapter Seven: Gamemaster Resources* gives GMs a large number of tools for their games, including campaign seeds, Utopian character archetypes, a sampling of Utopian life forms, and unique vehicles for both tactical gaming and roleplaying.



## Terraforming a Barren Rock - 1.1.1

Utopia was a barren, rocky world when first discovered in 5435 AD, but eight years later, the Wilder-Grosz Group, after purchasing the desolate planet, began an impressive terraforming campaign. Using the latest terraforming techniques to begin Utopia's transformation, frozen gases, water ice and genetically-enhanced microbes were seeded from orbit, slowly processing Utopia's chiefly carbon dioxide atmosphere as the expanding oceans absorbed the carbon from the atmosphere, releasing the trapped oxygen and allowing the seeded nitrogen from space to begin altering Utopia's atmosphere toward Earth's own. Mantle pressures shifted as the mass of the new seas altered the tectonic stresses, increasing volcanic activity as Utopia moved and shifted to accommodate its changing surface.

As time progressed, genetically-enhanced algae and other single-celled plants were introduced to further accelerate the necessary carbon and nitrogen cycles, transforming Utopia's atmosphere into an oxygen-rich environment. During this time, marine life was transplanted into the forming oceans. Starting first with plankton and other microscopic animal life, the terraformers gradually began introducing larger species, creating increasingly complex ecosystems, so that by 5487 AD, Utopia's oceans were sufficiently developed to generate the gases needed.

At that point, the scientists and engineers began the great endeavor of terraforming Utopia's land masses. Aerial drops of seeds and spores for grasses and other simple plants continued over the next decade, slowly establishing grasslands and virgin forests. At the same time, small terrestrial animals were introduced. Insects and birds were transplanted first, and they were soon followed by rodentia and small reptiles.

As Wilder-Grosz opened the world to colonization at the turn of the 56th century, they introduced larger creatures, such as grazing animals and mammalian predators. Even small whales and other endangered animals were brought in as part of endangered species programs funded by the Human Concordat, helping to diversify Utopia's ecosystem. In just over a hundred years, Utopia had become a successful human colony that expanded under the growing migration of hundreds of thousands of colonists a year, a new home for humanity to settle and extend its reach into the stars.

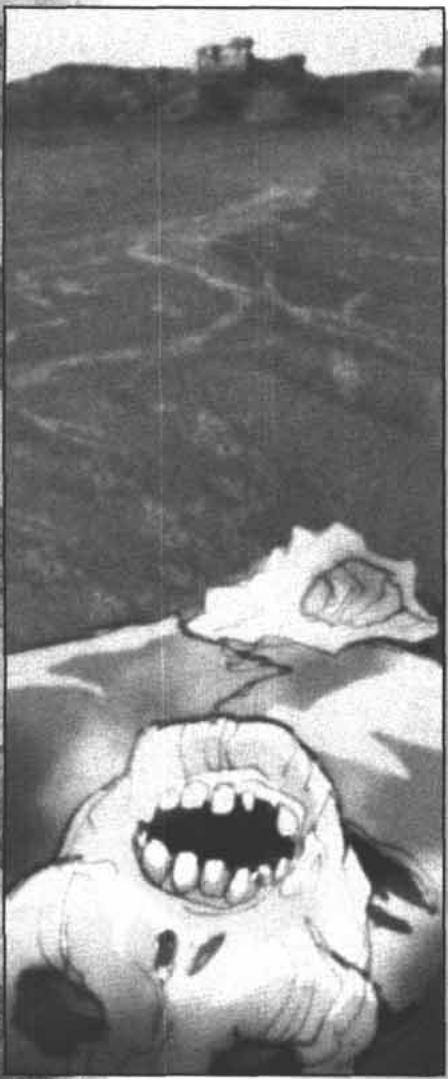
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# INTRODUCTION

1



## 1.1.2 - War and Radiation



Transformed into a beautiful planet by humanity, Utopia would later be transformed again, but this time for the worse. Following Earth's withdrawal from its colonies, the politics and schisms of opposing factions spawned a hellish, ruined Utopia. The political rise of three megapowers from the various factions that settled on Utopia centuries before brought with it the threat of thermonuclear war. Political ideologies polarized during the ensuing cold war, increasingly giving way to greater and greater unilateral politicking. Eventually, one nation pulled the trigger, and then another, and finally another, consuming Utopia beneath the flames of what would be remembered as the Great War. The reality of full scale thermonuclear war, unrealized by humanity thus far, became the resultant aftermath for Utopia's masses.

Relentless fires and radiation destroyed Utopia's still-developing natural habitats, leaving scorched and decaying corpses of humans and animals in its wake. Billowing clouds of smoke and dust flooded the sky, covering Utopia in a nuclear winter for generations. Even as the airborne debris began to settle, the radiation seeped into the seas, damaging the precious ecosystem of Utopia's oceans on which the planet depended for its atmosphere. Utopia had been subjected to the worst of humanity's destructive powers, leaving the surface a scarred, irradiated landscape.

### ◆ Living Undergrounds

Prior to the Great War, beneath the mantle of the cold war between nuclear megapowers, Utopians began to build bomb shelters. Many of these bomb shelters became community projects, creating large underground lattices of tunnels and storehouses. These shelters were perhaps the only reason that Utopians survived the devastating after-effects of the Great War. Stocked with supplies and equipment to last for years, these shelters allowed the survivors of the Great War to cling to life.

As time went on, these shelters were slowly expanded, eventually forming huge underground communities, with new generations born into these underground complexes. Culture and lifestyle began to become entwined with living underground. There were periodic expeditions to the surface to scout around for resources and equipment that may have survived the Great War. Some of these expeditions were able to make contact with other underground survivors, and soon alliances were formed over local territories.

These alliances allowed people to consolidate resources and available technology to construct larger underground complexes linking multiple shelters together, away from the irradiated surface. Now called Deep Cities, these underground metropolises soon developed fully-sustained economies and industry, allowing people to live out their lives completely underground, beneath an earthen shield that protected them from the radiation and desolation above.

Isolated beneath the surface, people polarized further into camps, each pursuing their own special interests, both for survival but also for more resources. In time, the isolation of the Deep Cities stirred up the same unilateral politics that had led to the Great War, ushering in new cycles of violence.

### ◆ Occupation or Cohabitation?

When the CEF's 2nd Fleet arrived in the Heofon system to reclaim Utopia for colonization, it discovered a world that had been ravaged by repeated warfare between three megapowers and was then unsuitable for colonization. In addition, the CEF was faced with the power of political persuasion and weapons of mass destruction. Rather than facing the possibility of unifying these factions through unilateral conquest, as it had done on Terra Nova, the CEF choose to exercise diplomacy and ally with one of the warring factions: the United Republic of Steelgate.

Offering military assistance to Steelgate, the CEF began a savage campaign against the other two megapowers. Because the planet was deemed unfit for colonization, the CEF practiced brutal and attritional tactics against the other non-allied factions. Orbital bombardment and sweeping ground assaults broke the military might of the other megapowers. Under the union between Steelgate and the CEF, the remainder of Utopia fell in a matter of months.

A provisional government was soon established to help stabilize the fledgling global empire under the rule of Steelgate and the CEF. However, Steelgate has found itself caught in a political quagmire: its political leaders and industrial powerhouses find themselves serving under the CEF's High Command for Earth's own agenda. Virtually no resources are being exercised to help restore Utopia as the CEF had originally promised. Instead, shared military technology is being utilized to refine new weapons for the CEF to use off-world. Huge fleets are being assembled, all under lucrative contracts for a select few Utopian benefactors, who remain in political power. All the while, there is the subtle influx of pro-CEF propaganda into Utopian culture. It would seem that the Utopians are free, but only free to serve alongside the CEF, increasingly blurring the lines of occupation and cohabitation.

6



# INTRODUCTION

1

## PLANETARY BASICS - 1.2

Utopia orbits within the habitable zone around a white-yellow G0 type star originally designated Ari Allani, at an axial tilt of 36.6 degrees. Utopia's equatorial radius is approximately 7,623 kilometers, with gravity lighter than both Earth and Terra Nova at .97g.

Utopia is the fourth of eight planets: the inner terrestrial worlds Gehinnom, Ravana and Horus, and the outer jovian-type giants Zion, Nirvana, Isis and Avadon. Extensive asteroid belts, containing asteroids of rock, ice and frozen gases, are found both between Utopia and Zion, and between Isis and Avadon.

Orbiting Utopia are two moons, Neby and Mycerinus. Neby is a captured fragment made mostly of metallic compounds and orbits Utopia in a highly elliptical orbit once every 53.6 Utopian days. Mycerinus, the larger of the two, sits closest to Utopia, completing its orbit once every 31.5 Utopian days. Geologists believe that Utopia at one time, roughly three and a half million years ago, suffered some form of astronomical cataclysm. This event is believed to have created Utopia's primary moon and reduced Utopia to a barren, rocky state.



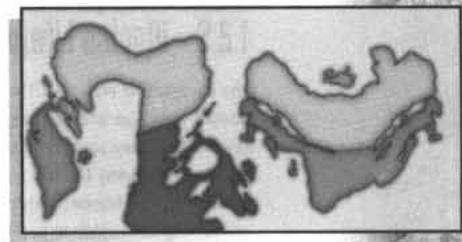
## Timekeeping - 1.2.1

Utopia used chronometers set to Caprician time during the decades of the terraforming process. Two variant calendars were briefly tried but ultimately discarded as needlessly complex. Once colonists began settling on the surface in 5513 AD, the Utopian Calendar (UC) was established, allowing them to track time according to local astronomical events, as well as allowing better tracking of the tides.

Utopia rotates on its axis every 25.74 Earth hours. In order to help standardize on 25 hour days, the Utopian minute is rounded up to 62 seconds in length. The colony's annual year is 534 Utopian days (556.4 Earth days) long. The year is broken into four seasons: winter, spring, summer and autumn. All seasons are further broken down into four-month cycles, alternating between 31 and 32 days in length. Months are counted out following the periodic orbit of Mycerinus. Their names are January, February, March, Hestia, April, May, June, Apollona, July, August, Latinus, September, October, November, December, Helanus. Leap years occur every ten years, adding a day to the last month of winter, Hestia.

Utopian dates are expressed as day of the month, months and year UC. The UC calendar started on year one, placing that first year at the date that the planet was first discovered in 5435 AD. The current date on Utopia is 13-Latinus-465 UC.

## Basic Geography - 1.2.2



Utopia's landmasses account for nearly half of its surface. Utopia is commonly subdivided into two major continental groups: a western grouping, named Etrusca, and an eastern grouping, named Sumer. Each of these continental groups is subdivided further defining distinctive geographic features, such as mountain ranges, plateau regions, and lowland plains.

Etrusca has a mix of barren mountainous terrain, low-lying plains and wetlands. Of the two major continental groups, Etrusca has both suffered the worst of the nuclear devastation and holds some of the best surviving land in the globe. Most of Etrusca's northern mountainous regions and western-most plains, surrounding Steelgate, are permeated with heavy radiation; these are called rad-zones. These wasteland areas are so radioactive that virtually nothing will grow there. In the eastern regions of Etrusca, low-lying plains and scattered wetlands make these regions some of the best surviving vestiges of Utopia's ecosystems. Though suffering from low-level radiation, most life has seemed able to adjust. Recent agricultural experiments with radiation-tolerant plants have had limited measures of success, but most Utopians remain skeptical of any genetically-enhanced product instead trusting the "clean" underground hydroponic farms, finding it difficult in their minds to distinguish genetically-enhanced with radiation mutations.

Sumer has a much larger main continent than Etrusca. Possessing high coastal ranges along the continent's northwestern regions, Sumer is a land of extremes as well. The effects of towering volcanically-active mountain ranges leave limited precipitation for the inland plateau regions, extending dry deserts inland into the heart of the continent. These plateau regions, called Ferrous Flats, are covered in fine volcanic ash, blown in from the coastal range with heavy concentrations of iron-oxide, and have a distinct reddish color. High northerly winds in this region create blinding dust storms, shifting massive dunes of radioactive dust. Coastal areas of Sumer's western regions are much more plentiful with precipitation, with thermal updrafts and cold downdrafts cycling off the high peaks resulting in massive storm systems, not too unlike the hurricanes of old Earth's Atlantic Ocean. In the eastern regions of Sumer, plants and animals are limited to only the hardest species, namely lichens, low-growing succulents, and burrowing rodents and insects. Massive cold fronts in the form of thick fog roll inland from the north, propelled along southerly winds, helping keep these desolate eastern regions with the minimum of moisture for its few flora and fauna to survive. With little cloud cover, these areas can drop below freezing at night, even in summer season.

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# INTRODUCTION

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## 1.2.3 - Geology



During the terraforming process, tectonic stresses caused shifts that resulted in increased volcanic activity along geological faults both underwater and near the newly forming coasts. This has continued to push a number of Utopia's mountain ranges higher, the highest having risen to over 9000 meters above sea level. The most prominent mountain ranges are along the western regions of the Sumerian continents, being pushed up by the subduction of the Etruscan tectonic plate beneath the Sumerian continental plate, increasing volcanic activity along this coastal range.

Chiefly comprised of silicates, iron and other heavy metals, Utopia is a prospector's dream. Rich metal ore deposits are easily accessible either through strip-mining, uncommon in present day due to radiation exposure, or tunneling. Fossil fuels, such as crude oil and natural gas, are rare on Utopia. Instead, Utopians rely on the veins of uranium ore and other fissionable elements available to power their fission reactors. Fusion power generation, utilizing common seawater, is also a popular method of generating power for coastal communities and Deep Cities.

## 1.2.4 - Hydrography

Though accounting for nearly half of Utopia's surface, water is a precious commodity to Utopians. Most water sources are heavily contaminated and unpotable. Seawater has proven to be the best source of clean water. All the Deep Cities maintain coastal desalination and decontamination plants within their territories. This water is then moved along extensive pipelines to the nearby Deep City. At the same time, water is recycled as much as possible, being used for hydroponic crops and industry, until eventually it is decontaminated again and piped back to the coasts and recycled into the oceans.

Utopia's oceans have fared better than the terrestrial habitats following the Great War. Radiation damage has occurred, but on a much lessened scale. Over the first few decades, the ocean's shallower regions were most heavily contaminated, damaging the coastal reefs and continental shelves. The deeper regions of Utopia's oceans went virtually untouched by the effects of radiation exposure. With Utopia's high tidal patterns, most of the radiation has been diluted further, being drawn out to sea. The large, open ocean creatures, such as the Miso whale and the vast schools of black-striped Tuna, seemed to have suffered only marginal effects as a result, with lowered birth rates. However, the true effects of the radiation out on the open sea are still largely unknown, being a territory rarely traversed by Utopians anymore.

The recent arrival of the Colonial Expeditionary Force has brought some new-found hope for Utopia's water issues. New filtration and decontamination technologies from Earth's own damaged ecosystems has allowed the Utopians to increase water quotas within most of the Deep Cities.

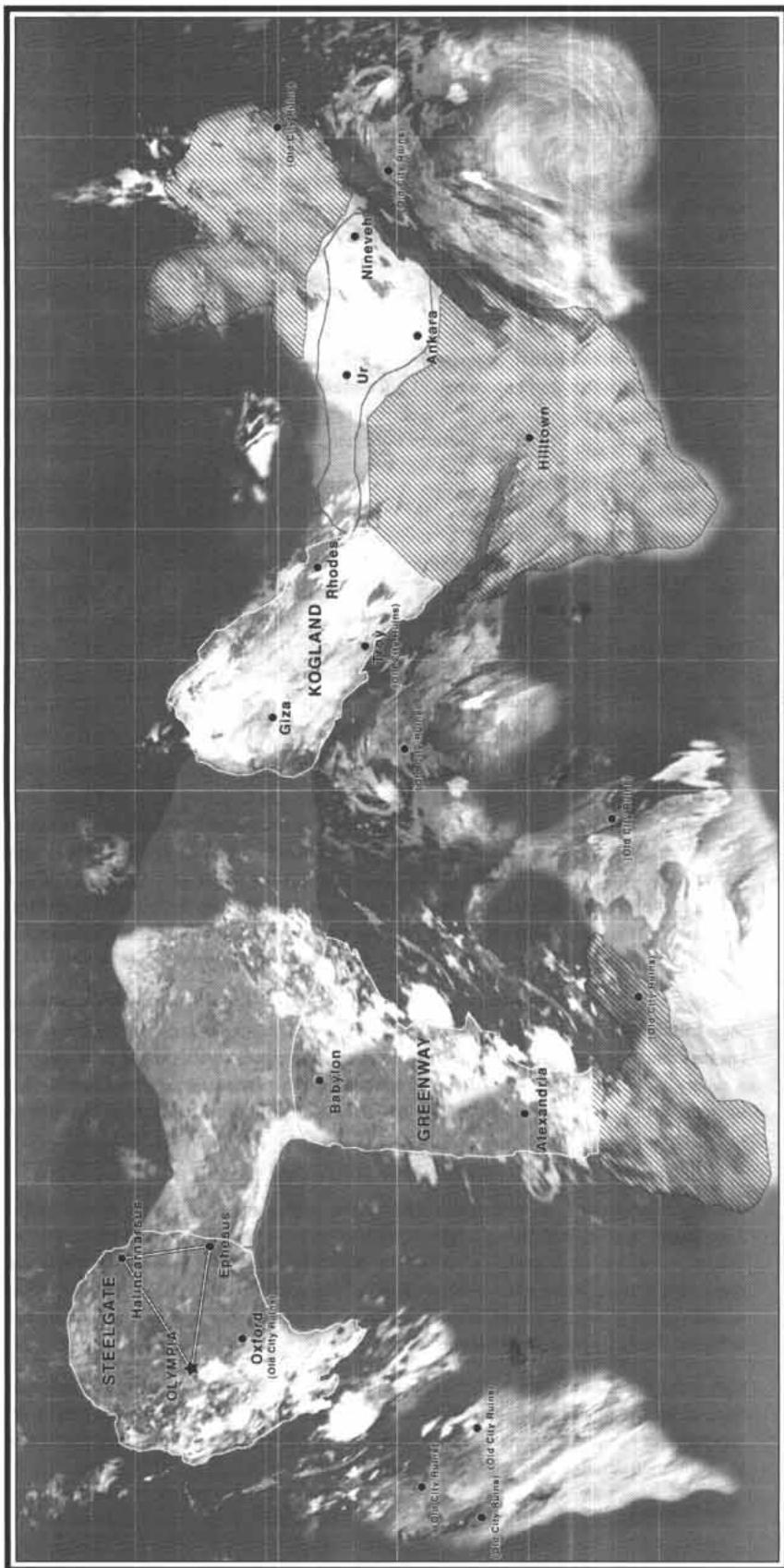
## 1.2.5 - Utopian Lifeforms

The devastating effects of the Great War brought death to most of Utopia's terrestrial lifeforms. Gone are the massive herds of sickle-horned antelope and the majesty of the mane-crested Nemean lion. However, despite the generally barren and irradiated surface conditions, many species have survived. A few reptiles, toads and small lizards still skirt their way through Utopia's barren landscape, hibernating during the hot summers and cold winters and using the more temperate spring and autumn months to forage for lichen growths for the trapped water and nutrients underneath. Beneath the surface, burrowing animals and insects navigate a dangerous life consuming each other in predatory cycles of hunting and scavenging. Many of these creatures are showing signs of mutation caused by their extended radiation exposure: increased size, extra limbs, multiple eyes, thicker exoskeletons. Some mutations are clearly genetic anomalies, producing freaks of nature, but others are definitely proving beneficial, repeating through generations and providing an evolutionary edge over competitors.

Along the coasts, crustaceans, mollusks and other tide pool life forms have all but vanished entirely. Attributable to the tides, these creature are constantly subjected to high concentrations of radiation from the heavily irradiated beaches and tide pools. In turn, birds, such as the collared gull, lose more and more young each year as the consumption of contaminated shellfish and insects increasingly thins the shells of their eggs, often breaking before hatching. On the open sea, creatures fared much better than elsewhere. Though irradiated, the marine lifeforms have managed to survive with little mutation. However, there is starting to be evidence that certain larger species are experiencing lower birthrates. With time, the majority Utopia's marine life may perish as most of the terrestrial life did two centuries ago.

# INTRODUCTION

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## ANOTHER WORD FOR HOPE

&gt;Transmission Burst Received

&gt; Running Decryption —

&gt; Playback—

This is our first report from Utopia. With over two cycles since our last transmission, we were beginning to wonder if the planet would ever reach the correct coordinates to transmit so that we could submit our initial reports. Our local contacts say they have safely secured a link through the CEF's transmitter at Midway Station to Caprician space, coordinating with our folks in Caprician space. I only hope that they are right and that this message reaches home securely.

Utopia is like nothing that we expected. We had heard that they had suffered from a global thermonuclear war, but we hadn't understood the full import and sheer magnitude of that statement till now. Utopia is a barren, radioactive wasteland. How humanity has been able to survive here is a tribute to ourselves.

After three months on the surface, we were beginning to doubt whether we could succeed. Our landing placed us smack in the middle of what are called the Highland Wastes, a territory of the Industrial States of Kogland. Luckily, our surface contacts had successfully received the transmission detailing our drop zone. Communication has been minimal; they speak in a strange collective dialect of Slavic and Anglic that is difficult to understand. Fortunately, the journey to the "nearby" wasteland city of Hilltown has been uneventful, taking us over a month to arrive. During that time, we secured several cultural and linguistic databases supplied by our new friends, allowing us to familiarize ourselves with Utopia's culture and society. We are just now beginning to learn the local dialects and have been able to read some of their literature and history.

Even just looking into their language, what we have found is astounding. 600 cycles of near continuous cycles of war and reconstruction, and the Utopians have lost their word for 'heroes.' Their mythology and lingual metaphor is cemented in the endless cycles of aggressive politics and war. The closest linguistic connection that we could find to heroes was from Greenarian society prior to the Great War, but the language translates more as a concept of freedom to live than about individuals standing up for social or political freedom. In this light, I'd say that the Utopians as a culture don't understand the concept of freedom as a political or social ideology; rather they equate freedom to survival.

However, the effects of continuous war apparently go far deeper than just the diminishing of individual freedom in the Utopian psyche. This afternoon, Jared came to me with another startling linguistic discovery. Do you know the closest word they use for 'hope' is a synonym for 'morning'? The linguistic metaphor of equating hope to the sunrise has been an anthropological realization for us. They have only the traditions of the past to march them as slaves to a hopeless future. If the sun rises tomorrow for them, that is their hope, their future.

How the human mind can embrace this retrograde reality and not collapse in on itself is a profound mystery and goes against everything that we anthropologists have come to understand as common, socio-political concepts. Over dinner this evening, we discussed these things, concluding a fear that the hope of freedom from Earth is not a concept that we can easily transmit to the Utopians. It's little wonder the CEF just waled in and subdued them. The question remains — how are we to free these people?

I am attaching several electronic files containing geographic and other strategic information, as well as our anthropological notes. We hope this message reaches you safely. We also hope to have brighter news as our intelligence operation continues. May the Divine Spirit guide us and give us all hope for our efforts.

&gt;End Playback



## A DIAMOND IN THE ROUGH [A.D. 5435-5756] - 2.1

In the early part of the 55th century, the Concordat's Deep Space program expanded its Gate probe operations through independent prospectors in a rush to discover other habitable planets like the Atlantean worlds. When NP5435GO was discovered in 5435AD, it was originally overlooked by potential bidders because of its barren rocky state. The planet, however, laid within the star's life zone, and the system was rich in mineral resources. These made the planet a prime candidate for terraforming, catching the eye of several corporate interests.

One such company was the Wilder-Grosz Group, an investment mega-corporation that, after eight years of corporate jockeying for the new world, successfully secured ownership of NP5435GO. Seeing a world of great potential and a mineral-rich system capable of supporting the massive projects ahead, Wilder-Grosz dedicated a large percentage of its assets to make the purchase and fostered great expectations for the future of its new world, renaming it Utopia.



### Slow Going - 2.1

Primarily a venture capital and financial group, Wilder-Grosz did not have the technical and material means to establish a colony alone, but it did have the capital. In order to begin the process of transforming a barren planet into an Earth-like world, Wilder-Grosz gathered together the necessary resources, recruiting mining companies, biological-engineering firms and space-construction enterprise. Wilder-Grosz offered these corporations subsidiary rights to support its own cash flow, effectively merging them in a corporate structure beneath Wilder-Grosz.

To this end, the various subsidiary companies slowly built a symbiotic relationship, each of their work dependent on the others. First, the mining firms would perform exploration and extraction, isolating water, organic compounds, gases and metals. These materials would then be distributed to other subsidiaries, while unneeded materials were left to the mining subsidiaries to do with as they wished. Most established refineries in system, and then they would then export the materials to Caprice, where they would be traded for needed supplies or capital.

Meanwhile, the space-construction subsidiaries supported the required terraforming facilities, building orbital drop-stations for seeding water and frozen gases into the upper atmosphere. Additionally, they constructed transports for the mining subsidiaries, as well as outposts and stations for bioengineering research and development. In turn, the construction firms would receive regular income for the construction and maintenance of these ship and facilities.

Finally, completing the triad of subsidiaries, were the bioengineering enterprises that researched and developed the life forms for introduction into the emerging Utopian biosystems. All research was maintained as intellectual property by the individual subsidiaries, allowing them to file patents for their technologies and sell them to other interested bioengineering and terraforming firms.

Wilder-Grosz orchestrated this economic machine, skimming a percentage of the profits from all the subsidiaries and investing the capital in both in-system and out-system ventures. As the decades passed, Utopia slowly transformed, creating the necessary conditions for Earth-like life. Meanwhile, Wilder-Grosz reaped large capital gains in its investment base, permitting the investment conglomerate to pull in further subsidiaries to help with the new challenges that Utopia's terraforming presented.

### Garrison Grant

Garrison Grant became well known as one of the great pioneers of terraforming science in the 55th century. President of Gaia's Redemption, a large bioengineering firm focused on ecological modeling, Grant was himself a very spiritual man. From initial appearances, Garrison Grant was a rugged individual, known for his hands-on demeanor and unpolished corporate sense. However, he and many of his team were devout Gaiaists, believing that the science and technology that they researched and developed was a path toward spiritual enlightenment. Though their spiritualization of their technology was frowned on by the scientific community, none could deny the accuracy and results of Grant's ecological modeling.

In 5482 AD, at the age of 82, Garrison Grant was granted the Nobel Prize in Science for his contributions to terraforming and colonization, namely his Gaia Layering model. Gaia Layering is a process of accelerating the natural evolutionary cycles of a planet by stratifying an ecology into interdependent layers, allowing an Earth-like world to be built in decades rather than centuries. He lived just long enough to witness the successful terraforming of Utopia's oceans, passing away aboard the research vessel *Dutiful Master*.





## 2.1.2 - Colonization



In 5509, Utopia's surface was deemed successfully terraformed and officially opened for colonization. Wilder-Grosz welcomed anyone with the financial means to make the journey. It marketed Utopia as a new world for a better life and invited all with talent, skill and experience to join their virgin colony. In short time, Utopia began receiving an influx of hundreds of thousands of colonists a year in ever-increasing numbers. Everyone who could, wanted to be involved in Utopia's beginnings. Pioneering settlers and explorers saw Utopia as a chance to begin afresh, creating a better society and exploiting the vast resources of a new world. Small colonial businesses moved in on the potential of profits and available labor, helping to establish economic infrastructure to support the influx of settlers. Communities formed around these centers of business and industry, eventually giving way to large metropolitan cities with millions of colonists, all making a new life for themselves and their families. Utopia was quickly becoming prominent colony within the Human Concordat.

### ◆ Wealth and Profits

While most of the deep-space mining effort was directed toward the terraforming industry centered around Utopia in the late 55th century, export of the system's rich mineral deposits reaped rich rewards, fueling an economy in deep space mining. Similarly, capital earned by the space construction firms allowed them to expand their corporate interests back in Caprician space. Meanwhile, Wilder-Grosz's received a percentage of this wealth, reinvesting it into the Utopian terraforming project.

By 5644 AD, these subsidiary firms had become rich as the middlemen, gaining colonial economic power. The mining subsidiaries chiefly made profits through supply to colonial industry and manufacturing. Recruitment programs were established on Earth and Caprice, offering labor contracts with land-rights benefits on Utopia, while at the same time paying these workers low wages.

Later that century, Maxil Space Industries began an impressive building project in orbit around the gas giant Zion, the Praxiteles Shipyard. Backed by Wilder-Grosz, the shipyard facilities would be as large as those utilized in Caprician and Terran space, able to construct and moor Gateships and large transports. The shipyard was well received. At that time, the Human Concordat issued colonial contracts to build nine new Gateships for the Concordat's fleet, helping to defer the cost of producing them back in the Terran shipyards in orbit around Jupiter. Having already surpassed Earth as the colonial leader in stellar travel and commerce, the Caprician corporations bid heavily for the opportunity, as did Wilder-Grosz. Possessing the more established Monolith Shipyard, Caprice secured six of the Gateships contracts, leaving the other three to Praxiteles, which was still finishing construction. This was the opportunity, however, that Wilder-Grosz needed to transform Utopia into a colonial economic power. With the passing of 5756 AD, Utopia had built two more Gateships, beyond the three contracted a century earlier, under contract and officially began challenging Caprice's monopoly on stellar travel and commerce.

### ◆ The Ore Magnates

Of all the Wilder-Grosz subsidiaries, the mining industry was the most profitable. Gaining significant power both with loyal colonist workers as well as economic power within the Wilder-Grosz Group, these separate subsidiaries became known as the Ore Magnates. Operating as a voting majority within the conglomerate, the Ore Magnates became a monopolizing force on Wilder-Grosz corporate board, creating an atmosphere of Byzantine politics between the various subsidiary self-interests. Over time, these politics came to a crossroads, as the Ore Magnates proposed separating themselves from Wilder-Grosz, letting them form their own conglomerate. Unable to prevent the secession, Wilder-Grosz relented, specifying a minimum of stipulations, namely lease contracts on certain mining infrastructure. The Magnates agreed, hoping to buy out the leases within the next century, or at least replace them.

As such, the Magnates became the first subsidiary to spin itself off from its parent conglomerate, establishing their own collective headquarters in the city of Olympia on Utopia. Soon other subsidiaries followed the Magnates' example. Wilder-Grosz quietly allowed these actions to happen, still maintaining a financial connection with their conglomerate children, skimming percentages off all transactions and holding on to valuable leasing contracts.

### □ Showing Off

The Magnates and their corporate officers loved to show off their wealth. They bought expensive land or sea cruisers (sometimes even amphibious models) and embarked on wild tours of their properties to show them off to their friends and business acquaintances. Many of the more eccentric ones spent all their time aboard their vehicles out on the surface, and legends (some fantastic, most very dark) build up around the parties and events that occurred within. Many cruisers were lost over the years to accidents or malevolent events; the hulks of their vehicles still lie somewhere out on the surface of the planet, still loaded with the supplies and riches that the Magnates loved so much.





## PRELUDE TO COLLAPSE (A.D. 5786-5853) - 2.2

Wilder-Grosz, though secure in its investments both on Utopia and abroad, was growing concerned. The dissension among the Wilder-Grosz Group subsidiaries had thinned the conglomerate to only the bioengineering divisions of its Utopian holdings. While the Magnates and Wilder-Grosz's other now-independent children had reached a fair balance, bitterness and manipulation continued to chip away the foundations of leadership on Utopia. Corporate politics turned into partisan politics as Utopia's cities became centers of power for their respective industries. The wealth of the "greatest colonial success story" began to slowly disappear into the cracks of political bureaucracy created by the special interests by all parties.

For over four generations, Utopia's colonists had looked to the corporations for governance, and now the corporations and their employees were dividing Utopia's riches between themselves. Simultaneously, capital was continuing to flow out to Wilder-Grosz interests on Caprice and Earth. The system of economics that had for so long been the mainstay of Utopia's success was quickly eroding away, as the wealth seemed to disappear. For the first time in Utopia's history, unemployment started to rise as the corporations tried desperately to preserve capital against debts that could no longer be refinanced.

Over the next four years, subtle political movements began to vie for greater prominence, gaining followers. Long-standing labor unions and guilds changed from societies of community to political organizations. For the first time in Utopia's short history, political protests laid siege to corporate facilities and headquarters, demanding everything from the restoration of jobs to the restructuring of executive management. In response to please from Wilder-Grosz, the Concordat sent delegates to try to quell the increasing unrest. The Concordant delegates sought to establish a temporary overseer government, separate from the corporations. In addition, the overseer government was given authority to create a force of military peacekeepers, to help keep order and protect the common good.

### The Departure of Earth - 2.2.1

Before the Concordat's overseer government could even be inaugurated to power, the Concordat's political sentiments began to change to a more "Earth-first" policy and the Utopian economy became drastically worse as public confidence eroded. Poverty and homelessness became more than just scattered anomalies in Utopian society. When the Human Concordat declared an immediate withdrawal of all Gateships to the Terran system, there was a completely uncontrolled panic as people spurred by the decline of the Utopian economy tried to book passage to Earth believing they were fleeing to safety. In turn, the Magnates looked at the destabilization of their export business, reducing many of their assets to near worthless product. The various space industries also began to spiral out of control. It seemed that everything the Utopians had tried to build to establish an economically viable colony was collapsing.

Utopia's space industries attempted negotiations with the Concordat officials to allow Utopia to take over the costs of maintaining the few Gateships still in the Hefon system. However, negotiations failed and the Concordat refused, claiming the Gateships as military technology. With that, the leaders and executives abandoned their homes and careers without a second thought. The overseer government and the corporate governance dissolved to nothing more than anarchy. Panicked masses scrambled over each other for passage on the last Gateship to Earth, with the wealthy and powerful being the first among them to retreat, leaving the remaining masses to fend for themselves.

In the final days of the withdrawal, a guild faction of Maxil Space Industries piloted five small transports loaded down with explosives into two moored Gateships in Praxiteles Shipyard, bailing out in lifepods at the last moment. The collisions and resultant explosions destroyed the two Gateships' engineering sections and disabled their propulsion systems. Almost immediately, a panic broke out onboard the giant station. The remaining Gateships and transport vessels began disembarking procedures. Fighting broke out as desperate groups of colonists that had made it this far off Utopia feared themselves being left behind. The angry and panicked people broke through the armed barricades, storming into the transport docking bays. Fearing for their safety, the transport captains had closed all access and proceeded to disembark, leaving the panicked masses pressing against the closed airlock doors.

Concordat authorities were forced to leave behind the two damaged Gateships, having no way to bring them along. The remainder of people marooned on Praxiteles and on Utopia were left to fend for themselves. In nine, short months, Utopia had been turned upside down in upheaval. Its economic stability gone, and its populations scattered and disoriented.

#### The Praxiteles Incident

Log 1: "Gimme a hand with this, will you, I can't quite reach... Hey, pay attention!"

Log 2: "Say, I don't remember a box scheduled for docking today. What in the name..."

<part of recording lost>

Log 2: "...took the number 5 and 6 tanks clean off! Things are starting to fog up real bad — there's H2 and debris everywhere..."

Log 1: "...gotta tie this down! If we don't secure the hose, it's going to be a ticking time bomb..."

Log 1: "What, you haven't seen that! Forget the damn hose — we gotta get out of here!"





## 2.2.2 - Power-Gathering

The years that followed were ones of complete global chaos. Looting and pillaging by mobs plagued the streets of Utopia's cities. However, there were a few that rose to the challenge of trying to bring the anarchy and destruction to a stop. The same factionalist unions and guilds that had formed political influence groups began to exercise themselves as localized governmental bodies. Groups of security personnel, technology engineers, agriculture specialists and others worked to calm the hysteria, offering protection and basic necessities, partitioning off their industrial districts. Over time, localized corporate states were formed, many times fracturing cities between industrial sectors.

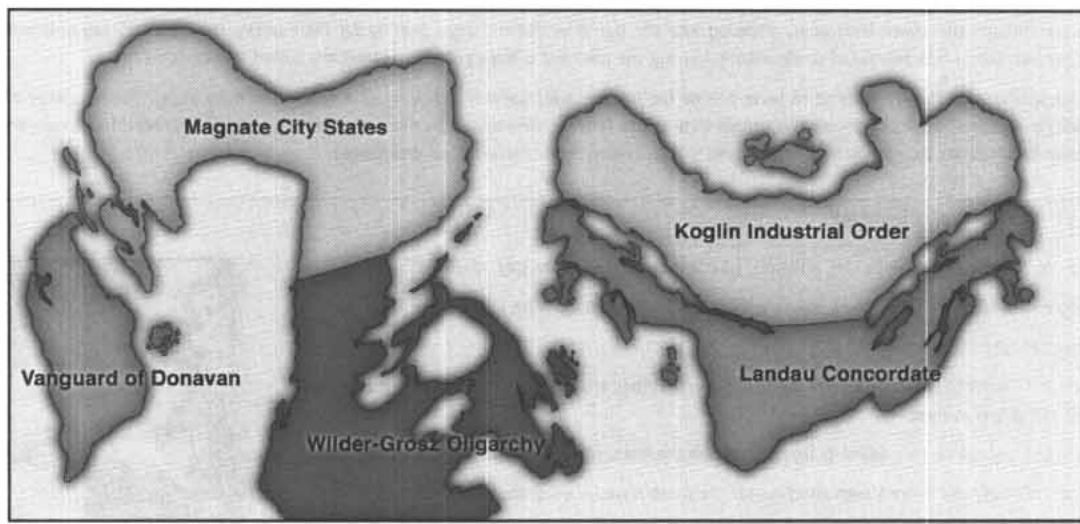
Within two decades, however, even these local governmental groups showed signs of weakening as more powerful leaders rallied the masses behind them. Socio-political ideology and spiritual belief were the primary reasons behind these changes, diminishing the corporate rule. At the same time, the Utopians had for so long associated themselves under a corporate banner that the corporate archetypes were integrated into the political cause rather than eliminated. Eventually, open warfare broke out over infrastructure and territory, with militia armies utilizing makeshift armored vehicles and small arms in urban warfare. One by one the corporate factions fell, often from within, to the rise of political power, unable to halt the emerging social momentum. These battles and skirmishes became known as the Consolidation Wars. Fierce fighting would continue for nearly two generations, with borderlines drawn and redrawn annually.

## 2.2.3 - From Five, Three

Over time, the planet began to consolidate politically and skirmishes became limited to remote frontlines. The remainder of Utopian society began to rebuild its broken cities, fostering some relative economic and social stability. Federal governments were erected to help further bring to focus the emergence of nationalism. This in turn built the industry and government apparatus required to support better the still raging political war machine. Armies grew from militias into trained, professional soldiers, and political negotiations became an important component to the continued skirmishes.

Originally, five national powers congealed from the separate corporate factions. First was the Magnate City States, a nation rooted in Utopia's Ore Magnates, holding powerful industries in ore extractions and refinement. Second was the Wilder-Grosz Oligarchy, a nation ruled by a council of elitist families, focused on agriculture and bioengineering. Third, there was the Koglin Industrial Order, a fascist industrial state with extraordinary manufacturing capacity. Fourth was the Vanguard of Donavan, a military and industrial power that benefited from being on the separated subcontinent of Peleset. Finally, there was the Landau Concordat, an industrial conglomerate nation consisting mostly of space industries and construction corporations.

From these five, continued wars were fought amid the expansionist goals of the Consolidation Wars. Eventually, two powers fell, leaving three. In 285 UC (5849 AD), the Magnate City States brought Utopia into its own Nuclear age by annihilating three of Donavan's primary cities with newly developed anti-matter bombs, conquering the broken Vanguard of Donavan. The sights portrayed on satellite footage shocked the whole of Utopia. Shortly thereafter, Koglin and Landau signed an alliance, renaming themselves the Koglin-Landau Pact and issuing a statement that the Magnate aggression must be stopped. In the spirit of Koglin-Landau's diplomacy, Wilder-Grosz approached Koglin-Landau to agree to a non-aggression treaty with the newly joined nations. Soon, the Magnate City States relented and approached the other two megapowers for a non-aggression treaty as well. With the arrival of autumn in 287 UC (5853 AD), all three megapowers, Magnate, Koglin-Landau and Wilder-Grosz had signed the Oxford Agreements, ending the Consolidation Wars and beginning a new era where political might was more important than military action.





## COLD WAR (U.C. 287-307) - 2.3

With the signing of the Oxford Agreements, the three nations for the first time in a long period paused to look inward and address their domestic issues. This era, often referred by historians as the Reconstruction and Cold War Period, saw the dramatic change of Utopian society. International trade and technological assistance became increasingly common as nations demonstrated a level of increasing trust toward each other.

At the same time, all megapowers were engaged in a nuclear buildup. Each explained that the armament policies were matters of national security, and that Utopia had entered a new era of nuclear deterrence. Each government handled its issues with diplomatic care, trying to maintain the balance and stability that all had worked so hard for.

The nation's citizenry began to worry, however, and anti-nuclear demonstrations became more common, though these were dismissed by the governments as fringe political movements of little consequence. Instead the three megapowers directed their populations to look at the positive improvements since the institution of the stand-off. Increased standards of living, reductions in poverty and unemployment, as well as improved environmental initiatives were just some of the improvements that the Oxford Agreements had brought to Utopian society. Despite people's appreciation of these things, the construction of community bomb shelters became prevalent. In an effort to reassure the public, the three governments invested heavily in these underground bunkers, transforming them into civic projects owned and maintained by the states.



## Treaties and Politics - 2.3.1

Like all agreements between nations, however, the role of politics is to see how far one can bend the rules without actually breaking them. Despite the strong domestic policies that appeased the masses, the international scene, while stable overall, was a politician's playground. Complaints by special interest groups in trade deficits and foreign tariffs placed on goods from other nations became the agenda of lobbyists and their targeted politicians. Blinded by the successes of their domestic policies and seeing a public that seemed more content and more affluent than the generation before, the politicians of the megapowers believed that they were the righteous in these foreign disputes over trade and commerce. In reality, all three acted increasingly unilaterally to meet their own needs.

Still in this political playground, there were glimmers of multilateral cooperation. Many of these schemes were hatched to benefit a select few from all interested parties; political nepotism was common in helping to build up wealth for families or friends. There were some, however, that genuinely sought to help Utopia become again the colonial power that it once was.

## The Interstellar Projects ◆

The Interstellar Projects were joint space initiatives to restore Utopia's derelict Praxiteles Shipyard, bringing Utopia back into the glory of interstellar travel and commerce. The inspiration came in 290 UC (5857 AD), when a Gateship from Caprice arrived in the Hefon system. The Gateship was spotted approaching Utopia, and there was a tremendous surge of excitement from the Utopians. Many wondered if the Age of Isolation was over and Earth had returned, having resolved its political-economic issues. Despite this not being the case, the arrival of the Capricians was warmly welcomed. Apparently, Caprice had been able to secure over a dozen Gateships. Diplomatic rhetoric was exchanged with encouraging words for the future of trade with Caprice. Goods and materials were traded, the Utopians taking in the supplies of finished goods ranging from labor mounts to electronics to cultural information. Meanwhile, the Capricians took aboard manufactured goods and cultural information back to the Loki system.

This experience inspired the Utopians to come together and rebuild the two Gateships that remained moored at Praxiteles Shipyard, their drive systems damaged. In two Utopian years, the first Gateship was ready to depart; delegates led the inauguration from all three megapowers. The Gateship *Hanuman* left with its hold full of supplies, carrying the hopes of the Utopian people. Twenty Utopian years later, however, trade with Caprice tapered off. The Gate world was dealing with its own internal issues that hampered trade and the cost of travel to the other colonies proved too expensive for the joint venture. Like Caprice, there were more important issues starting to emerge at home.



## 2.4 - BROKEN SEALS [U.C. 307-352]

With the spring of 307 UC, the political scene between the Utopian nations was polarizing toward greater conflicts. International efforts to settle trade disputes were failing, with nations increasing tariffs against each other. In addition, the deficits incurred to rebuild Praxiteles Shipyard were taking a toll on the Utopian economy. It was at this point that the Magnate City States, Wilder-Grosz Oligarchy and Koglin-Landau Pact agreed to hold an economic summit to discuss more open trade relations. The Magnate City States had invested a large sum of their capital into the war-torn continent of Peleset, attempting to rebuild their conquered allies. Unfortunately, the Magnate City States lacked the agricultural and industrial resources required to continue the reconstruction of former Donavan.

The summit was sabotaged by a terrorist faction within Wilder-Grosz, when a bomb was detonated in the Oxford government building where the trade talks were being conducted. Accusations flew and all three nations mobilized their militaries. Both the Magnates and Koglin-Landau positioned themselves against Wilder-Grosz, which tried desperately to reopen the talks, but the Magnate and Koglin-Landau insisted that the terrorist faction be brought before an international tribunal for trial. When Wilder-Grosz officials successfully tracked down and arrested the members of the terrorist faction, they were shocked to discover that the group was backed by a prominent governing family. The information was suppressed for fear of overturning the foundation of Wilder-Grosz's governing body. However, the intelligence reports were leaked by Koglin-Landau loyalists, and over time relations between the megapowers broke down further. Border skirmishes became increasingly common over the next twenty years.

### 2.4.1 - The Invasion of Wilder-Grosz

Wilder-Grosz was fighting a losing battle in the skirmishing. Lacking the industrial resources to maintain a sizable military force, it turned toward the technology at hand, bioengineering. The biological attacks against Magnate forces were devastating, with thousands of soldiers falling ill and many eventually dying. Nearby hundreds of thousands of Magnate citizens died in the following months as the contagion moved through adjoining Magnate cities. In 325 UC, Magnate invaded Wilder-Grosz, unleashing the fury of its military against the nation of Wilder-Grosz in a full declaration of war. The use of tactical nukes led the onslaught, the Magnates claiming that they would exterminate any biological threat. Koglin-Landau's efforts toward diplomacy came to a standstill, its people shocked at the emerging outcome. They in turn prepared for war, proclaiming that they would protect their citizenry and foreign corporate interests from both foreign powers. Wilder-Grosz pleaded to Koglin-Landau for support, but the time for that kind of diplomacy had passed. Utopia had entered into global conflict once again.



#### General Holstein Gerald

General Holstein Gerald was the senior commanding officer of the Wilder-Grosz 11th Armored Division during the Invasion of Wilder-Grosz. According to records and logs, he was the youngest cadet to graduate from the Wilder-Grosz military academy in the pre-Great War City of Babylon. He distinguished himself in leadership roles during the border skirmishes between 308 and 320 UC, until he was finally promoted to General of the 11th Armored Division. Despite several strategic losses by the Wilder-Grosz military, General Gerald successfully gained several tactical victories against the invading Magnate forces during the invasion in 325 UC. Specifically, he successfully held off the Magnate forces from the city of Alexandria during the initial phase of the war. He is considered a hero figure to the surviving descendants of Wilder-Grosz, Greenway. Today, there is a splendid silver statue of him, ten meters tall, in the Deep City of Alexandria, raised in honor to the hero.

### 2.4.2 - Mass Destruction

In the passing months, the war went badly for Wilder-Grosz. Few records of the final days of the Great War exist in modern times and thus little is understood about the rhetoric that led to the outcome. Regardless, it is believed that Wilder-Grosz launched a full-scale ballistic missile attack on the Magnates' territories and assets in desperation. As monitoring stations of both the Magnates and Koglin-Landau factions reported the launches, and the madness of the conflict that had replaced better judgment reached its climax. Both the Magnates and Koglin-Landau in turn launched their missiles, targeting each other as well as Wilder-Grosz. Sirens went off in all the major cities of Utopia, beckoning people to retreat to the community shelters.

For the next hour, the Utopian masses huddled into their shelters, waiting. Meanwhile, the fierce ground battles continued to rage until finally the first wave of nuclear warheads pummeled their targets. Over the days that followed, nuclear fire blasted away military facilities and cities alike, laying waste to field and mountain, valley and coast. The flames of war roared through the countryside in globe-spanning fires, engulfing the landscapes in smoke and ash, leaving behind a dark, sunless sky.



## Economic Collapse - 2.4.3

With most of Utopia's surviving masses hiding beneath the rubble of their leveled cities in their community shelters, Utopia was reduced from a modern economy to a broken and fragmented society. Survivors outside the shelters were very few. In the more remote regions of small towns and outposts, people hid away as best they could in caves, basements, and even the empty missile silos. In the months ahead, the fires and sun-shrouding smoke destroyed the ecosystem, consuming both agriculture and wildlife, leaving a barren and scorched countryside. A few moved about seeking out the shelters in the cities, but to little avail. The cities burned with hot fires for months following the initial devastation, making them inaccessible.

In space, the outlook was much worse. The fighting that had been going on in the heavens came to a standstill as the crews of all three sides stared down at the horrific sight from orbit. Communications failed to reach anyone on the ground due to the ambient radiation from the anti-matter and fusion fallout, which rendered most electronic communication devices on the surface useless. During the sobering month that followed, some of the crew decided to mount landing parties to the surface to attempt to reestablish contact. When communications was lost with the shuttles and none returned, many spacers simply vented their ships' atmospheres, suffocating themselves, deciding to end their lives rather than remain trapped in space.



## The Movement Underground

The people in the shelters faced the months ahead with great courage and determination. Though the large complexes had been built to sustain a community of people for years, the accommodations were still small and overcrowded. Even with large caches of supplies, most shelters suffered from famine or sickness, their stockrooms either lost due to cave-ins or their supplies contaminated by radiation. In addition the fires above-ground were intense. There were many sanctuaries where all died by suffocation as the fires sucked out their oxygen. Some shelters even fell prey to human nature as the occupants panicked and turned on one another in fear.

Those that did survive in the shelters made the best with what they had, consolidating their resources to serve the community better. Months became years, and generations were now being born into the underground environment. The populations started to grow restless, wanting to know what remained of the surface. Some shelters remained trapped until the occupants successfully dug themselves access out of the rubble-covered shelters. For the first time in over a decade, their eyes viewed a ravaged landscape of rubble and debris. Expeditions were formed, consisting of small teams of individuals who set out across the surface, looking for other survivors. Slowly, they found each other and establishing relations. Time revealed that the surface was heavily irradiated; the shelters became vulnerable to radiation sickness and disease. With this, the movement to link the shelters via safer underground tunnels began. Over time, these networks of tunnels would lead to more sophisticated underground structures: the development of the Deep Cities was beginning.

## The Bellflower Plague

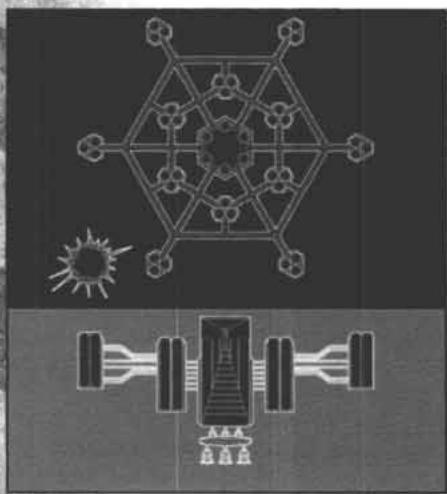
With contact reestablished between shelters, the communities opened themselves up to sharing disease and plague. The most prominent tales of plague came from the area that is now occupied by Deep City Rhodes. It was many years after the initial devastation, when communities were building underground bridges to interconnect the shelters, that the Bellflower Plague nearly killed all of the surviving population of Rhodes. Only the isolation of the sick led to the control of the disease, which was discovered to have been spread by lice.

Spread by these little insect's bites, the Bellflower Plague was a bacterial infection that caused severe lesions and sores. Eventually the victim would die of severe shock as deadly toxins would build up in the body. The breakout of the disease led to the panicked sealing off of entire sections of the underground tunnel networks, leaving the infected masses on the opposite side to die. The disease received its name from a flowering plant that people had begun to grow in the underground hydroponics farms during that time. A common flower before the Great War, people at first embraced growing the Bellflower as a symbol of hope. Although the disease was proven to have come from the lice, the name and association stuck, cursing the Bellflower plant to near extinction.





## 2.5 - RESOURCE-GATHERING [U.C. 352-370]



As the Deep Cities began to build up their underground infrastructures, they faced enormous challenges. The primary challenge was the securing of the huge amount of resources required to sustain their burgeoning populations. Surviving factories and autofacs were repaired, allowing the use of drones to become more and more commonplace; these performed the dangerous tasks associated with Deep City construction and expansion. In addition, a resurgence of technology began to appear as electronic libraries and surviving records were recovered.

As the survivors began to explore further and further out, they discovered other large communities like themselves. Often finding common ideological outlooks and perceptions, these large communities would form alliances, sharing resources and technology. Over time, these alliances led to the conception of nation-states, comprised of underground communities and cities. Soon, the pursuit of resources became a duty for the greater whole. Industry grew and complex economies started to emerge as the fledgling nations explored further out across the wastelands of Utopia.

There were also other lesser powers emerging elsewhere around the globe, but these were weaker city-states with little infrastructure to provide for their own populations. For a time, distances only kept these emerging powers at bay. However, soon their self-sufficiency began to erode as mutual interests became counter-productive, creating expansionist goals within the emerging nation-states.

### 2.5.1 - The Rise of the Machines

As conflicts between these powers began over bordering resources, only simple robotic units were used, namely converted construction vehicles and drones. As time passed, technology improved, and the nations began to rely more heavily on self-sufficient drones, utilizing NAIs (Near Artificial Intelligences — see Chapter Six for more information). Called Automatons, these mechanical beasts were pitted against each other in fierce close-range combat. The three emerging megapowers could mass-produce legions of these mechanical terrors without risking the lives of their precious populations. As territories were won and lost, technology was captured and quickly put into use, improving on the designs. Soon, large mobile command and control vehicles were developed to allow for extended field missions. Equipment quickly standardized as templates were stolen and successful battlefield models were captured, taken apart and copied almost bolt for bolt.

As technology became more refined, armies transformed from ragtag collections of converted labor drones into waves of combat automatons surrounding lumbering semi-autonomous Command Auto-Tanks carrying tactical artillery, supported by armored troops and VTOL aircraft. Despite the sophistication of the Automatons, the human trooper was still better at infiltrating the underground cities. Battlefield tactics became centered on Automaton combat, an attritional game of advancing quickly on a position and striking each other at close range.

#### ◆ Mechanical Terrors



The development of the Automaton was perhaps the most interesting application of Utopian technologies in the post-Great War era. During the Cold War period, scientists had developed a NAI module that could be mass-produced and easily integrated into multiple systems, allowing more remedial tasks of civic operations to be conducted with a minimum of human supervision. Over time, the NAIs were even incorporated into the early warning missile defense systems, providing intuitive tactical data to human operators and commanders.

With the resurrection of the megapowers from the Great War, drone research became critical to ensure the continued construction and maintenance of the Deep Cities. Drones could simply work in conditions that humans could not. With the rise of the post-Great War megapowers in 353 UC, NAI technology was successfully recovered and later integrated into drone research. Soon, semi-autonomous drones were being deployed on the battlefield, creating a new era in battlefield tactics for Utopia. Mass-produced by the thousands, automatons became the heavy soldier of the modern Utopian battlefield, serving alongside human troops who could direct the Automatons through voice-command or HUD displays. By the 5th century UC, these mechanical terrors were efficient war machines, able to conduct lightning-fast battlefield assaults taking the brunt of the damage, clearing the path for an invading army.



## WAR OF DETERRENCE [U.C. 370-474] - 2.6

Over the next Utopian century, wars between nations were fought, vying for territory, technology and supplies. These wars slowly diminished in scope as the unclaimed or intact caches of technology and supplies became fewer and fewer, however. Soon, an attitude of deterrence evolved as nations continued to build up their armed forces as a counter-measure to the military buildup of other nations.

Four stable nation-states had emerged during this time. Each found its roots in the nations that existed prior to the Great War. In the northwestern region of the Etruscan Continental Group, the people who had once called themselves the Magnates had become the United Republic of Steelgate, a fast growing community that possessed autofac mining and industrial capabilities, allowing them to construct massive Deep Cities. They began consolidating their underground communities within protective walls, creating a complex and robust economy. To the southeast, the Greenway Alliance was assembled from those peoples that survived from the Wilder-Grosz Oligarchy. The Alliance possessed extraordinary botanical capabilities, enhanced by surviving autofac infrastructures. Their communities were formed around agriculture and associated industries, combining underground living with bioengineering. In the northern region of the continental group of Sumer, the Industrial States of Kogland possessed the best industrial infrastructure on the globe, depending greatly on the use of automated drones and factories. Further east on the continent of Sumer were the Independent States, a loose collection of underground cities peopled by independent groups of nomads and vagabonds that had kept to themselves, avoiding the movements of consolidation that took root in other areas.

### Sudden Shifts - 2.6.1

Of the few wars that were fought during this era, the war against the Independent States remains the best known. Along the eastern regions of Sumer, a small group of Deep Cities still remained independent of the three megapowers. Home to wastelanders and nomads, these rather poorer Deep Cities had successfully held the Kogland armies at bay for over two decades. Though merely a militia against a trained, professional army, the Independents were clever adversaries.

Eventually though, the industrial might of Kogland began to bear down on the Independent States with Deep City Ur being lost to a relentless Kogland assault of automatons from the sea. The Independents' army was forced to retreat back toward Ankara, taking refugees alongside. However, the Kogland's Automaton army was able to out-flank the Independents, decimating their already beleaguered forces, indiscriminately killing the fleeing refugees as well. In the days that followed, Ankara was besieged, the Independent Army routed and scattered. The siege effectively left both Ninevah and Hilltown isolated and vulnerable. It appeared that the Independent States would fall to the might of Kogland by the end of winter.

On a cold, winter morning two weeks later, a 7-megaton anti-matter bomb was detonated from within the Kogland Deep City of Troy, incinerating the entire city. Kogland was shocked as the news reached Giza and Rhodes. The Independent Army claimed responsibility and issued a warning that anti-matter devices were already planted in both Giza and Rhodes. An ultimatum was given that Kogland retreat from Ankara and give up its hold on Ur immediately or Kogland, the nation, would be destroyed. Over the next twenty-five hours, Kogland relented, withdrawing from Independent territory unconditionally. Week's later both anti-matter devices were discovered and disarmed. It was later discovered that the Independent Army operatives had committed suicide near the surface at checkpoints outside the city rather than be captured. Exactly how the devices had been taken into the city unnoticed was never discovered.

### Neutrality Accords - 2.6.2

With destruction of Deep City Troy by the Independent States, Kogland retreated out of the Independent's territory and mourned their dead. Not since the Great War had such devastation been seen. The destruction of 1.2 million people and their homes was overwhelming. In the autumn of 380 UC, a political summit, hosted by Greenway, was convened to establish a solution to the continued nuclear threat. The representatives of all four nations came together ratifying a collection of treaties that became known as the Neutrality Accords. The goals of the Neutrality Accords were to recognize the sovereignty of the four nation-states and to establish international rules of trade and industry.

Three generations after the signing of the Neutrality Accords, the four nations were poised in a strange balance. Steelgate, Greenway and Kogland had grown into the megapowers that they had been prior to the Great War, possessing robust and productive economies under the mantle of their nuclear military power. The Independent States still remained scattered and unable to cooperate among each other.





## 2.7 - THE RETURN OF EARTH [U.C. 474-PRESENT]

The Neutrality Accords afforded the three megapowers an opportunity that they had not explored previously: the re-conquest of space. The Heofon system had long been abandoned and was crowded with the detritus of a bygone era. During the early 460's, all three nations had built up space programs to reclaim the remaining orbital stations and system outposts. Utopia's space race was on. As their space programs matured during the next decade, they were able to bring old orbital stations back online, reviving the old stations' power and control systems, establishing national orbital facilities above Utopia.

About that time, a Colonial Expeditionary Force scoutship had entered the Heofon system from the Loki Gate, slowly exploring the outer planets. Finding the abandoned Midway Station and Etheria outpost on the Isis moon, Hagard, the CEF soon established a base of operations to begin its probes deeper into the Heofon system, targeting the colony of Utopia. As the scoutships moved closer and closer toward Utopia, the CEF began monitoring Utopian communications. Over the next few months, the CEF had gathered intelligence that Utopia was divided into four nations, but dominated by three megapowers. Long-range observations also showed a barren and scared world ravaged by countless wars. This was not the beautiful Utopia that Earth had left centuries before. Discreetly, several small reentry pods were deployed to the Utopian surface. For several more months, the CEF gathered intelligence on the culture and societies on Utopia.

### 2.7.1 - New Allies

Intelligence sent back to the 2nd Fleet, which had now moved into the Heofon system in orbit around Isis, revealed that recent political cooperation was only recent and that the stability that was emerging still showed signs of cracking. Aboard the command ship *Hannibal*, Vice Admiral Mikola Bryson, a careful and patient man, formed a strategy with his commanding officers to utilize this Achilles heel and use Utopia's political tensions to the CEF's advantage.

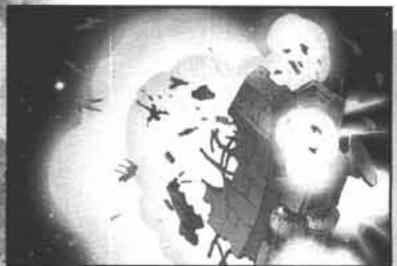
Careful selection through the gathered intelligence showed that the United Republic of Steelgate would be the best suited to form an alliance; its expansionism-driven politics suited the CEF's own agenda. In 474 UC, the CEF made first contact with an exploration ship from Steelgate near Praxiteles Shipyard, in orbit around Zion. The meeting was extremely tense. The Utopians were stunned to come across the CEF scoutship, and introductory talks were slow. However, Steelgate's trust was soon gained and a meeting was arranged on the Utopian surface in the Deep City of Olympia.

The CEF diplomatic officers explained that Earth was looking to establish diplomatic relations with Utopia, and it had chosen Steelgate to be its ambassadors in this undertaking, helping introduce the return of Earth. At the same time, the CEF began landing its troops and armored divisions, claiming a need for shore leave and repairs. Eagerly agreeing to the proposal, Steelgate formed a summit meeting to introduce the arrival of the CEF to the other three nations. Information on the CEF forces had already been leaked to the other megapowers, however. Word of strange soldiers and armored battle groups in Steelgate cities sparked old debates of distrust during the summit hearings, but the final pieces of the CEF's plan were still to come.

During the course of the heated rhetoric, two of Greenway's orbital stations were suddenly destroyed, their final distress calls claiming they were being boarded by Steelgate ships. Steelgate flatly denied any wrongdoing, but trideo footage showed the unfortunate truth. The evidence caused Greenway to abandon the talks, suspicious of Steelgate's intent with its new Earth allies. In the next few days, Greenway shuttles supported by unknown ships attacked a large Kogland orbital factory without warning, destroying it. Steelgate tried desperately to hold the summit together, but its association with the CEF became suspect of something more sinister by both Greenway and Kogland. Each nation began massing its troops and Automatons for invasion.

With the talks broken down, Steelgate pleaded with the CEF for support against the possible invasion by both Greenway and Kogland. Agreeing to offer deterrent assistance, the CEF began establishing a military presence north of Ephesus along the coast. As tensions mounted, Kogland launched a ballistic missile attack against the CEF forces and a Greenway research facility in the wastelands south of Alexandria. Further surprise came when the CEF, using artillery that it had moved into orbit destroyed the Greenway forces along the Steelgate border. The Earth-Steelgate War had begun, and unknown to Steelgate, the CEF had successfully established the international distrust that it needed to begin its conquest of the planet.

#### ◆ Opening Shots



"They refuse to acknowledge our hails. We've had them on the screen for a half-hour now — yes, I'm sure they are Steelgate! We've got no ships in the area..."

<garbled section> ...deploying heavy ECM cover. We've taken some hard hits, and about half the sections are blown out.

<garbled sections> They're trying to dock! We've got intruder alarms over all the mid-decks and...

<garbled section> ...Steelgate marines in... <garbled>"

-- Last Transmission from Station

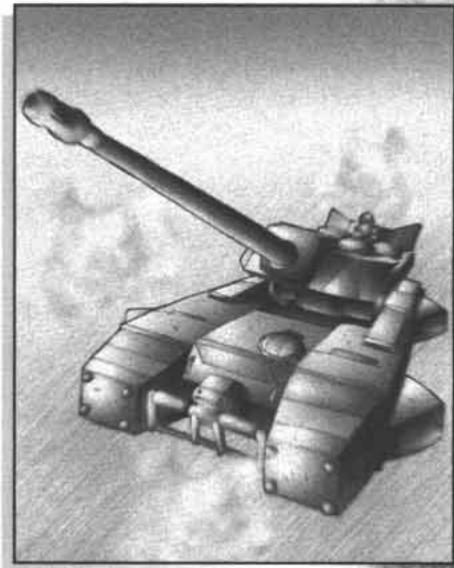




## A Quick but Bloody Peace - 2.7.2

As the war broke out in full force, both Greenway and Kogland launched a large nuclear strike against Steelgate, severely damaging the cities of Ephesus and Halicarnassus. The CEF quickly moved its forces in to defend Steelgate, executing brutal orbital bombardment, working to destroy both Greenway's and Kogland's wasteland industrial complexes and factories, reducing their manufacturing capacity. Meanwhile, the CEF had deployed fleets of its small subs, taking out harbors and underwater water facilities near Alexandria and Babylon. In the months that followed, the fiercest battles were on the surface. Combined with Steelgate armed forces, the CEF conducted a savage campaign. The CEF considered the planet unsuitable for colonization, and so maintained the tactical advantage of being unrelenting in its combined tactics. Heavy air and field support backed the armored divisions as they pushed through the weakened enemy lines.

Focusing the main ground assault on Greenway first, the Steelgate-Earth forces overran Greenway within three months. With the surrender of Greenway, the CEF dropped thousands of GREL soldiers to subdue the Greenway populations while the conquest continued on toward Kogland. Orbital bombardments and naval artillery had already weakened Kogland, but the industrial power proved much more difficult to defeat than Greenway. The Independent States merely rolled over to the Steelgate-Earth threat, allowing themselves to be overrun without much fighting. Kogland, however, possessed some of the best technology on Utopia, and the Automaton armies proved difficult for the CEF to combat in the rocky, high mountain plateaus. Eventually, the Kogland defense caved in to the relentless onslaught, however, and surrendered to the Steelgate-Earth Alliance, signing the Treaty of Giza in winter of 475 UC. In nine short months, the CEF had successfully subdued the planet.



## The Politics of Alliance ◆

Although the Steelgate-Earth Alliance was initially ruled by Steelgate politicians, the influence of the CEF was evident everywhere. Before long Steelgate's political officials were under the direct influence of the CEF High Command back on Caprice, merely puppet rulers to Earth. While the leaders were rewarded richly, their general populace was put under tight control, the CEF establishing urban checkpoints and regular patrols. Finally with the establishment of a joint government, the CEF declared Olympia the new capital city for the new Steelgate-Earth Colonial State.

At that time, reconstruction of the war-torn industry and agriculture began alongside new research and development projects. New military technologies were developed in Rhodes and Giza, while agricultural research for providing better food packaging and supply for the CEF war machine was developed in Greenway. The joint government soon started directing funds to rebuild the Praxiteles Shipyard and begin restoring the Utopian Fleet. It helped to retool the factories to build hovertanks and eventually Battle Frames. While many of these initiatives created jobs for the Utopians, boosting the global economy, the fact remained that Steelgate's power was slowly eroding away to the whims of the CEF and Earth's agenda.

## Delicate Maneuvers ◆

Despite the clearly CEF-first policies being exercised by the Earth forces, the CEF did work to improve the critical systems of Utopia's Deep Cities. A self-described "Campaign of Giving" was propagandized throughout Utopian society. Earth shared certain technologies to improve water quality, perform radiation cleanup and improved autofac technology from Caprice. All these tangible gifts were part of a much broader campaign to promote the CEF as the redemption of Utopia. Promises of lasting peace are promoted on electronic postboards and trideo commercials.

Now, after many years of preparation, the CEF and Steelgate, along with volunteers from other nations, have assembled the 1st Utopian Fleet, and two other fleets are presently under construction at Praxiteles Shipyard. In addition, the two Gateships left following the Great War have been refitted with the newer third-generation Gatedrives. These Gateships are currently on search missions for micro-anomalies — new Gates to other colonies or even new worlds. It is the CEF's intention to use the resources, unique technology and aggressive experience of the Utopian people to aid in their conquest of the human worlds.





## LISTEN AND LEARN



Hert Marquis gazed out the window of his office aboard Praxiteles Shipyard. Slowly the view shifted as the massive habitat's hexagonal ring turned, providing Hert's office with some semblance of gravity. Outside, a massive fleet of ships moved past his window, moored just off the station's main hangars. It had been ten years since Admiral Jonas Gath had recommended him for Chief Director of Praxiteles Operations, a long time.

With the 1st Utopian Fleet already sent off into the Loki System, the 2nd and 3rd were undergoing final refits and preparations. Hert stared at the nearby Hemuset-class destroyer *Achates*, her starboard missile tubes still undergoing repairs. He remembered his young nephew that had been stationed as a second lieutenant on her just before the CEF arrived. He had been so proud, with a gleam in his eye, ready to take on the stars.

Hert hung his head — that was all over now. His nephew was dead, killed by those bastard koggers. He thought to himself, "It didn't matter how many wars you may have lived through. When someone doesn't..." His mind had drifted off when the buzzer at his office door sounded. He shook out his sullen mask. "Please enter."

Lieutenant Colonel Goya Edden stepped into the office. A fine woman, a bit hard along the edges, but that seemed typical for a CEF officer in Hert's experience. "I am here with the week's report, Director Marquis," she volunteered, holding out a datapad.

Hert moved across the room and took the datapad from her before moving over to his desk and sitting down. He gestured to the Lieutenant Colonel to take a seat. Placing his thumb on the identity pad, he inputted his seven-digit code (which happened to be his nephew's birth date) and the datapad lit up, accepting him for who he was. The report appeared on the screen. "Hmm, looks good," Hert extolled. "The usual CEF efficiency and attention to detail that I admire."

"I am glad that you approve. I realize that it will take some time for you to go through the entire report, but let me explain some highlights...."

Hert interrupted, "Thank you, that would appreciated. But first, I noticed that the NAI control components for the command/control decks of the Matres-class carriers have not been installed. Rather, they have been diverted to the *Evander* and the *Pallas*, with the remainder scheduled for shipment to the Loki System. Why?"

"For the refit of the *Evander* and *Pallas*, of course," Goya replied with smooth assurance. "The order came down directly from High Command on Caprice. They have watched you with great interest and pride. In fact, Fleet Admiral Veda personally spoke very highly of you in his last transmission."

A little annoyed, Hert pushed back. "You didn't answer my question. Why are those components being diverted from their intended ships? You and I know that those electronic systems are not compatible with CEF power leads. It will take at least a month and a team of my engineering crews to fully integrate those systems. In the meantime, the Utopian carriers that those components were intended for will be further delayed."

"Mr. Marquis," Goya responded with a condescending smile. "May I remind you that you are merely the Director of Operations, not the Admiral. This station is under CEF guidance for the time being, and really it is for our own safety. There are political elements that you or I don't see, what with the other colonies. We must try to accommodate High Command's insights for all our best interests."

Hert sat back in his chair, gazing at the Lieutenant Colonel for a moment. Letting out a deep breath, he glanced back down at the report and then swiveled his chair to gaze back out his office window.

"Please then, Lieutenant Colonel, you should continue with your report."





# THE HEOFON SYSTEM

3

## THE HEOFON SYSTEM - 3.1

The Heofon System is an eight-planet system orbiting the star, Heofon, a white-yellow main-sequence star. Positioned approximately 1600 light years from Earth beyond the constellation of Orion, Heofon is better known as a type G0 star, with a surface temperature of approximately 6000 Kelvin. Being hotter than both Sol and Helios, it is also larger having slightly more mass.

The Heofon system is best described as being divided into two naming groups, the infernal worlds and the divine. This mythos distinction by early colonists resulted in a rather eclectic naming of the planets, spanning Afro-Asiatic and Indo-European pantheons. Among the infernal planets are the rocky inner planets: Gehinnom, Ravana and Horus. Among the divine planets is Utopia and the massive jovian worlds: Zion, Nirvana and Isis, as well as, the perpetually frozen world on the far edge Heofon system, Avadon. Orbiting among the divine and the infernal are two large asteroid belts: the inner belt between Utopia and Zion, called the Sinone Belt, and an outer belt situated between Isis and Avadon, called the Areolas Belt.

Except for Utopia all of these planets are unsuitable for life. As such, Utopia is the only planet supported within Heofon's ecosphere (a region around a star where temperatures can sustain life). However, the Sinone Asteroid Belt, between Utopia and the gas giant, Zion, is within the far edge of Heofon's life-support zone. Repeatedly, ice mining throughout Utopia's history has revealed that these asteroids contain the basic foundations of life, but nothing substantive enough to warrant that life exists within these asteroids.



## Stellar Neighborhood - 3.1.1

A nearby stellar nebula is extremely close to Heofon in astronomical terms. At 26.8 light years distant and over 85 light years in diameter, the Shiva nebula is the largest stellar object in the Utopian sky, covering over a quarter of the southern hemisphere's sky in all seasons. Faintly visible even during the day, brilliant multi-colored swirls of galactic dust and debris spread out to fill the southern sky, creating one of the few remaining romantic views from Utopia's surface. In late winter for southern regions, the nebula fills the night almost completely, providing spectacular views when combined with the southern Aurora Nubias, creating a shimmering canvas of shifting colors against a beautiful stellar backdrop.

The Shiva nebula is an emission type nebula – one that is the birthplace of stars. Like a great thundercloud illuminated from within, the churning currents of gas and dust testify to the violence of the mechanisms that create stars. However, star formation actually occurs beyond the colorful plumes of the Shiva nebula, within the vast dark clouds behind, in the core of the nebula. These dark clouds are quite different than the colorful, radiant billows, being over 1000 times as dense. This place, in the dark shadows, is where stars are born. Four times now in Utopia's history, newborn stars have been witnessed to ignite in the Utopian night. Astronomers state that there are many more stars being born, hidden from view behind the black clouds of Shiva's core. All of these star births have been either cataloged or estimated to be many light years away, too far to cause Utopia any problems. Yet, there are astronomers that are curious of wandering brown dwarfs closer to Utopia that may be drifting out there, perhaps caught within Heofon's gravitational hold a 1000 AU distant or more.

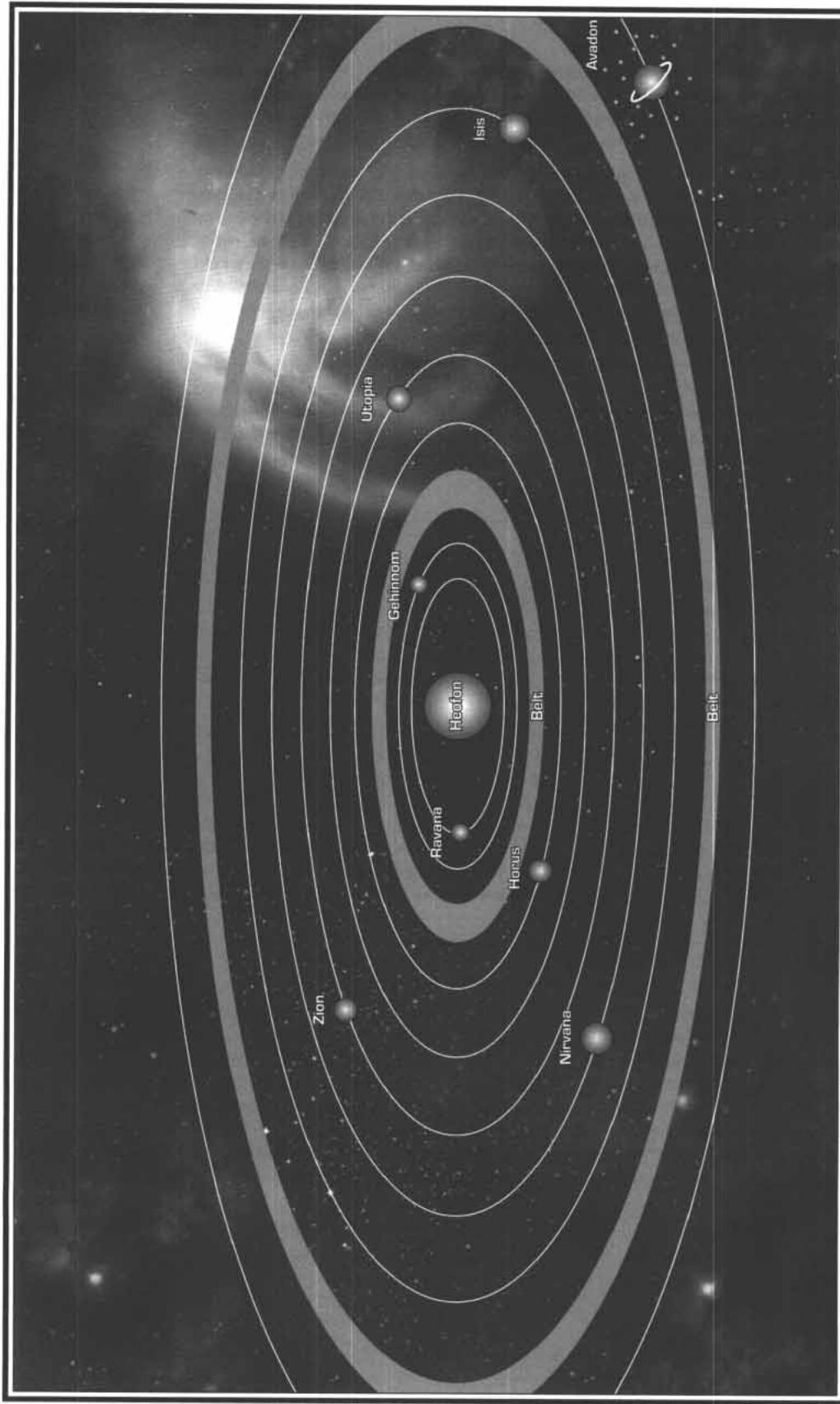
## Both Near and Far ◆

In the early years of colonization, astronomers discovered that a local star just over six light years from Heofon boasts a dozen planets, only half of which are gas giants. The star is a young main sequence star, F8 classification. It is conceivable that this neighboring system has planets that are also fit for human habitation. Long range spectrography has revealed two of the terrestrial planets have high concentrations of hydrogen on their surface, revealing the possibility of large quantities of water. It is quite possible that life has already started its evolutionary journey on those worlds. The irony is that there is no known gate from Heofon or any other colony to that particular system. For now, astronomers and scientists can only hope that perhaps a Tannhauser microanomaly can be found using the more advanced third-generation Gateship technology, but without true faster than light travel, the system might as well be on the other side of the galaxy.

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# THE HEOFON SYSTEM

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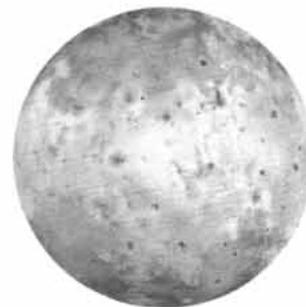
# THE HEOFON SYSTEM

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## Gehinnom - 3.1.2

Orbiting Heofon at a distance of 0.29 AU, Gehinnom is a fiery world, periodically the victim to solar flares and prominences. The planet is small and dense with an equatorial radius measuring at 2239 km and an escape velocity of over 4.2 km/s. In addition, Gehinnom's proximity to Heofon, makes this the hottest place in the star system. Surface temperatures have been measured to be over 460C degrees on the planet's surface.

Orbiting Heofon every 61.2 Utopian days, its surface is under constant eruption of sulfur, iron and even heavier metal-oxides. The solar wind from Heofon is so dense at this distance that these erupted plumes are actually carried out beyond Ravana's orbit nearly 41,600,000 km away, till they dissipate beyond detection. The planet's core is comprised of the heaviest elements, helping create the violent eruptions and rivers of molten rock that periodically flow across Gehinnom's surface. Due to these violent conditions, few orbital probes have explored Gehinnom's surface. Astronomers instead rely on information gathered from space telescopes in Utopian orbit.



## Ravana - 3.1.3

Ravana is the next closest planet to Heofon, orbiting its sun every 208.6 Utopian days at a solar distance of 38,800,000 km. Much like its closer brother, Gehinnom, Ravana is highly volcanic, but is large enough to maintain a thin atmosphere of carbon and sulfur dioxide, nitrogen, argon and traces of water. Volcanic and tectonic activity is intense, making the landscape a jagged and shifting surface. Having an equatorial radius of 3367 km, the planet has an escape velocity of 4.9 km/s. It is mainly comprised of silicates, magnesium, iron and sulfur with a heavy nickel-iron core.

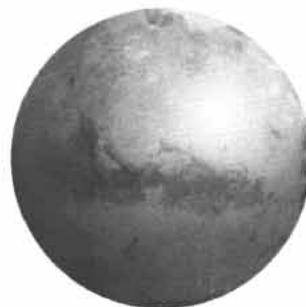
Orbited by a single large moon named Raksha, Ravana's surface undergoes unique tide-like movements along its many fractured tectonic plates, as if the surface floats on an ocean of molten rock. Raksha has a radius of 1838 km, and is comprised of the same basic elements as Ravana. Tectonic stresses and eruptions are much more subdued on Raksha, making it a prime target for ore exploration during the early colonial years of Heofon's system.



## Horus - 3.1.4

Horus is much more like pre-terraformed Utopia. Barren and rocky, Horus' has a few highly volcanic regions, but its most interesting geologic phenomenon are the mazes of underground tunnels. There is a lot of mystery behind the origin of these tunnels, but current theories claim that the underground mazes are actually thermal pipes left from a more volcanic geological past. Thousands of years old, these tunnels and catacombs are filled with steam, methane and carbon dioxide seeping out from deep in Horus' crust. The volatile mixture has been witnessed to create fiery geysers being belched out of fissures to the surface as the methane is periodically ignited by an influx of lava flowing into the catacombs from a nearby erupting volcano.

Possessing only a small captured asteroid, named Osirus, Horus completes its solar year every 316.8 Utopian days. It is believed that in the early development of the Heofon star system, Horus was positioned with the ecosphere of its sun. However, over three billion of years later, Heofon's ecosphere has moved further out to exclude Horus from ever spawning life.



During Utopia's earliest colonization, an ambitious corporate subsidiary of Wilder-Grosz, Schuber Energy, began building refineries on Horus' surface to begin tapping into the geothermal catacombs, refining the water and methane for export to Utopia, which lacked the fossil fuels required by an industrialized society. A unique process of using the naturally occurring geothermal heat to push the vapor and gases into large condensing towers, where the chemicals would be separated and collected for storage and then shipment off-world to Utopia.

The refineries used to extract and refine the water and gases were very unique structures. Being built on stilts and having large freestanding modules allowed the facilities to literally float above the surface, shifting with the surface beneath. The design prevented the dangers of earthquakes and tectonic shifts from affecting the lives of labors and the function of machinery. With the withdrawal of Earth, many of the laborers and facility managers abandoned the refineries to try and get home to Earth. A few of these now derelict refineries still remain intact on the surface of Horus after centuries of neglect, with little else known.

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# THE HEOFON SYSTEM

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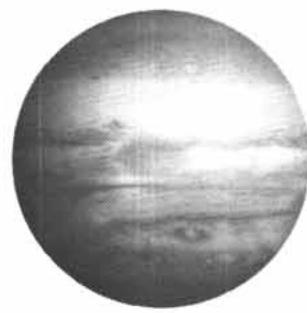
## 3.1.5 - Utopia



Orbiting Heofon at a distance of 1.33 AU, Utopia is the one planet in the star system that can support life, orbiting within Heofon's biosphere. In fact, according to geological evidence in the balsalt and limestone bedrock near the base of the Deep Cities, archeologists have discovered evidence that Utopia at one time may have supported life. It is theorized off this evidence that Utopia was at one time a planet with vast oceans and the beginnings of terrestrial life. Then, roughly three and a half million years ago, Utopia suffered some form of cataclysm, likely a collision with a small planetoid. It is assumed that this impact is what created Utopia's primary moon, Mycerinus. The impact would have utterly destroyed any life on the planet, spewing most of the atmosphere into space and reducing Utopia a dry, rocky wasteland.

Just beyond Mycerinus is Nebty, Utopia's other moon. Nebty is believed to have been captured just 10,000 Utopian years ago. Likely an Apollo asteroid, an asteroid that frequently crosses the path of a planet's orbit, Nebty was captured by Utopia's gravity well and maintains a highly elliptical orbit maintaining a perigee 9,200 km outside Mycerinus' own orbit. Utopia has an escape velocity of 10.6 km/s.

## 3.1.6 - Zion

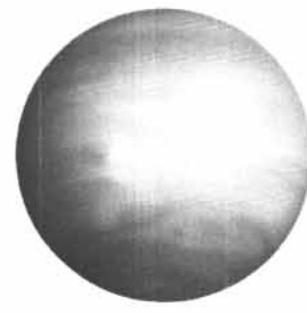


Zion is an enormous gas giant, measuring at nearly one and a half times the size of Sol's Jupiter. Its huge mass and equatorial radius of 107,700 km gives Zion an enormous gravity well. As such, Zion's escape velocity is approximately 91.5 km/s. Situated at 7.8 AU from Heofon, Zion orbits the star every 11.7 Utopian years.

An upper atmosphere of helium, hydrogen and noble gases, Zion is a fiery red gas giant. With swirling bands of red and oranges against the backdrop of white clouds, believed to be primarily water and sulfur dioxide. The sulfur, being sensitive to temperature, changes color rapidly as changes in temperature and pressure churn Zion's bands of reds and oranges, creating violent electrical storms. These storms create brilliant displays as the intense lightning ignites the hydrogen in the atmosphere. When many spacers view these storms, often spanning thousands of kilometers across, from orbit, they feel a sense of wondrous awe and fear, inspiring poetry and song.

Zion is so large in fact that it boasts several large planetoids, the largest of these being Zadkiel, a planetoid orbiting at roughly 11,110 km distant from the planet's upper atmosphere. Having an equatorial radius of 3430 km, Zadkiel is larger than Ravana, and has a cold atmosphere of nitrogen and noble gases. These conditions made the moon the choice location for establishing a primary terraforming command base by Wilder-Grosz. Following the successful completion of Utopia's terraforming projects, the base was abandoned and remained so for centuries, till destroyed during the Great War by Koglin-Landau space forces. Though, the base's subterranean modules, buried beneath the surface, are still believed to remain intact.

## 3.1.7 - Nirvana



Nirvana, the sixth world from Heofon, is a peculiar anomaly compared against its two brothers, thundering Zion and the beautiful Isis. The planet has the distinction of being completely monotone, showing only a faint light blue. The colorful bands typically associated with jovian worlds are absent, with faintly darker bands only distinguishing themselves when in close orbit. Despite its peaceful appearance, atmospheric probes have revealed winds exceeding 650 kph, extending thousands of kilometers into the planet's atmosphere. The probes also reveal an atmosphere comprised solely of hydrogen, helium and methane for that same distance. Despite its uninteresting appearance Nirvana radiates more energy than it receives from Heofon. Considered to have a dense core of Uranium and other heavy elements, the heat radiated from the core may actually account for the exceedingly high winds.

Orbiting Heofon every 37.7 Utopian years, Nirvana is over 19.2 AU distant from its star. Slightly larger than Sol's Jupiter, its deep gravity well has an escape velocity of 65.5 km/s. Possessing twelve rocky moons and multiple captured fragments, Nirvana is enigmatically dull when compared to the other gas giants in system. Many of the moonlets were mined by the Ore Magnates during the mid to late colonial period, but there are no stations or outposts anywhere in orbit of Nirvana. Spacers have equated looking into the clouds of Nirvana is like staring into nothingness, giving a strange sense of calm.



# THE HEOFON SYSTEM

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## Isis - 3.1.8



Despite its distance from Heofon, Isis is also a very active jovian world like Nirvana, emitting more radiant energy than it receives, generating great amount of blackbody radiation. Roughly the same mass as Nirvana, Isis a very large gas giant, measuring 140,000 km in diameter with a mass and escape velocity equal to Nirvana. Orbiting its star every 74 Utopian years at a distance of 30.1 AU, Isis is so far away from Heofon that the star shines dimly over the 4.5 million-kilometer distance. Despite the dimness, Isis' large rings refract the star's light in beautiful sparkling patterns, helping make Isis one of the more beautiful planets in the star system.

Comprised of the typical hydrogen, helium and methane, Isis also boasts concentrations of nitrogen, oxygen, carbon and noble gases. Combined with winds that exceed even Nirvana's high winds, these elements produce turbulent swirls of deep blues, greens and white, helping make Isis both exquisite in view yet deceptively treacherous. No atmospheric probes have been able to successfully descend into Isis' depths, being lost to the violent swirling storms that give Isis its beautiful hues.

A colonial research station, Etheria Outpost, still remains on Hagard, one of Isis' many moons. Abandoned and untouched for centuries until the arrival of the CEF, the facility is now used as a training facility for the 2nd Fleet's Space Corp. Armored battle groups of Frames with marine troops perform wargame maneuvers and mock skirmishes regularly in the zero-atmosphere environment, being rotated out every six Utopian months. With Isis' beautiful atmosphere and glittering rings visible beneath the Outpost's few dome structures, many of the humans and GRELs that have been stationed there testify to the strange calm that Isis has on the mind and soul.

## Avadon - 3.1.9



Avadon, the final planet orbiting Heofon, is so far out from Heofon that its gases have frozen completely, creating an frozen surface of helium and hydrogen ice, with temperatures under 34K (-239C degrees). Orbiting at 49.6 AU, Avadon completes a single orbit around its star every 204.5 Utopian years. Over 88.7 thousand kilometers in diameter, Avadon is five the size of Utopia.

Despite being a giant frozen ball of gases, the surface of Avadon reveals fractures and signs of fluids having bubbled through to the surface, only to freeze quickly. If one was to stand on Avadon's surface, they would see giant frozen mounds, some many kilometer across, that resemble mineral deposits from hot springs. These mounds are Avadon's "hot springs" as liquid gases heated by the planet's core burst through the surface, building up ice deposits as the gases freeze again on Avadon's surface. Some occasionally make it into low orbit, forming thin, transient rings around the planet.

Used as the primary resource for nitrogen supply during Utopia's terraforming. Miners would extract the nitrogen for shipment to Utopia, while selling the hydrogen and helium as fuel for fusion reactors used in ships, stations and outposts, both in and out of the star system. No mining of Avadon's gaseous riches has been performed now for over four centuries, leaving Avadon to slowly traverse the cold dark reaches of its star system untouched and undisturbed.

## The Asteroid Belts - 3.1.10

Two large asteroid belts orbit Heofon, each spanning multiple AU in breadth from their inner circumference to their outer. The first sits between Gehinnom and Horus and the second between Isis and Avadon, each belt being corralled by their associated planets.

The inner belt is named the Sinone Belt. Composed of mixed silicates, carbonaceous metals and water, the Sinone Belt asteroids were a prime target of the Ore Magnates mining operations. There are records of now abandoned mining stations, but no ships traversing through the belt have found evidence of this. It is presumed that the mining stations were either destroyed sometime during the Great War or stripped for resources during the Reconstruction. the CEF 2nd Fleet has been performing limited surveys of the Sinone Belt, looking for possible microanomalies that would lead to other colonies.

Much further out, beyond the beautiful Isis, the outer Areolas Belt orbit Heofon amid the cold darkness over 34 AU distant, framed between Isis and the far-off Avadon. Frozen chunks of carbon, nitrogen, noble gases and methane, the Areolas asteroids were mined by the Ore Magnates in the early colonial period of Utopia, but the sheer distance discouraged increased mining as the Concordat subsidies began to fade in the late 5700's AD. Now they are only the sight of small CEF survey teams, similar to those in the Sinone Belt, searching for microgates to other systems.



## 3.1.11 - Stations, Docks and Outposts

During the Utopian terraforming years, the Heofon system was full of intersystem traffic as Wilder-Grosz subcontracted ice and gas mining to other interested corporations and independents. Systematic convoys of water and frozen gases flowed to the terraforming stations in orbit around Utopia. At the same time, these subsidiary companies would process the refuse material, refining the metal ores and other compounds in orbital refineries, selling the material for profits either back to Wilder-Grosz or out of system to Caprice or Earth as part of their agreed contracts. As the Utopian terraforming came to an end, these subsidiaries continued their mining interests, supplying the growing colony with the materials necessary to help build their new cities and associated industry.

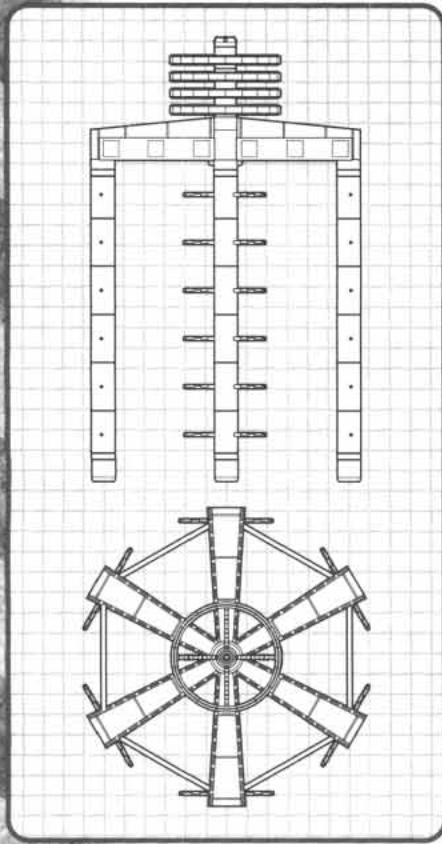
Following the withdrawal of Earth, many of these refineries and stations were simply abandoned as many scrambled to return to Earth, most falling prey to Zion and Isis' powerful gravity wells. For the centuries that followed, the Utopian nations, except for the half century of reconstruction that followed the Great War, have continued to utilize a few of these facilities, maintaining a minimum of space industry. With the arrival of the CEF and unification of Utopia, restoration projects have begun the process of refurbishing the derelict stations and shipyards for helping build invasion fleets for Jotenheim and second-line fleets for supporting the other CEF fleets. All these facilities are under strict CEF security. CEF High Command does not want Liberati or Terranovan spies, let alone Black Talon teams, access to the CEF important strategic asset.

### ◆ Midway Stations

The Tannhauser gates to Caprice, Jotenheim and Botany Bay are well beyond the orbit of Avadon and require the use of transfer stations. Called the Midway Stations during the Colonial Period, these facilities marked the halfway point between systems. Utilized as refueling stations and mooring facilities for ships seeking passage through the gates, these stations originally housed sleeping quarters and cafeterias, along with more discreet services to pass the long waits often associated with gate travel.

Till, the CEF arrived these facilities had been derelict for nearly two centuries following the Great War. Quickly occupied by the CEF, these stations are held exclusively by CEF garrisons, standing guard over the massive Gateships brought in system by the CEF. Reestablishing the refueling and mooring operations, these Midway Stations again began catering to the influx of CEF personnel that rotate in and out of the system regularly.

### ◆ Praxiteles Shipyard



Massive and impressive structures, the Praxiteles Shipyard orbit the gas giant Zion, the masterpiece of the long defunct Maxil Space Industries. The Shipyard are comprised of hexagonal bases extending over 4 km across and capable of dry-docking as many as six Gateships at one time. At one time, over half a million laborers, technicians and engineers lived and worked on the station.

Prior to the withdrawal of Earth from Utopian space in 5791 AD, Utopia's corporate nations attempted to build political bridges by co-funding space industry projects, like the construction of the Praxiteles Shipyard. The goal was to challenge Caprice as an interstellar hub to Jotenheim and Botany Bay. Early endeavors though proved troublesome. Jotenheim continued to shield out commerce and industry from ambitious corporate interests, and the prison transport business to Botany bay proved unable to sustain itself off the meager payments given by the Human Concordat. That left Utopia competing directly with Caprice, a difficult task to accomplish. Even after the withdrawal of Earth, however, Utopia continued limited trade with the Gate world, one of its Gateships traveling as far as Atlantis. The lack of profits from these endeavors complicated the already tense politics between Utopian nations. Finally, when the Great War broke out in 331 UC, most of the Gateships were destroyed as the war raged in space as well as on the surface.

After the Great War, the Praxiteles Shipyard were all but abandoned. Occasional expeditions would be sent by the surviving megapowers to scavenge for usable technology and space-construction materials. Praxiteles' remained abandoned till Steelgate with the assistance of the CEF undertook extensive refurbishing of the shipyards. Now, Praxiteles is used as the base of operations for constructing more CEF warships, along with rebuilding the Utopian fleets. With the 1st Utopian fleet now joined with the CEF in the Loki star system. Another large fleet of combined CEF and Utopia ships float outside of Praxiteles, moored and undergoing final repairs.





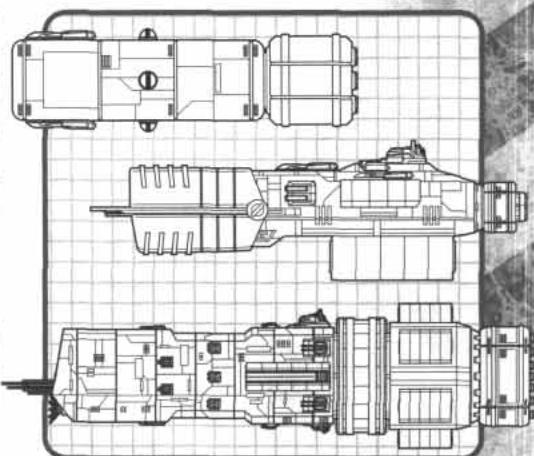
# THE HEOFON SYSTEM

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## The Fleets - 3.1.9

The CEF High Command considers the swift victory over Utopia by the 2nd fleet, the image for all CEF operations, demonstrating efficiency and prowess. At the same time, Utopia represents an important strategic asset to High Command, creating a "safe harbor" for continued R&D projects, military manufacturing and fleet deployment. Already, the factories in Kogland's cities are being retooled to build Frames and other vehicles to prepare for the anticipated invasion of Jotenheim. Second-line fleets are being constructed in the Praxiteles Shipyard using the hulls of derelict Utopian ships leftover from the Great War and surviving ships from the Earth-Steelgate invasion, allowing the CEF to reinforce its main fleets. Additionally, transport dispatches from Utopia have begun the process of moving the population of Bastille Alpha for internment on Botany Bay, the prison planet.

The recent influx of Utopian Drone Carriers into the Caprician system is the latest of the CEF High Command's efforts to begin utilizing their Utopian assets. These carriers and their drones are currently being deployed on patrol missions to monitor the vast number of Caprician microgates, hoping to discourage future Black Talon missions. The High Command realizes that they must neutralize the *Terranovans' intelligence operations*. The limited success of Operation Icarus and recent reports from the CID has demonstrated weakened security that could further compromise the CEF's most pressing objective, isolating the colonies from each other.



### CEF 2nd Fleet

The CEF 2nd fleet is currently stationed in the Heofon star system under the command of Vice Admiral Mikola Bryson, a highly decorated officer in the NEC space forces. The established command post on Praxiteles has been busy preparing for the CEF's next moves. Having just completed a survey of Botany Bay colony and securing the planet for use, the 2nd fleet is now preparing for the invasion of Jotenheim, primarily waiting on its ground force Battle Groups to rebuild their losses from the Utopian assault. Still, scouting parties are already enroute to gather critical intelligence on Jotenheim in preparation for the anticipated invasion.

The fleet is comprised of a single Dreadnought-class command ship *Hannibal*, escorted by twin Nova-class super-carriers, the *Evander* and the *Pallas*. The carriers are currently in dry-dock being refitted to accommodate Utopian drones, providing command and control, able to conduct repairs and alter drone mission profiles. The 2nd's multiple cruisers, destroyers, frigates, corvettes and other support ships are currently engaged in either garrison duties around Botany Bay, escort of prison transports between Caprice and Botany Bay, or on long range patrols in the Heofon system. All of these ships and their crew rotate in and out of active wargaming sessions, practicing fleet maneuvers and ground assaults, using the uninhabited Etruscan subcontinent of Peleset. An isolated subcontinent, far south of Olympia, the barren Peleset has allowed the CEF to engage in wargame exercises, executing simulated orbital bombardment followed by aerospace and ground force deployment exercises.

### Utopian Fleet

Being rebuilt as second-line ships to the 2nd fleet, the Utopian Fleet is actually a combined fleet, comprised of ships from derelict hulls from Utopia's Great War era and newer ships from all three Utopian Nations. Over the last centuries of conflict since Earth's withdrawal, all three megapowers have each maintained limited fleets of ships, chiefly small frigates and destroyers. Namely, after the Great War, skirmishes in space were rare, even when intense fighting would occur between ground forces. During the Earth-Steelgate invasion, Greenway and Kogland fleets went into hiding, individually performing hit-and-run strikes with little effect. Without combining their forces in coordinated attacks, the CEF and Steelgate fleets proved too impressive a force to confront effectively. Of the Greenway and Kogland ships that were lost during the invasion, most have been salvaged and are undergoing refit and repairs at Praxiteles.

CEF High Command has subdivided the combined Utopian Fleet into three primary Battle Groups: first (Steelgate), second (Kogland) and third (Greenway), allowing the Utopian Fleet to better fit within the 2nd Fleet's chain of command. Utopian fleets are centered around three to five large drone carriers, with multiple destroyers and frigates serving as escorts. The newer Utopian carriers are quite large compared to their escort ships, utilizing CEF and Utopian design principles and technologies. Providing primary command and control for the aerospace drones, carriers can accommodate five full squadrons of drones with full repair facilities, each individual drone capable of being reassigned different mission profiles: fighter escort, AWAC support, bomber and hunter/killer. There are nine drones to a full squadron. Frigates, along with their missile tubes, also carry drones but only support three drones. Frigate drones are typically profiled for AWAC support, helping the frigate perform its escort duties, screening out enemy forces from the more vulnerable carriers. Destroyers are the smallest and most heavily armed ships in the Utopian fleet, utilizing missile tubes, heavy particle cannons and smaller tertiary weapon systems.

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## THE POWERS THAT BE



As General Diego Vars and his wife entered the ballroom, the doorman called out their names. "General Diego Vars and his wife Lieutenant General Lucie Yul-Vars," he called over the noise of the room. A few heads turned, but most people soon proceeded back into their previous conversations.

The General gave a polite smile as he and his wife moved through the crowds of senators, officers and diplomats. At which point, the General noticed Polemarch Kiar Ber and her husband, Albay Porel standing together near one of the large windows overlooking the Harvard Commons below, the light from the light sunglobes illuminating the window behind them.

"There is Polemarch Ber and her husband the corporate tycoon Albay Porel," the general pointed out. "I want to go and talk with them. I had heard that Albay's factories are being retooled to build the CEF's... what do they call them again? Frames?... what magnificent technology."

"I'd rather not be bothered with the enduring industry of the Kogland dominion and all that," the lieutenant general dismissed. The general gave her a confused stare. At that Lucie explained herself. "You mean that you don't know. Diego, has it been that long? You remember the contract to develop the new nuclear submersible for the war against Atlantis, don't you?"

The general began to speak but was interrupted by his wife as she continued. "I vied with Polemarch Ber for that contract. Her husband and his connections secured the deal for her. She is now the Utopian commander of Project Blue Sea." She scoffed. "A mere cogger chosen over me, a Steelgate officer? I can't believe you had forgotten the insult."

"My dear, such talk is not proper here," the general warned in a low tone, his eyes casting about for indiscrete ears. "I apologize in having forgotten that unfortunate turn of events, but then we don't have to speak with them if you wish."

"Well, it is too late now. They are coming to meet us," the lieutenant general stammered.

The General greeted the Kogland pair first as they approached. "Greetings, Polemarch. It is good to see you again. I do not believe that I have had the pleasure of meeting your husband. Albay, isn't it?" The gentleman nodded. "Allow me to introduce my wife, Lucie." Lucie bowed as both the Polemarch and her husband both smiled. "Have you been here long?" the General inquired.

"No, General, we haven't," the Polemarch replied. "We only arrived just before you. Are you familiar with any of these people?" Kiar asked indiscreetly, gesturing toward the crowds in the center of the room.

"Yes," the General replied. "I know many of them. Though with the recent changes in the Colonial Senate, there are still many new faces — including yours, I might add."

"It has been a long time since I surrendered to you on the battlefield, hasn't it?" Kiar answered. Addressing the General's wife, she continued, "I have heard a great deal about you through certain circles, you are serving with the CEF Sea Command in Halicarnassus, am I correct?" Lucie looked away, remaining silent.

"Hmm, the Terrans haven't confiscated your tongue, have they?" Kiar sparred.

Glaring back, Lucie answered coyly, "Not at all. I only choose not to answer."

"Hmm, that's too bad," Kiar replied. "I had a favor to ask of you, but I see that you are obviously not in a position to come to my aide."

"Aide?" Lucie asked in jest. "What are you talking about?"

"You and I are not politicians Lucie, so let me get to the point. I am interested in some information about a secret organization that I have heard you know about too. I wondered if you might be willing to trade intelligence on a particular column that I heard about."

Lucie gazed at the Polemarch for a moment, and then she nodded, gesturing to Kiar to walk with her to the far side of the room, leaving the two husbands to discuss their magnificent Battle Frames.



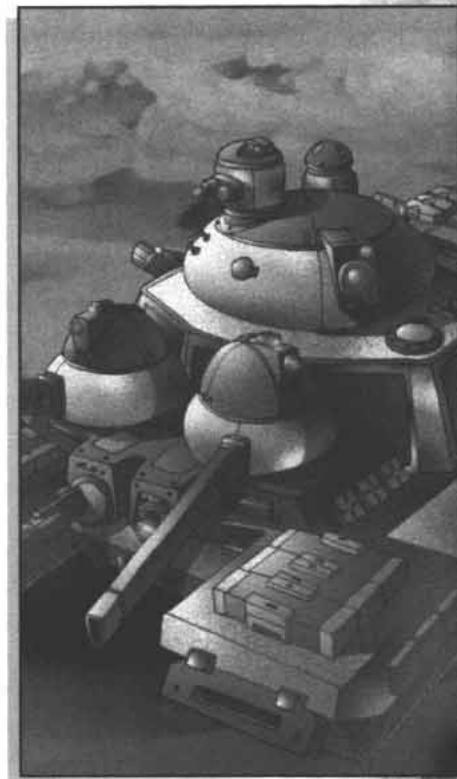


## THE POLITICS OF ALLEGIANCES - 4.1

In the months that followed the conquering of Utopia by Earth and Steelgate forces, the CEF allowed the Steelgate Republican government to run operations on Utopia. However, over the last decade, the Steelgate-Earth Colonial State has slowly evolved from a government of occupation over all the other Utopian nations into a more representative government of all Utopia's powers and renamed to the Utopian Colonial State. Originally a governing league of Steelgate and CEF representatives, Greenway, Kogland and even the Independent States have been given greater and greater representation in the global state's political affairs. This has been a deliberate act by the CEF, who over time has continued to persuade Steelgate to forego its assumed power for the good of the Colonial State. This action has in turn allowed the CEF to subtly manipulate the other nations of Utopia, given them a greater incentive toward cooperation in the new global order.

The emerging political structure is one that seems to attempt a balance of power between the four major factions, given each power over each other, beneath the executive order of the CEF. In this arrangement, each hub district of each Deep City is able to send a single senator, including the Independent Deep Cities. While this still gives Steelgate a voting majority given their larger cities; their voting power is now greatly diminished from the earlier months of the Colonial State. There are no preset conditions or provisions for how these representatives are chosen. That process is left of the individual nation or Deep City. Each Deep City and even nation is increasingly allowed to conduct their own local government affairs as they see fit, as long as it does not violate Colonial Senate law.

Presiding over the Colonial State Senate is an elected CEF official, the Grand Officer. The Grand Officer is the head of the Senate's Executive Office and is responsible for the command of an emerging joint Earth-Utopian military. The joint military is a peacekeeping force limited to the surface of Utopia, exercising police-protection powers over Utopia. Appointed by the CEF and elected by the Senate, the Grand Officer is the spokesperson for the CEF and Earth, offering proposals of global policy and economic stimulus to the senators regarding Colonial political concerns, often relaying intelligence from Caprice and Earth as arguments of persuasion. These economic proposals are often military contracts, mainly for lucrative manufacturing and supply needs for certain Deep City districts. The office also holds executive veto power, but that has never been exercised as yet.



## Checkpoints and Patrols - 4.1.1

Still reminiscent of the original years of occupation, the CEF has slowly integrated utopian forces alongside their garrison forces, creating a joint peacekeeping force responsible for ensuring that the new Colonial State is defended against insurgency and disorder. With this joint force, the CEF has established a system of checkpoints with the Deep Cities that allows the populous' movements to be monitored and tracked. These checkpoints are positioned between all hub districts, requiring the utopian populations to be processed under strict rules of ID certification. The CEF is working to integrate the Caprician data-rig technology into the Deep City security infrastructure, but progress is slow due to objections by the Senate to the Grand Officer's proposals on the subject.

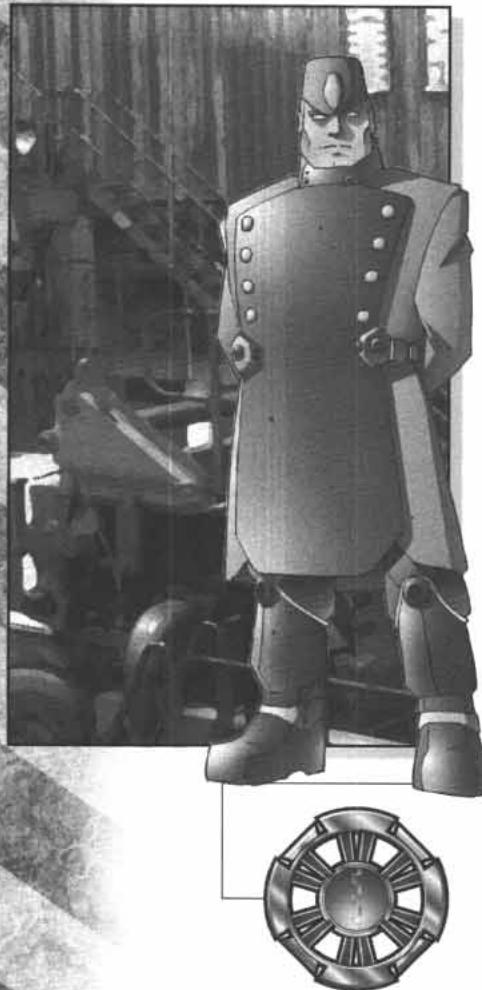
At the same time, the joint Earth-Utopian military patrols the vast wasteland territories around the Deep Cities. The wasteland populations that roam these parts are considered rogue groups that need to be tracked. Utilizing groups of fortresses and outposts strategically placed along common roads and passages into Deep City territories, the CEF-Utopian forces have been able to track some of the populations amid the Wastelands, but the task is remaining difficult.

### Secret Influences ◆

Underneath all these joint political and military machinations, lies an agenda more aggressive and subtle. The Commonwealth Integrity Directorate (CID) has established offices in all of the major Deep Cities to oversee the development and integration of Utopia into Earth's economic and political policies. In this regard, the CID possesses highly influential power over Utopia's society and culture. Like on Caprice the CID has broad privileges, ranging from economic stimulus to propaganda engaged political and social "clarification." However, unlike Caprice, the CID is much more organized and focused on Utopia. All their power falls directly under the Senate's Executive office, where influences over political policy and interpretation are pushed up through the Executive Office to the Senate. Everything from pro-CEF propaganda campaigns, the promotion of lobbyists groups helping to divide Senate factions, even recruitment drives offering utopian youth a career in the CEF military, all these secret influences are meant to keep the nations of Utopia focused on each other rather than the CEF occupation.



## 4.2 - UNITED REPUBLIC OF STEELGATE [URS]



The Unified Republic of Steelgate is currently the most powerful nation on Utopia. Outwardly a democratic state where the right to governmental representation is deep-rooted in society, Steelgate is more a militocracy that is expansionist and imperialist in nature. All national politics in Steelgate are shadowed by the military's structure and agendas. Citizenry is granted with military service, making the population of the Republic loyal to an extremely hierarchical structure. Political criticism is highly frowned upon by general society, creating a culture that cares less for human rights than conformity. This environment in turn awards the few in power with decadence and wealth, while leaving the majority of the masses to believe they are dutifully caring for the needs of the Republic.

Positioned in the mountainous, northern hemisphere on the primary subcontinent of Etrusca, Steelgate now serves Greenway, Kogland and the Independent States alongside the CEF as the political center of Utopia from its capital Deep City Olympia. Here, the Republic is increasingly finding its imperialist powers over the other Utopian nations being diminished. While they continue to have control over their viceroys that serve as executive powers within the other nations, the unilateral policies of the past are now severely curbed by the Colonial Senate, lessening the exploitation of its neighboring nations that Steelgate was beginning to enjoy. This dissolution of power has many military politicians concerned that the CEF is deliberately weakening Steelgate's political position to appease other nations rather than subdue them.

Descended from the Magnate City States prior to the Great War, Steelgate's economy relies heavily on mining and metal production, having fewer high-technology industries than Greenway or Kogland. Although, the nations few industrial capabilities and ready access to raw materials has helped make the Republic of Steelgate a powerful military ally to the CEF. Supplying most of the raw materials required for the reconstruction of the CEF 2nd fleet's ground forces, Steelgate has benefited from the CEF's lucrative contracts, allowing Steelgate to finance its industrial push back into space. Not since the fall of the Magnates following Earth's withdrawal, has Heofon's material riches been exploited. In addition, Steelgate has been given operational charge over Praxiteles Shipyard, securing a bulk of the labor contracts for rebuilding the Utopian Fleet.

### Vital Statistics

Founding Date:	412 UC
Method of Government:	Republican Militocracy
Head of Government:	Grand Officer Mikal Urich
Capital:	Deep City Olympia
Population:	35.2 million

### The Mount of Olympia

The Mount is the tallest manmade structure on the planet. Positioned in the center hub of Deep City Olympia, this immense conical tower is the central structure of Olympia and the home to the rulers of The Unified Republic. The Mount consists of over 360 floors, housing over a thousand of Steelgate's wealthiest citizens and politicians in luxurious underground penthouses. Small garden areas are laced within the large halls. At the apex of the Mount is the Senate Chamber, an enormous auditorium where the Republic exercises its governance over itself and now all of Utopia. The central government of the Utopian Colonial State operates out of this Senate Chamber. Here, representatives from every Utopian nation meet every four months to debate the issues of their cities and nation. At other times, the Mount is utilized for Steelgate's own national governance.

Like most Deep City hubs, the Mount utilizes its own power sources, atmospheric filtering and food caches, most stored near its base over three kilometer underground alongside the Sanctuaries. An evolution from the Great War, Sanctuaries are basically shelters built into every Steelgate Deep City hub to help protect Steelgate's public deep underground in the case of nuclear strike. Possessing enough food, water and atmospheric recyclers to let the hub's hundreds of thousands of people to survive for an entire year, the sanctuaries are totally self-sufficient. In addition, the entire central hub of Olympia is capable of being sealed off from the rest of Olympia, making the area entirely inaccessible to the rest of the city in the event of invasion.





## Government and the CEF - 4.2.1

The Steelgate government operates as a republican militocracy. Citizenship requires military service, creating a caste-like cultural system with citizens and non-citizens. The citizens give their society a voice by being granted voting privileges for military service. Non-citizens, though unable to vote, are not fully ostracized by Steelgate society, some living in reasonable luxury. However, they will spend their lives working, paying taxes and serving for the greater good of the Republic without ever having a voice in their government.

The executive head of Steelgate is Prime Minister, an elected official, typically a highly decorated military commander. The Prime Minister serves as both the Chair to all government presiding, but also is the elected head of all military forces. Below the Prime Minister is the Republican League who is responsible for both legislation and execution of Steelgate laws as voted by the citizens through the city governors. The League is handpicked by the Prime Minister, who chooses them based on their service as governors or viceroys. The League is also in direct control of the military.

Under the League are the city governors, executives in charge of Deep City hubs. The governors are responsible for administrating their respective city hubs and together elect the Prime Minister to office every four years. Within Steelgate, there are two types of governors, governors who govern Steelgate's own Deep Cities and Viceroys who govern Deep Cities in other nations. Unlike the League, these political stations are more closely connected to their respective districts, being voted into office by their hub populations. Governor elections are held every two years, in which they are only allowed to serve three terms in a lifetime. This makes for a much greater political atmosphere for local hub governments, with political campaigning being a constant process as incumbents and competitors vie for the governor positions. The political picture is quite different for Viceroys who govern in Greenway, Kogland and Independent city hubs. Instead, their power is increasingly limited by the CEF-backed Colonial Senate, but they are still appointed by the Steelgate League to serve over a four year term, making the viceroy's job more and more difficult.

### Prime Minister Jonas Gath ◆

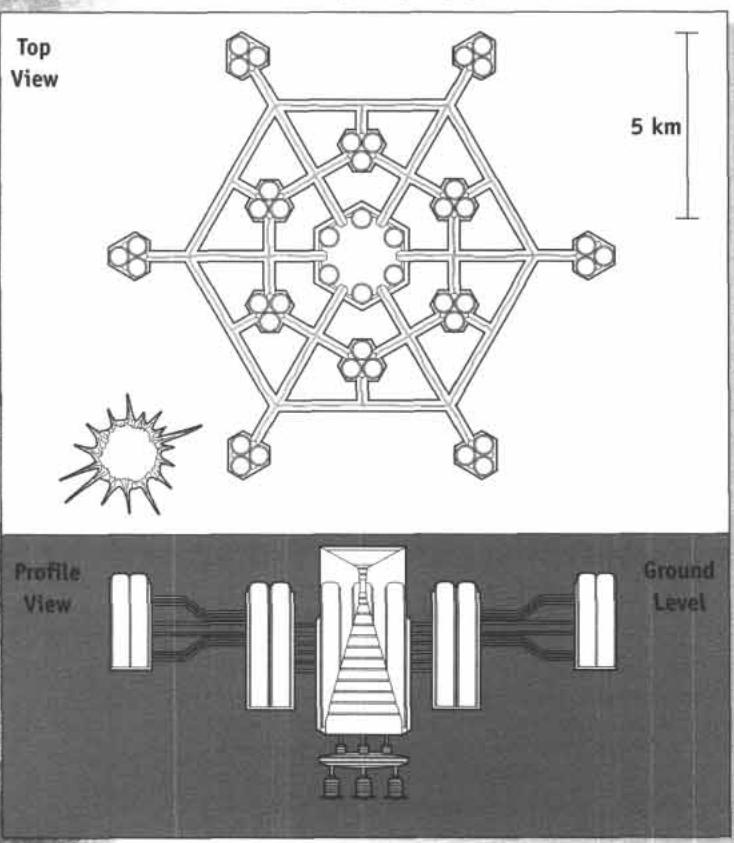
A well-respected military leader, Jonas Gath entered the Halicarnassus Military Academy at an early age and after graduating with honors, fought in many battles against both Greenway and Kogland, being promoted through the ranks. His final military command ended in the late 460's prior to the CEF's arrival. Since the arrival of the CEF and the conquering of Utopia, Jonas Gath has been elected Prime Minister for four complete terms. Unlike most of his predecessors and subordinates, Gath chooses to actually run his government firsthand. This attention to politics raised concerns with the CID, who has been keeping a close eye on him for unknown reasons. In recent months, Prime Minister Gath has been noticeably subdued and more withdrawn, and has nearly disappeared from the social scene of Republican politics almost entirely. Oddly, his notoriety has increased amongst the League despite this. At the age of 63, Gath is widowed, his wife and family being killed in an attack within the city of Halicarnassus by Greenway forces that broke through the city gates during the second month of the Steelgate-Earth invasion of Greenway.

### Lance Admiral Gunora Esper ◆

Lance Admiral of the 1st Utopian Fleet, Gunora is a pernicious woman with a cruel temper that she uses effectively on the battlefield. Her campaigns during the final days of the Steelgate-Earth Invasion had to be constantly called to halt before she destroyed the enemy cities, even after their surrender. Currently, Lance Admiral Esper has been assigned command over the 1st Utopian Fleet, leading them into Loki space. There, she is coordinating the AWAC surveillance of Loki's many micro anomalies for the CEF. Before leaving for Caprice, Gunora made no secret of her recent distrust of Prime Minister Gath. Perhaps this indicates that she knows something about him that remains elusive to others. Gunora is currently enjoying the favoritism toward her being shown by CEF High Command and takes full advantage of her freedoms. Sometimes, she has been known to anger fellow CEF officers with her aggressive attitude, challenging them on their command decisions. Several have issued formal complaints. Even so, the CEF High Command believes she is the best commander for the important task of rooting out the Black Talon's access to Caprician space.



## 4.2.2 - Deep City Olympia



Olympia is the largest Deep City on the planet and is the seat of power for both Steelgate and the Colonial Expedition Force. The Deep City began construction in 352 UC. Over time, Olympia became the capital city of the Steelgate Republic. Utilizing the refurbished automated mining equipment of Magnate origin, Olympia was one of the first Deep Cities to be constructed primarily by a robotic work force. The construction autos worked around the clock on constant shifts, birthing not only the first of the Deep Cities, but helping usher in the Utopian age of robots as well. Even before construction was completed in 401 UC, Olympia quickly became the center for Steelgate politics.

The city of Olympia is made up of a four-kilometer deep, hexagonal central shaft and twelve exterior hubs of equal depth. Each of these hubs is four kilometers tall and contain up to 1.5 million inhabitants. Inside the central shaft is the Mount, a two-kilometer conical tower reaching to the top of the shaft. The area between each individual hub is solid rock hived with support frames, machinery and endless maintenance/transport tunnels. Transportation in Olympia is primarily by train, though the Mount has a series of tracks for private carriages, used by government officials.

The upper access levels are under constant guard by both Auto and human security. Giant blast doors and multiple layers of rock and alloy help protect the Deep City from the irradiated surface of the region. There is a nuke crater just three kilometers southwest of the city from when Kogland launched its strike initiating the Steelgate-Earth Invasion. Radiation levels are still dangerously high. Because of this, most surface traffic uses the southeast access gates.

### Vital Statistics

Founding Date:	352 UC
Joined URS:	387 UC
Method of Government:	Nominal Representative Democracy
Head of Government:	Thirteen Governors
Population:	15.9 million
Principle Industries:	Mining and Ore Refining, Heavy Industry

### ◆ Daphne Commons

Close to fifteen hundred parks are scattered throughout the entire Deep City, but none are as grandiose as Daphne Commons. There are always visiting diplomats, senators and CEF officials and therefore tight security surrounds the Commons, limiting access through a series of checkpoints. The Commons are located near the crest of the Mount and are a catacomb of recreational areas and gardens. They are multilevelled gardens all sharing the same open space. The central supports of the Mount run through the center of the commons and arc out across the gardens. Four light globes turn the enclosed topiary into a brilliant display of flora and even small birds, each globe providing virtual sunlight. All throughout the Common are reliefs and murals depicting the history of the Republic. As such, the grounds of the commons are divided into several themed gardens, each possessing murals telling different parts of Olympia's history, including large fragments of the original murals painted by the survivors of the Great War.

### ◆ The Tip

The uppermost section of the Mount connects it to the roof of the main hub, transmitting the weight of the rock above through the structure below. The maintenance gantries around its periphery, while well-guarded and hard to reach, are known in the social circles of Steelgate as offering the most breath-taking vista within the city.



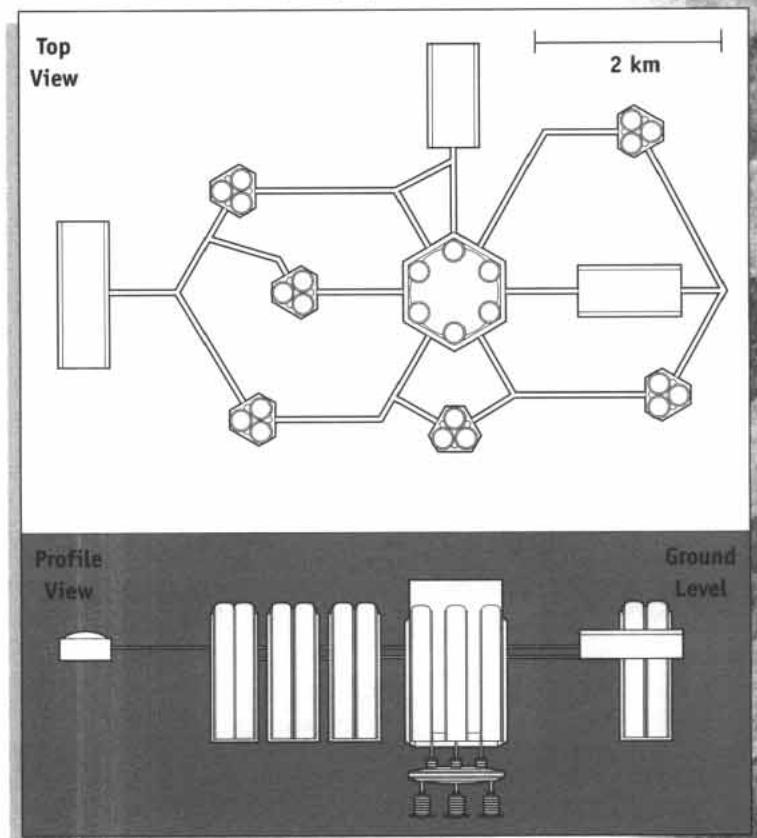


## Deep City Ephesus - 4.2.3

The wealthiest of all Deep Cities in Steelgate, Ephesus is the second largest city in the Steelgate Republic, possessing large underground industrial complexes. The city is dominated by manufacturing and refinery industries, producing all manner of manufactured goods for Steelgate's populations. Specializing in element extraction, Ephesus also has some of the best refineries on all of Utopia, able to break down ore compounds into rudimentary elements. These factories supply most of Steelgate's automation and other military equipment. In addition, Ephesus is a large center for trade between Olympia and Halicarnassus, responsible for the continued maintenance of the large underground railways that link the Deep Cities of Steelgate.

Despite being primarily an industrial city, Ephesus boasts a large services industry, with taverns, clubs and entertainment establishments that attracts tourists from both Olympia and Halicarnassus. A commonly expressed motto of Ephesus is "Work hard, play harder." Though there are some conservatives in the government who frown on this, they accept it as good for morale.

Similar in architecture to Olympia, Ephesus has seven hubs, each extending over two kilometers in diameter. Each of these hubs is home to 1.5 million inhabitants. Outside these hubs are three industrial hubs. Like Olympia, transportation is primarily by train, linking all hub sections into the main underground rail yards on the periphery of the city. Positioned beneath a large mountain named Mount Zeuxis, Ephesus' upper levels have only one blast door exit to the surface that enters into a sheltered valley floor that is one of the less irradiated zones in the northern Etruscan regions. A small surface research facility resides there, experimenting with bioengineered plants.



## Vital Statistics

Founding Date:	354 UC
Joined URS:	387 UC
Method of Government:	Nominal Representative Democracy
Head of Government:	Seven Governors
Population:	10.6 million
Principle Industries:	Industry and Ore Refining, Trade, Tourism, Service Industries



## Underground Railways

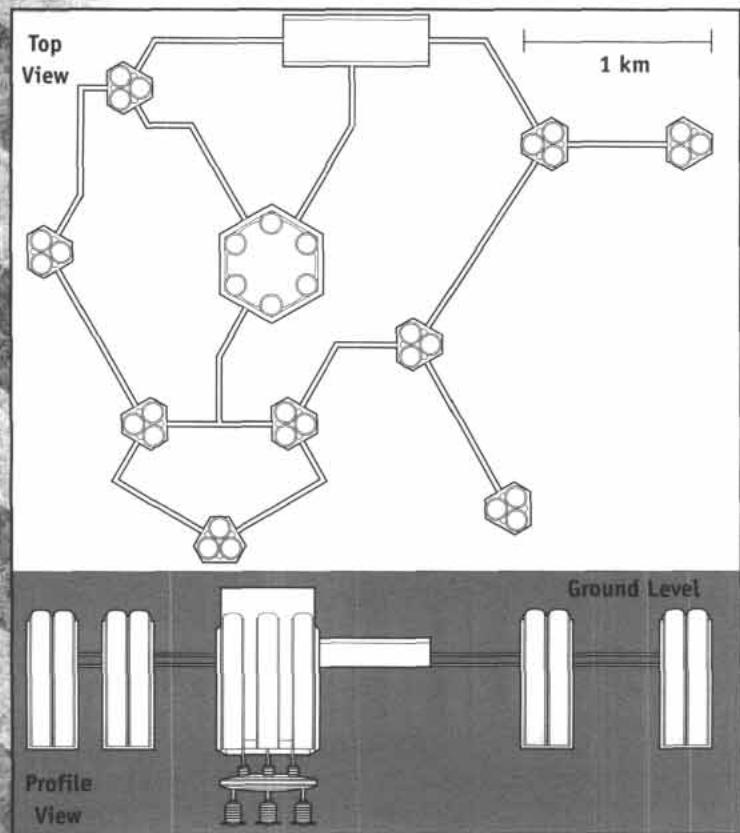
Another major industry within Ephesus is Steelgate Unified Railway. The brainchild of Winslow Lamis in 411 UC, the railway originally provided strategic supply routes between Olympia and Ephesus during the War of Deterrence period. At that time, the railway served as a tool against the sieges that Greenway factions conducted early on before Steelgate gained the upper hand. Now serving as the main rail yard for a large rail system that runs from Ephesus to both Olympia and Halicarnassus, Unified Railway provides safe and cheap transport between Deep Cities. The railway is one of the reasons for Steelgate's strong economy, allowing the three Deep Cities to regularly conduct trade despite residing in the mountainous northwestern region of Etrusca. The railway is something that the other nations have been unable to complete due to the sheer distance between their Deep Cities, relying instead on ocean shipping or more expensive airlift and ground transport. A new railway tunnel is currently under construction to connect Olympia and Halicarnassus directly.

## The Forgotten Door

Public records show that the Deep City has only one entry, but this is not entirely accurate. A second access to the surface exists: an old tunnel that linked the western factories with an airstrip on the surface, now long gone and forgotten. Though the doors are sealed at both ends (and buried under a foot of dirt on the surface), the tunnel itself remains clear.



## 4.2.4 - Deep City Halicarnassus



The smallest of the three Steelgate Deep Cities, the coastal city of Halicarnassus has only ten small hubs, housing 8.8 million inhabitants total. A surface installation lies along the coast, home to the water reclamation facilities and small shipyard.

The coastal location of Halicarnassus makes the city home to Steelgate's primary water reclamation facilities. The facilities allow all three Deep Cities of Steelgate to maintain potable water for their populations. Large pumping stations extract water from far off the coast into desalination and decontamination tanks, where the water is processed and finally distributed to Olympia and Ephesus using pipelines that run alongside the underground railway tunnels. The local United Railway rail yard is on the opposite side of the city, where the two industrial centers are linked by tunnels that encircle the circumference of the entire city, allowing movement of freight without interfering with the enclosed hubs.

Halicarnassus is largely a well-educated community, possessing the major universities and academic research facilities in all of its five hubs, compared to Ephesus' laboring masses. The university campuses are not too unlike the Daphne commons of Olympia with large, open garden terraces. The central hub campus of Steelgate Military Academy is the most prominent, responsible for the training of Steelgate's privileged officers, the future leaders of the Republic. In addition, the School for the Humanities and the Arts also shares the same common area as the Academy, blending history and art with tradition and discipline. The gardens here are filled with mural fragments telling biographical tales depicting the struggles of the Magnate survivors as they endeavored to keep their namesakes alive.

### Vital Statistics

Founding Date:	355 UC
Joined URS:	387 UC
Method of Government:	Nominal Representative Democracy
Head of Government:	Various Governors
Population:	8.8 million
Principle Industries:	Light Industry, Trade, Tourism, Education

### The Library of Halicarnassus

Of all the underground structures in Halicarnassus, none are more precious than the main library. A multi-leveled structure that stretches down over one hundred floors and possessing some of Utopia's oldest literary treasures, over half the space is dedicated to a large data core that also dates prior to the Great War. A revived technological wonder, the data core is a unique piece of Steelgate technology, combining NAI and Optical Nnet technologies. The data core's trillions of records are readily accessible to any Steelgate citizen via kiosk terminals on the common floors. The most precious treasures are kept beneath the data core floors. Murals and parchment books dating from before the Great War, even prior to the withdrawal of Earth in 243 UC, are just part of a large collection that is considered a national treasure. History, philosophy and literature are all part of the underground archive. As a precautionary measure, the entire library is capable of being lowered down deeper underground in a special shaft. Early during the Steelgate-Earth Invasion, the library was lowered as a precaution to repeated attacks by Kogland.

### The Sub-Levels

Though the engineers are very careful with losses, it is impossible to prevent all of them. Water seeps through gaskets and transport tubes and collects in the lower levels of the city, many of which are in a state of disrepair. Many anglefolks live there, purifying water with makeshift stills and using it to grow food and sustain themselves.





## The Mountain Wastes - 4.2.5

The mountain wastes of Etrusca's northwestern country are the most heavily irradiated territories on Utopia. Owned by Steelgate, the territory spans vast highland regions amid large mountain ranges. Very little grows or lives here in the wild, leaving the landscape a barren and dry wasteland. Storms do provide moisture throughout the year, but often result in flooding as the water falls, quickly saturating the ground and producing erosive runoff, most collecting into the few rivers that course between the rocky terrains. This terrain makes these mountain ways difficult to pass. There are no roads or highways, discouraging most people from trying to scrounge a living off the barren landscape. Passage is easier further south in the foothills and lowlands leading to the coasts.

Steelgate has these territories under constant patrol, wary of weapon caches and revolutionary factions. Using VTOL aircraft, patrols are able to traverse the rough terrain more easily, calling in ground patrols when necessary from the CEF-built outposts and fortresses. Often these patrols are tracking wastelanders into the long abandoned shelters and ruins that lie south of Olympia and Ephesus, looking for any escaped criminals or armed revolutionaries.



### Known Settlements ◆

Despite the ruggedness and harshness of the terrain, there are small groups that survive in the northern wastelands. Over thirty small settlements are known to exist in these regions, mostly in abandoned shelters within the mountains or further south as the mountains give way to foothills and lowlands. It seems strange to Steelgate's Deep City populace that people would choose to live in the wastes, but for many wastelanders it is just their way of life. Moving from shelter to shelter, many of these Wastrels (as they are referred) follow ever-shifting river ways and isolated pockets of edible animals and plants, living off the land as best they can. Some Wastrels, being birthed and raised in the Mountain wastes, are deformed or insane, affected by the radiation and local pollution. They are often scorned or feared by their own peers, and tend to live solitary lives, alone or in small tribes.

Two of the best known settlements in Steelgate's Mountain Wastes reside in old city shelters south of Olympia along the Meander River. They are named Merrymore and Falcon's Rest. Falcon's Rest is a mountain town hidden in high caves and tunnels. Populated by Wastrels and other lawbreakers, Falcon's Rest is often patrolled by the CEF and Steelgate forces looking to bring suspected criminals to justice. Out here, justice is often swift, without the trouble of courts or juries. The patrols are authorized under martial law to execute criminals as they see fit.

Merrymore is further south below the mountains, along the southern foothills of the Mountain Wastes. A large shanty town built off the rubble of cities long burned and discarded, Merrymore is home to wastrels and higgler (skilled tradesman and barterers). An epicenter for wasteland trade in the northern regions of Etrusca, Merrymore is a bustling town, with everything for sale from scratch-built oasis buggies to rare parchments and books, even weapons and contraband stolen from unwary Steelgate and CEF patrols. There is no currency in Merrymore; everything is a matter of bartering and trade. Slavery is not unheard of in these parts.

### Radiation Zones ◆

Being the primary target of Kogland cruise missile attacks for the first four months of the Steelgate-Earth Invasion has resulted in certain areas being labeled Rad-Zones. These areas are so heavily irradiated that nothing can survive in these remote areas. Often an enclosed depression, valley or canyon, these rad-zones are deathtraps to unfortunate animals or humans that inadvertently wander into the dangerous region unknowingly. Very quickly, the effects of the radiation are noticeable as a person starts to become weak and disoriented. These symptoms of acute radiation sickness are good signs that a person may have entered a rad-zone, warning them that they should turn back or risk death. Rad-zones can sometimes be distinguished by the smell of rotting flesh and the piles of bones from the dead carcasses that are carried into the base of these depressions by the storm runoff from the higher elevations, creating cesspools of disease and plague.

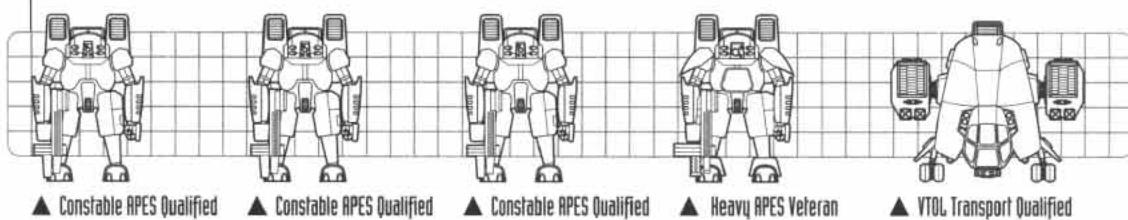




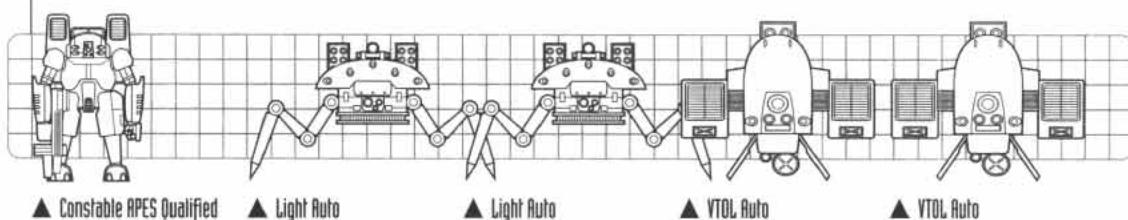
## 4.2.6 - Steelgate Armed Forces

There are three main divisions within the Steelgate military forces: the City Corps, the Ground Corps and the Marine Corps. These divisions allow Steelgate to utilize a flexible command structure. Each corps is capable of occupying another corps duties in when the need arises. As such, Steelgate's armed forces act as a combined military force, mixing flight-capable units with ground units to better utilize the mix of terrain in Steelgate territory. Each Corp is subdivided into increasingly smaller groupings: Battalions, Companies, and Platoons. The smallest grouping of forces beneath Platoons is the Troupe, with five troupes to a platoon. In this military organization, automaton troupes work beside armiger (APES and infantry) troupes, creating a flexible but powerful assault force, meant to overwhelm an enemy force quickly and efficiently.

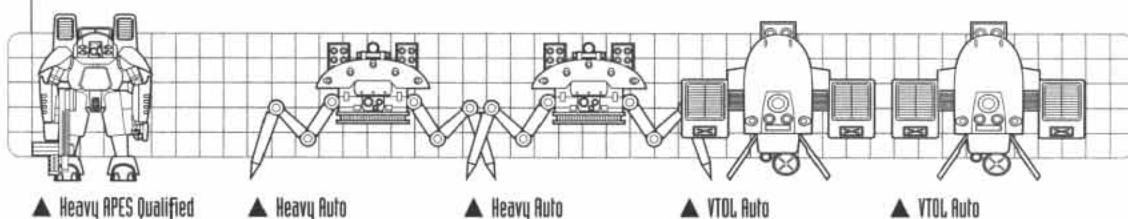
### Patrol Armiger Troupe □□



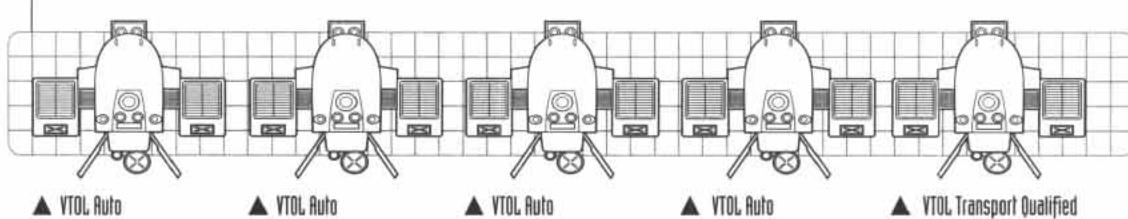
### Light Autoguard Troupe □



### Heavy Autoguard Troupe □



### VTOL Armiger Troupe □





## Joining the Forces ◆

Every person desiring citizenship in Steelgate is required to serve in the military following a two year university program. After two years of university, cadets are given the Armburge Tests. These rigorous tests of physical and mental ability are central to the military way of life. Each cadet is allowed to take the Armburge Tests only twice. Anyone who passes the tests continues to serve the Republic with high esteem as a full citizen and all the privileges therein bestowed. Those who fail both times they are registered as non-citizen and can opt to leave military service or enter as non-commissioned armigers, serving within the largely non-citizen City Corps.

All Steelgate military personnel are granted rank following the Armburge Tests. The ranks of non-commissioned armigers from lowest to highest are: 1st Armsman, 2nd Armsman, Chief Armsman, Command Armsman and Major Armsman. The official ranks for citizen armigers from lowest to highest are: 1st Lancer, 2nd Lancer, Command Lancer, Lieutenant Commander, 1st Commander, 2nd Commander, Lieutenant General, General and High General. This ranking system is carried over into public life with all citizens and non-citizens required to wear their rank pins and title bars at all times. The impersonation of rank by a non-citizen is considered a severe criminal offense punishable by exile from the Deep Cities.

## CEF Armed Forces - 4.2.7



The CEF retains a significant garrison force on Utopia with regular duty rotations between the Deep Cities and wasteland territories. Interacting with the local military forces of the Deep Cities, the CEF forces are beginning to develop a split culture. The GREL patrols and their support patrols are beginning to become restless in their duties; except for the occasional revolutionaries and wastrel gangs out in the wasteland territories, there is very little major skirmishing. On the other hand, the high-ranking CEF officers are settling into the political climate and enjoying the successes of their conquering Utopia, confident in the CID's continued abilities to manipulate Utopia so effectively. There have also been occasions of CEF personnel marrying and having children with Utopian partners. This is a strict violation of fleet protocol and these personnel are immediately discharged from CEF military service, left to settle on Utopia.

## Ground Command ◆

CEF Ground Command on Utopia is currently engaged in fulfilling treaty obligations. Performing regular patrols in the Wasteland Territories and acting as peacekeeping forces over revolutionary groups, wastrel gangs and Deep City security, the ground forces of the CEF 2nd fleet have their hands full. Unlike Caprice, the populations of Utopia are more spread out over a much wider area. While the integration of Utopian military forces into these roles helps, the logistics of maintaining patrols over the entire planet is still problematic.

In addition, Ground Command has participated in starting economic stimulus in the manufacturing sectors of Deep City society. Tasked with rebuilding the personnel and equipment lost in the Utopian conquest, the introduction of Battle Frame and Hovertank programs on Utopia has helped restore jobs and much needed capital into the Utopian Deep Cities. Manufacturing of Frames and Hovertanks has increased in the past year as Ephesus and Rhodes factories have finished being retrofitted. Meanwhile, CEF ground forces are conducting extensive field tests on the Type 81-12 Battle Frame in the highland regions of Steelgate and Kogland.

## Sea Command ◆

Being used as a naval research and development base of operations, Utopia is serving the CEF Sea Command to improve its wet navy, transitioning a littoral force to a true blue-water navy for toppling the stalemate on Atlantis. Currently, Sea Command operates out of three coastal ports: Halicarnassus, Rhodes and an off-shore Greenway facility, Cautha Station. Halicarnassus serves as the primary port of operations and logistics, serving the majority of the CEF naval forces on Utopia. The availability of sea-launch space facilities, dry docks and ready access to supplies and materials from Ephesus makes Halicarnassus the ideal city to stage such operations. Deep City Rhodes is the center of development and manufacture of a new generation nuclear and SSK submarines, where testing is continuing on new stealth research based on limited intelligence from Atlantis. The off-shore Greenway facility is the site of field tests for the new Sobk-class GRELs, utilizing Greenways bioengineering expertise to help overcome setbacks to the program. Command centers have been established within each of these locations in an effort to decentralize Sea Command across Utopia as a protective measure.



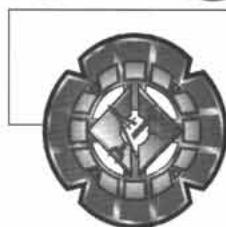
## 4.3 - INDUSTRIAL STATES OF KOGLAND [ISH]



From the remains of the Konklin-Landau Pact, the Industrial States of Kogland emerged after the Great War. Kogland's territory was originally home to the massive industrial cities of this great corporate nation extending across the vast stretches of the northwestern continent of Sumer. The Great War brought terrible devastation down upon this entire region. However, in their despair, the survivors of Konklin-Landau found hope and adjusted, adapting themselves to survive the heavily irradiated and barren surface. Overtime, the survivors found the tools they needed to keep themselves alive. Renaming themselves to the Industrial States of Kogland, they began thriving, bearing fruits of great technologies through their extensive research and exploration of nearby ruin cities, including the reanimation of the first pre-Great War NAI's and automaton.

Once forming the largest nation on Utopia, the Industrial States of Kogland is also the most heavily industrialized nation on Utopia, possessing advanced autofacs and production facilities. With the recent influence of the CEF, Kogland has been able to rebuild itself and begin supplying the CEF with the manufacturing center needed to rebuild and maintain the 2nd Fleet. At the same time, political grievances still flow as undercurrents within Kogland toward the Independent States. Since the destruction of Troy by the Independent Army in 379 UC, Kogland has continued to mourn their dead in an annual ceremony performed in Deep City Giza. The resentment against the atrocious act has never completely quelled even after a century's time.

Kogland's increased influence within the Colonial Senate has made many factions highly uneasy. The Independent States in particular have been concerned by this rise in shadow power of their ancestral opponent, that they had mistakenly thought subdued by the CEF/Steelgate efforts. Now, old rivalries are reemerging between the two nations. Recently, new evidence on the smuggling of the anti-matter bombs has been brought into the public eye by old records found in the shanty-megalopolis of Hilltown. The media coverage is sparking renewed distrust and prejudices among the Kogland population, who are demanding that the Senate imposes additional controls on the Independents.



### Vital Statistics

Founding Date:	408 UC
Method of Government:	Corporate Autocracy
Head of Government:	The Council
Capital:	Deep City Giza
Population:	21.5 million

### ◆ Productivity equals Progress

Today, Kogland is the single largest industrial and technological site on Utopia. The underpinning of Kogland citizenry is productivity for the benefit of the individual, community and society. Driving this near-religious archetype is Kogland's research and development. Nowhere else on Utopia is there a more scientific and industrious culture. Everything about Kogland culture is geared toward this axiom with industrial and residential sectors often intertwined. Operations run twenty-five hours a day in a society that never seems to sleep.

An offshoot of both the industrial heritage of Konklin-Landau and the needs of survival following the Great War, all citizens are considered a part of a greater whole, each providing their own function to the community. Out of this modus operandi, a currency of Performance Units (PU) has emerged. Performance Units determine not only what personal resources an individual can earn, but also their career path in Kogland's society. PUs are a quantifiable means used to determine a person's net worth. Starting with gene analysis at birth through extensive testing up through adolescence, Kogland has developed an efficient and analytical system of categorizing people into societal organs and machines. By the age of 15 a person is generally aware of what station they will hold in life—laborer or manager, artist or scientist, soldier or politician. Not surprisingly, Kogland has a high rate of desertion or suicide, both of which are considered an unethical crime against the collective whole.

### □ Autofacs

Kogland has ownership of the greatest number of old colonial era automated production factories, also known as autofacs. These computer-controlled shops are direct descendants from the all-purpose production machinery used by the colonists to supply them with everyday tools and items. Kogland autofacs are most often workshop-sized assembly bays. Given the proper files, templates and raw material, they can deliver a completely finished product under complete NAI control and without human intervention (for the most part). In most cases, though, it is cheaper to train a self-maintaining human worker instead to do the delicate final assembly.





## Government and the CEF - 4.3.1

While it is a nation-state, Kogland's soul is still that of a corporate entity, governed by a Council guided into their role since adolescence. The Council's greatest purpose is to govern the continued progress of Kogland. However, since the Steelgate-Earth Invasion, the Council has devolved to little more than a puppet organization, still driving corporate policies but not political policies. This separation of Corporation and State is something very new to Kogland's culture and has created schisms within the nation itself, shaking Kogland's culture at the core.

The Council is made up of 14 members, each member representing the heads of the original corporations & companies that occupy the industrial hubs of Giza and Rhodes. Staffed by those who have tested to be effective leaders and having obtained highest PUs among other Kogland politicians, the Council negotiates the complexities of their industries to better serve the greater whole beneath the watchful eyes of the Viceroys and the Colonial Senate. The Council meets several times a month but are never in the same room. The Council convenes through secure trideoconferencing, helping decentralize Kogland's governing body at all times. There are a few rare exceptions, but the Council never meets as a full group in person.

Each member of the Council has a shadow known as a Naught. Originally, naughts were a slang term for a second personality in NAIs that shadowed other programs without a record of identity. As the government of Kogland came into focus with the unification of Giza, Rhodes and Troy, the term was transferred into the political arena for a politician's shadow. These naughts are individuals that serve as the hidden eyes and ears to the higher profile Council member. Essentially intelligence agents that service the Council, each is assigned to a particular member, hiding in the shadows helping pull and push underlying agendas beneath the courses of usual policy-making. Essentially, naughts act as observers and go-betweens, possessing no identity in Kogland society, thus proving less conspicuous in obtaining needed information. With the occupation of the CEF and Steelgate, naughts have become a tool used to manipulate the Colonial Senate. Discovered by the CID, the Earth organization has worked to utilize its own network of naughts to drive information management within Kogland society.

### Military Organization ◆

The structure of Kogland's military is broken up into three commands, sea, land and space. Space is now a joint organization that is subordinate to the CEF. However, sea and land command are still separate from the CEFs, though they do work in concert. The land forces are broken down in the following groupings from largest to smallest: Legions, Regiment, Company, Section, Squadron and Units. Sea forces are much smaller in scope and are grouped first as fleets, squadrons then patrols. The ranks of officers and soldiers are the same across all organizations: Lieutenant Armiger, Armiger, Full Armiger, Armiger Captain, Armiger Major, Armiger Colonel, Armiger Strago, Polemarch and High Polemarch.

Sea forces are limited to a small fleet of nuclear submarines and small surface ships, serving the land forces for marine actions and international waters patrolling. The nuclear submarines serve as mobile cruise missile platforms, allowing Kogland to keep their transcontinental nuclear artillery hidden. The surface fleet is comprised of frigates and landing craft. The frigates are equipped with VTOL automatons to help provide cover to the landing craft that transport the land forces to shore.

### Viceroy Bartros Cunoth ◆

Steelgate and the CEF have stationed Viceroy Bartros Cunoth in Kogland since the occupation. A decorated officer and prominent politician, Bartros was given the administrative position over the largest industrial hub in Giza, Operos. In the years that have passed, Bartros has enjoyed a quiet administration. There has been very little protest or outburst with his presence there, and the Council sessions that he has logged into have been in proper accordance with all his directives. However, his contacts within the Colonial Senate report that there are secret movements working beneath the Council. The rumors are scattered bits of intelligence, but there is a single name that is repeatedly found in these intelligence reports, 5th Column. Approached by the CID, Viceroy Cunoth has begun to take on the assignment of finding out who or whom the 5th Column actually is. To that end, he has recruited a naught double agent allied to the CID to aid in his search.

### Councilwoman Martika Voss ◆

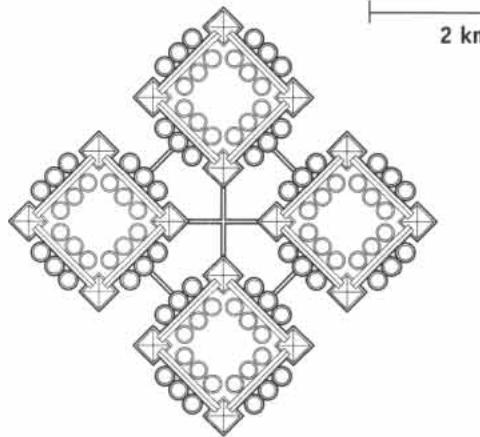
Martika Voss has spent her entire life in politics. The CEO of Palk Energy, Martika is one of the few that achieved the PUs required to enter into her position in society. Focused on running both a corporation and a nation, Martika has been continually frustrated by the interference of Steelgate and the CEF. Her subtle displays of distemper have caught the attention of the CID and another shadow organization, the 5th Column. Breaking with tradition, Councilwoman Voss' naught arranged a meeting with Martika to establish a bridge of communication between her and members of the 5th Column. The CID operatives trailing Martika have not been able to ascertain the nature or content of that meeting, nor have they been successful in trailing her naught using their own spy network. Successfully kidnapping Martika and interrogating her, the CID was unable to extract any information on the 5th Column. Treated with mind-weakening drugs that erase short-term memory, Martika was then secretly implanted with a listening device in her inner ear and discreetly returned to her home. For now, they are hopefully that Martika will unwittingly lead them to the 5th Column's Giza circle.



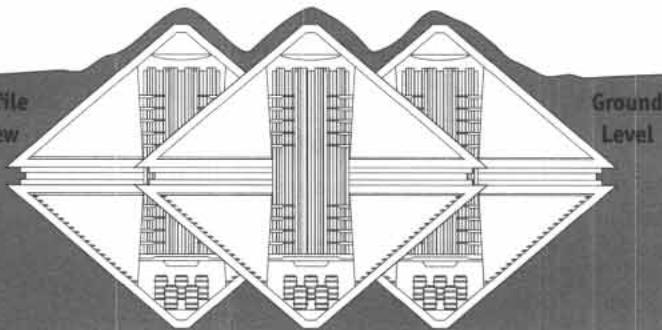


## 4.3.2 - Deep City Giza

Top View



Profile View



2 km

Giza is one of the most fantastic and efficient of the Deep Cities on Utopia. The architecture is meant to combine form with function. With a population of 11.8 million, DC Giza has taken the idea of utilitarian needs and turned them into aesthetic form, architecture has merged both living and industry. Thousands of beautifully crafted stone statues in garden terraces grace the pavilions of office complexes and their adjacent living spaces, combining work and home seamlessly. Being Kogland's capital city, Giza houses most of Kogland's administrative offices with financial headquarters to many of Kogland's major corporate groups prominently located in the central large hub.

The central hub is home to most of Giza's cultural treasures as well. Of all the Deep Cities, Giza possesses some of the best-preserved shelter murals on Utopia. Preserved in the Meret Museum, these murals depict the struggles and resolutions of the survivors that built the Deep City cultures of both Giza and Rhodes. Others even share tales of before the Great War. Scholars believe these murals to be an accurate record of Utopian history. There are depictions of Gateships, panicked riots, poverty and war, desolation and plagues, and even the rise of the machines in Utopian society.

Extending outside the museum and out around the entire central hub is a continuing work of muralizing Giza's recent history and present events. Hundreds of artists and craftsmen work tirelessly, recognizing their work as important to the larger community, preserving memory for future generations. Currently, the new images of the Steelgate-CEF Invasion are just being completed.

### Vital Statistics

Founding Date:	370 UC
Joined ISK:	408 UC
Method of Government:	Feudal Marxism
Head of Government:	Various Viceroys
Population:	11.8 million
Principle Industries:	Light Industry, Financial, Education, Entertainment

### The Coliseum

While Giza is a city of function and form; it is also home to the Coliseum, center for entertainment. The Coliseum is a sporting arena where corporations will send their fastest and their strongest to compete in a series of ten events, together named the Decathlon. The events are: 200 meter sprint, 800 meter run, squat jump, hammer sling, running jump, 200 meter vaulted hurdles, discus throw, pole vault, spear throw and finally a 4000 meter run. An underground arena spanning half a kilometer in diameter, the Coliseum is an enormous structure, able to seat over 100 thousand people in its multitude of seats, the seats grouped into boxes that may be purchased using PUs. Trideo broadcasts are also available for viewers outside the arena.

The Decathlon is not something new to Utopia. It is actually an event that is depicted repeatedly in the Meret Museum murals. Historians trace the Decathlon back to 129 UC, two generations after Utopia began to be colonized. Reinitiated by Kogland in 412 UC, the Coliseum was built to host the event. Always following the spring equinox, the Decathlon is an annual event that has attracted the attention of the entire planet in recent years. Talks are being negotiated within the Colonial Senate to open the games to all the nations, allowing each of Deep City hub from all around Utopia to send athletes to compete.



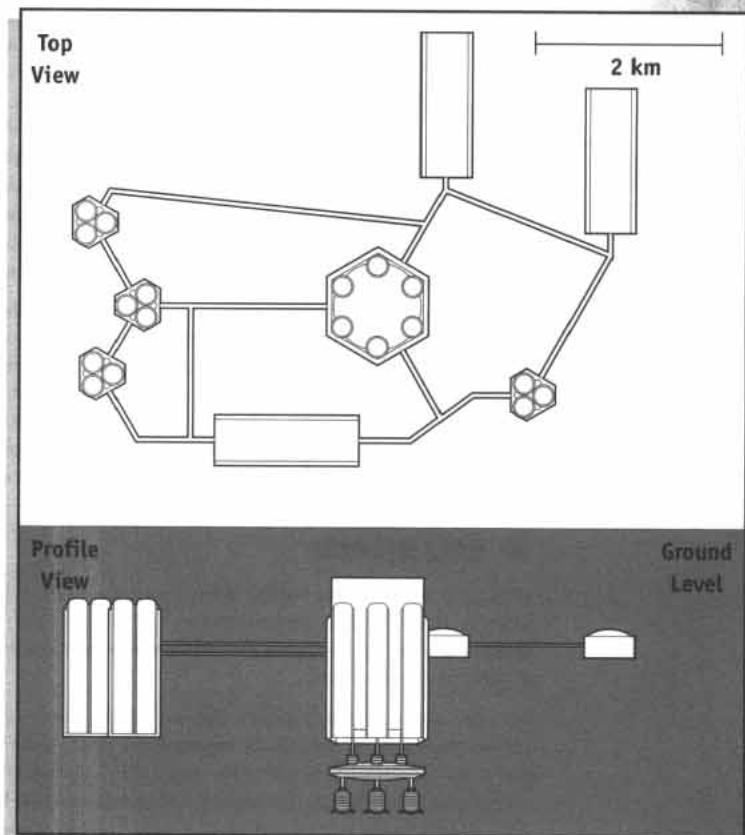


## Deep City Rhodes - 4.3.3

Kogland's primary industrial center, Rhodes is a complex of huge underground industrial complexes that share space, spars and access tunnels with numerous trade schools and research facilities. With a population of 9.7 million people, Rhodes is the largest and oldest of Kogland's Deep Cities. Spanning over forty square kilometers, it is an industrial mecha unlike any other on Utopia. Several kilometer-long caverns are filled with ancient automated factories populated by more Automatons and assorted robotic devices than people.

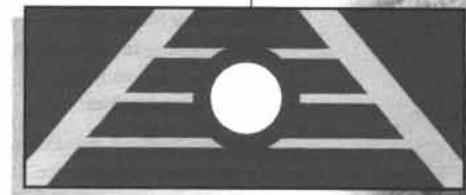
Virtually all of Kogland's manufacturing and production facilities reside in Rhodes, including the primary automaton assembly lines. Like Giza, the city is churning twenty hours a day, seven days a week. In addition to manufacturing, Rhodes is Kogland's main hub for the trade industry. Boasting a third of the trade schools on Utopia, these schools train the mechanics, engineering and scientists of the future.

Since the occupation of the CEF, Rhodes has naturally become a center for military research, including Project: Blue Sea, a development project for a new nuclear-powered submarine to aid the CEF in their war on Atlantis. To this end, a regular convoy of ships flows between Halicarnassus and Rhodes, supplying the industrial city with the raw materials that it needs to fulfill contracts to help restore the CEF ground forces. All this has dramatically increased CEF security around Rhodes, often interfering with productivity of other industries. Political lobbying from Rhodes has labored heavily against the Colonial Senate, demanding that a more equitable arrangement be made. However, the complaints are overshadowed by many other agendas being pushed by the Grand Officer.



### Vital Statistics

Founding Date:	363 UC
Joined ISK:	408 UC
Method of Government:	Feudal Marxism
Head of Government:	Various Viceroy
Population:	9.7 million
Principle Industries:	Light and Heavy Industry, Research, Education



### The Bellflower Crypt

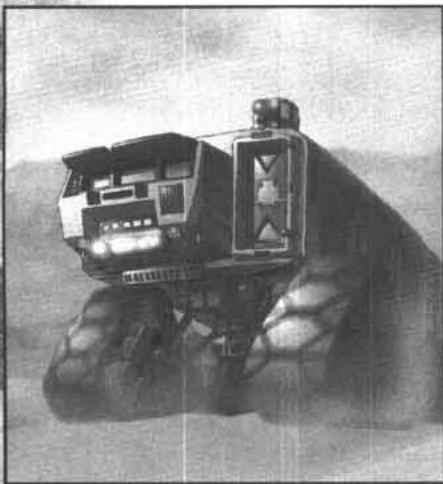
The Bellflower Crypt is a unique place that is revered as a near-religious site by the people of Rhodes. When the Bellflower plague broke out in 334 UC, Rhodian ancestors were forced to seal off a large hydroponics facility, both above and below ground, trapping infected and non-infected residents inside. It is assumed that many who were initially unaffected became infected or suffered from starvation or dehydration, eventually killing everyone inside. The entire hub sector was closed to contain the plague, shutting off the sector from the rest of the city. The crypt remains sealed to this day: murals painted on the ferro-concrete slabs, depicting the violent and fearful struggles during that time, still block the entrance. Recent inquiries have proposed to open one of the slabs to allow a drone through to investigate the nearly 150-year-old mass grave. Fear and tradition within Rhodes' population have continually frustrated those investigative efforts.

### The Assembly Bay

Most of Rhodes' factories are designed for remote operations. Stepping inside one during work is a risky proposition — most of the tonies working there have only limited sensor capabilities, and most of what they do have is dedicated to their work, not avoiding a careless human being. For this reason, few doors are locked in the facilities; no one is expected to be foolish enough to try and use them.



## 4.3.4 - The Highland Wastes



Outside of its Deep Cities, Kogland holds more wasteland territory than any other nation on Utopia. Situated in the northwestern region of Sumer, these wastelands are mostly highland plateaus that descend into open plains far south of Rhodes. Large tempests are frequent in this large region, creating towering storm fronts. These swirling maelstroms of radioactive dust are the result of warm and cold air currents off the eastern slopes of the coastal mountain ranges, creating a harsh and ever-changing landscape, frequently exposing old city ruins that are months later buried again by another storm. The metallic-oxide and radioactive dust is a constant problem for Kogland and CEF patrols, interfering with sensors, communications and propulsion systems. It is not uncommon for patrols to find themselves unable to utilize their navigation systems due to the interference, instead attempting to find shelter to wait out the storm.

Called the Highland Wastes, these parts are home to thousands of wastrels and higglers frequently traversing this territory, squeezing a living out of the barren and shifting terrain. The larger clans of higglers utilize mobile Oasis platforms, forming convoys that move from old city ruin to ruin, scavenging raw materials that can be sold for needed food or supplies. Many of these clans are very territorial, fiercely defending their caches. They have been known to even ambush Kogland and CEF patrols that wander too far into their territories. More than once a CEF wasteland checkpoint has discovered that a Higgler clan has Automaton or CEF hovertank parts available for trade.

### ◆ Known Settlements

When wastelanders around Kogland think of settlements in the Highland Wastes, they think of Hilltown. In the southern region of Sumer south of the heavy storms, Hilltown is a megalopolis of shantytowns and wastrel outposts, possessing light manufacturing, limited wasteland agriculture and a multitude of service industries. The city spans over 30 kilometers in diameter and has a population of over one million residents.

Built atop the old city of Perganum, Hilltown is a city atop a city, with communities living both above and below the surface. The surface city is built off the ruins of Perganum and other nearby old city ruins, utilizing scrap metal and stone to construct housing, businesses and makeshift factories. The people of Hilltown are very industrious and innovative, taking the waste of the Great War and transforming it into the most prominent surface metropolis on Utopia. Most anything that a person can find in the Deep Cities, is available in Hilltown. Scratch-built vehicles, tools, spare parts, even simple computers are all available from the multitude of tradesmen and craftsmen. Hand-made weapons manufacture is also common trade in Hilltown. Tradesmen can copy nearly any firearm, even mortars and rocket launchers. Ammunition for these later weapons is more difficult to come by but not impossible. The influx of higglers and wastrels that regularly come to barter and trade share their spoils from unfortunate Kogland or CEF patrols. The CEF and the CID have established checkpoint outposts along the outskirts of the city, positioned along the major roads that lead into town. However, little is done to make arrests or confiscate any materials, the losses are deemed trivial to the political and economic stability that Hilltown provides the region. Instead, the CID allows Hilltown to remain, using the city to build naught networks into the higgler and wastrel communities.

Below ground is a very different place. The underground communities form their own society, typically living in small communities that rarely come to the surface. Called Undertown by those on the surface, the underground city is a labyrinth of underground passages, mineshafts and old shelters. The people that live down here, appropriately named Underfolk, are often deformed, wasteland toads that suffer from the combined effects of radiation-exposure and inbreeding. For these people, they live by digging beneath the ruins, finding hidden treasures of metallic ores or pre-Great War artifacts. There are still underground passages and shelters that remain unexplored or undiscovered. Printed maps of the Undertown are often incomplete and based off the limited experiences of the few surface dwellers that explore Undertown for themselves. Underfolk have little use for such maps, they remember their underground world through the art of mural, inscribing directional markers along the walls. There are many walls covered with murals over murals, telling genealogies and histories of this underground realm.

### ◆ Research in the Boondocks

Also scattered amid the Highland Wastes are Kogland research facilities. All are permanent structures, with most hidden underground to keep their location secret and protect them from the frequent highland tempests. The majority of these facilities are corporation independent, meaning that they are part of Kogland's governmental research program. Called Wasteland Research Labs (WRL), these facilities perform testing and development of anti-radiation technologies, ecological studies, bioengineering experiments and other more nefarious projects on unfortunate animals and humans. The CEF has driven a rise in military research, utilizing the remoteness of the WRL facilities to keep their testing and development of new weapon and defensive systems beneath a shroud of secrecy. While WRL is a government-regulated entity, it is frequently contracted by Kogland's industrial corporations to perform special research that the corporations are unable to perform in the Deep Cities either due to the lack of facilities or safety codes.



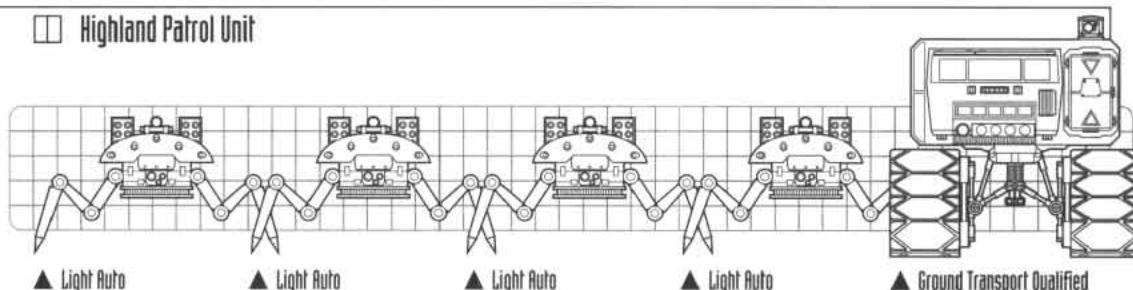


## Hogland Armed Forces - 4.3.5

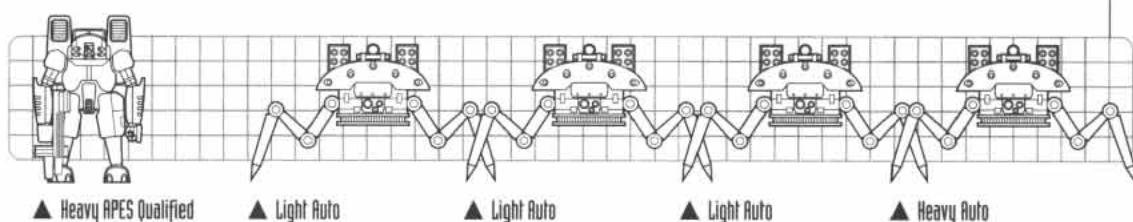
Kogland's military is comprised of well-trained soldiers, the best that Kogland can offer. There are no military volunteers allowed. Selected through the careful, systematic process of selection since childbirth, Kogland appoints its soldiers the same as any other position in society, through genetic and natural skill selection. Kogland's military has many of the best soldier and commanders in Utopia, being trained since their adolescence in tactical and melee combat, as well as, officer training.

Kogland's terrestrial military is centered on the deployment of automatons commanded by human officers. Robotic machines act as the forward armored infantry units, clearing the path for infantry and human-piloted APES (Augmented Power Environmental Suits). Kogland was also the first nation to utilize the Command Tanks, behemoths of firepower that act as mobile command and control centers over the battlefield. Today, the military maintains only a few of these tanks, most of them having been destroyed in the Steelgate-CEF Invasion.

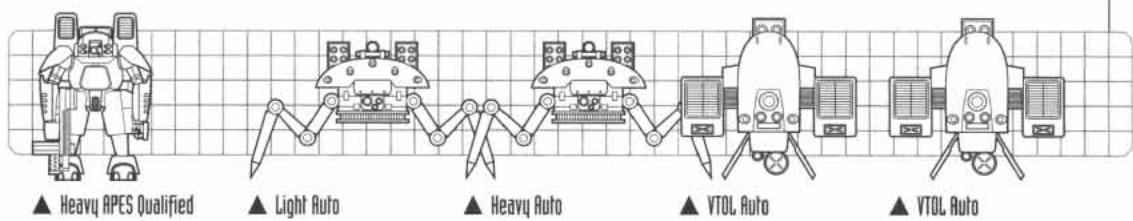
### □ Highland Patrol Unit



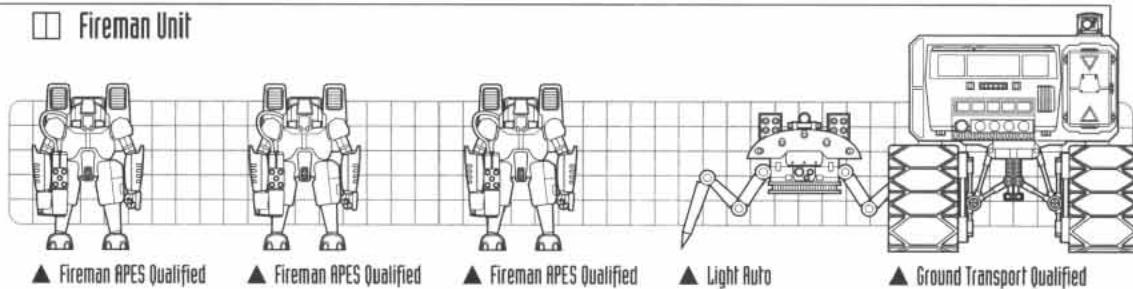
### □ Light Assault Unit



### □ Heavy Support Unit

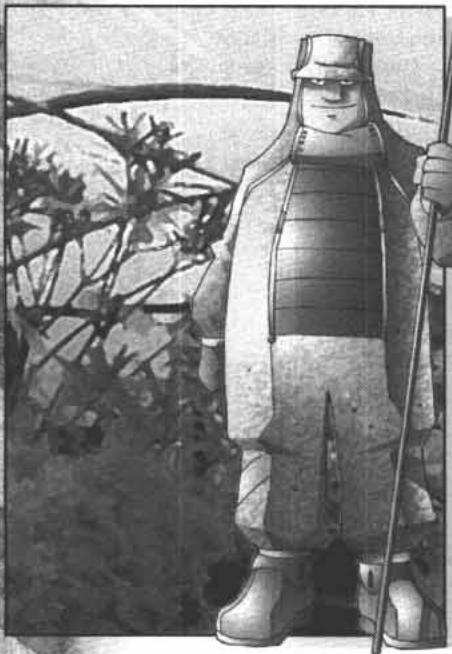


### □ Fireman Unit





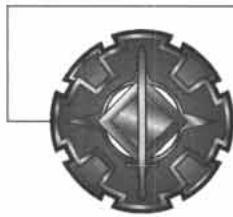
## 4.4- THE GREENWAY ALLIANCE [GR]



The Greenway Alliance is a testament to the resilient stubborn will of human nature. Its history is a legacy of triumph and tragedy, being the victim of multiple invasions over the course of the War of Deterrence and finally to the Steelgate-CEF Invasion. Outsiders often view the people of Greenway as religious fanatics, seeming to possess divergent ideologies than the remainder of Utopia. As such, Greenway is seen as a religious culture, having worked their way out of exile from the Utopian surface through their own sacrifice and endurance, embracing both the comfort of living underground and the challenges of reclaiming surface of Utopia.

The Greenway region was so named because it was the first to have plant life slowly return in the century following the Great War. Originally a lush landscape beside vibrantly alive shallow seas in the southeastern regions of the Etruscan continental group, this area was the home to the last vestiges of the Wilder-Grosz Group prior to the Great War. Despite being the first Utopian nation to rise from the ashes of the Great War, Greenway has never had as strong a military power as Steelgate or Kogland. Descended from the populations of bioengineering firms and agricultural industries, Greenway is a strange mix of oligarchic politics and socialist policies, forming an alliance dedicated to the restoration of life and the survival of Utopia. The Grenarians view themselves as the Gaian patrons responsible for the restoration and defense of their region to its lush state prior to the Great War.

Beneath this mantle of assumed responsibility, Greenway has pursued the restoration of its surface regions with limited success. Utilizing revived technologies from the decades of Utopia's terraforming centuries prior, the Grenarians have been successful at introducing bioengineered plants into the regions surrounding their twin Deep Cities, establishing the only surface agricultural facilities on the planet. While these scattered crops are not meant for consumption, the small fields of green are an amazing sight to witness for any Utopian, the rest of the surface being so desolate and barren.



### Greenway Alliance Vital Statistics

Founding Date:	419 UC
Method of Government:	Oligarchic Socialism
Head of Government:	National Assembly
Capital:	Deep City Babylon
Population:	

### Underground Biospheres

Within the protective covers of the Deep Cities themselves, small virgin forests and underlying flora grow fervently within carefully controlled environments that balance the important nitrogen cycles and carbon cycles to maintain the underground biospheres. Near the surface, natural sunlight is allowed in through massive windows of transparent shielding, filtering down into the depths of the city, gradually enhanced by artificial lighting.

Even deep down beneath the surface, the Deep Cities maintain terraces of crops, orchards and vineyards, tended by human and automaton operators. With the slow restructuring of the Colonial Senate into a more egalitarian body, Greenway has begun supplying the bulk of the agriculture products now enjoyed in all the nations of Utopia, even the Independent States. This surge in international trade has further expanded Greenway's reach across the globe, bringing their agricultural technologies as well as the evangelizing of their Gaian ideologies to other nations, expanding Greenway's social influences. Recently, there have been political negotiations within the Colonial Senate to help fund the establishment of Greenway facilities with Hilltown, pushed by the Grand Officer and his Executive Office.

### Tourism

Often visited by high-ranking Steelgate and CEF military officers, Babylon has grown in influence in the time since the conquest. As such, there are always visiting diplomats, senators and other officials visiting the city, bolstering the new found industry in tourism. Many such VIPs have secured local penthouses for secondary residences, bringing an influx of capital that has increased the Deep City's wealth and influence within the Colonial Senate. Very few other Deep Cities on Utopia that can boast of such a recovery.





## Government and the CEF - 4.4.1

Despite this visible appearance of virtue, Greenway is actually an alliance of political oligarchs and not a collective democracy. Within this exclusivity of government is a socialist undercurrent that is driven by Greenway's cultural vision, a passion toward survival and dawn of hope for the future. Any concept of freedom is viewed as a striving for survival and preservation, not individual political freedom. However, since the creation of the Colonial Senate, the expansion of wealth and influence to the oligarchs of Greenway society is slowly starting to break down the socialist foundation that has driving the Grenarian governing policies in the past, introducing greater disparity between the common Grenarian and the oligarchic families.

Greenway's government is subdivided into multiple layers. Governors over farmers and technicians, called Lactans, governing and managing the underground farms, associated factories and businesses that form the foundation of Greenway's economy. These governors are members of oligarchic fellowships of prominent families. Lactans are themselves represented by a Steelgate viceroy, for each Deep City hub and any associated surface installations. The viceroy is responsible for dictating policy to the City Assembly. The City Assembly meets monthly, being empowered to call an assembly whenever there is a crisis or a need for judging over a major dispute.

Each City Assembly has a group of Principles that represent them and the Lactans in the National Assembly, the central government of Greenway. The number of representatives for each city is dependent on the Deep City's populations, typically one representative for every million people. Representatives are appointed by the Lactans for each hub region for their ability to characterize what Grenarians call the Three Branches of Leadership. These virtues are in essentials the ability to govern based on the three branches of liberalism, conservatism and objectivism, collectively compromising on interests of their City Assembly. Sitting over the National Assembly are three executive officers, named Pales, whose primary duty is to ensure the safety and security of Greenway from foreign threats and work directly with local CEF ground and sea command. They also must govern under the Three Branches of Leadership, and it is their job to communicate the concerns of the Greenway nation to the senators of Greenway in the Colonial Senate.

### Military Organization ◆

Military service is voluntary, but it is considered an important rite of passage within Greenway society to serve time in the military, symbolizing the service toward the continued survival of Utopia. Being a very flat military organization, Greenway forces are subdivided into only three groupings: Divisions, Platoons and Teams. Ranks are similarly simplified by having only three major classifications: Armiger, Commander and General. These are further broken down by numbered rank: there are five numbered ranks within each classification.

Since the occupation of the CEF and Steelgate, Greenway's military has been relegated to patrols and Deep City security. In addition, with the establishment of the Utopian Colonial State, interest in serving in the Greenway military has diminished among Greenway youth. Instead, university education and field research are become the chosen venues, seen as better opportunities to serve the Grenarian's mission.

### Viceroy Morianna Kross ◆

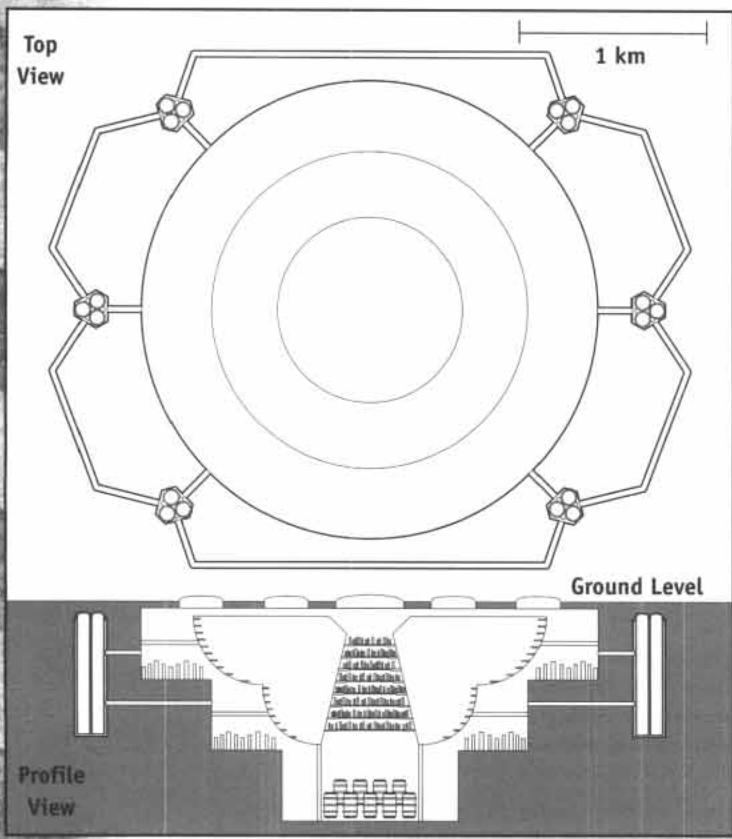
Viceroy Morianna Kross is a charming and exuberant woman that has grown greatly attached to her viceroyalty position within Babylon, enjoying the hedonistic lifestyle that Babylon affords its diplomats. Using her many political connections within Steelgate and the CID, she has been able to remain a viceroy within Babylon for over nine Utopian years. Recently though, she has fallen on hard political times as the Colonial Senate has started to shift to a more egalitarian role. With Steelgate gaining less clout in international affairs, Morianna is finding herself in the difficult position of dictating Steelgate's more unilateral policy against the Colonial Senate's legislation. As a result, she is increasingly finding her actions and policies questioned by the senators from Greenway, who have asked her to step down quietly. Since that time, there have been two assassination attempts on her life. Meanwhile her political connections within Steelgate have withdrawn their support of her, leaving her only her contacts within the CID to help her out.

### Corporate Advisor Tibor Henami ◆

An immigrant from Kogland, Tibor Henami is president for a regional branch of Pax Consulting, a successful financial firm headquartered in Giza, that within the last five years has provided financial services for Greenway's multiple agricultural export industries. Recent inquiries by the Greenway National Assembly into the financial practices of the firm have uncovered money laundering and fraud that has brought the branch under suspicion. Debates are currently being fought between the Greenway National Assembly and the Colonial Senate over jurisdiction to trial. Meanwhile, Tibor, under direction from headquarters in Giza, has hired his own private investigative team to help uncover the fraud unknowingly committed within his branch. What they are slowly uncovering are hundreds of corporate investments established by the firm to funnel money to an unknown organization. The recent disappearance of two private investigators on the case has raised Tibor's suspicions that he may be uncovering something much more sinister than fraud.



## 4.4.2 - Deep City Babylon



Babylon is the largest of the Greenway Deep Cities, serving as the GA's capital and chief industrial center. Officially formed in 371 UC, Babylon is a structured like a massive covered pit. Support structures extending out from the perimeter help buttress the large hub towers that rise up in the center of the city, while large garden terraces form a sloped vista that stretches up from the central shaft from four kilometers depth to the surface shield. Sunlight is refracted down along the outer perimeter, allowing the garden terraces that encircle the city to receive natural sunlight, enhanced at greater depths by artificial light globe suspended from the support buttresses.

Designed with the environment in mind, Babylon's huge, open architecture has made it possible for a biozone to be created inside the city. All throughout Babylon are reliefs and murals depicting the history of Babylon, different murals telling distinct tales of Babylon's history. In addition, over one hundred large parks are scattered throughout the perimeter structures of the Deep City, each attached to the common gardens that encircle the city. The enclosed topiary is a brilliant display of flora and limited fauna, creating a small ecosystem with the gardens.

Babylon has a network of trams and elevators to assist pedestrians in moving about the massive arcology. Like all other Deep Cities, security is strictly enforced by the CEF at major checkpoints, but the process has been highly streamlined and few notice anymore. Successfully combining residence, business and nature, the Deep City of Babylon is an immensely beautiful city. The streets are covered in murals, statues and live performers. This embrace of nature and art has given the city a more hedonistic culture than is found elsewhere on Utopia.

### Vital Statistics

Founding Date:	371 UC
Joined GA:	419 UC
Method of Government:	Oligarchic Representation
Head of Government:	City Assembly
Population:	15.1 million
Principle Industries:	Light and Heavy Industry, Financial, Education

### University of Essenes

Babylon is a well-educated community, possessing an exclusive university and multiple academic research facilities. Named the University of Essenes, the campus is not too unlike university campuses in the Magnate States, dispersing the campus amid large, open garden terraces. The most prominent university department is the School of Horticulture and Bioengineering, which also maintains the multiple research facilities in and around Babylon.

Possessing some of the best bioengineering research facilities on Utopia, the university has come under the attention of the CEF, who is seeking additional facilities and expertise for their SLEDGE and bio-warfare programs. Recently, the university received a grant from the CEF to help assist with the Sobk-class SLEDGE program. Recruiting a select group of scientists and graduate students, the CEF has funded research and development on the project in an offshore laboratory near Alexandria, Cautha Station. Built atop a now dead coral reef, the Cautha Station facility is also devoted to underwater habitat restoration and aquatic agriculture. The bioengineering expertise of the Grenarians is thus far producing positive results with the Sobk-class. The CEF High Command exceedingly pleased in their efforts and has directed further grants to be given to the university. The gardens here are filled with mural fragments telling biographical tales depicting the struggles of the Magnate survivors as they endeavored to keep their namesakes alive.

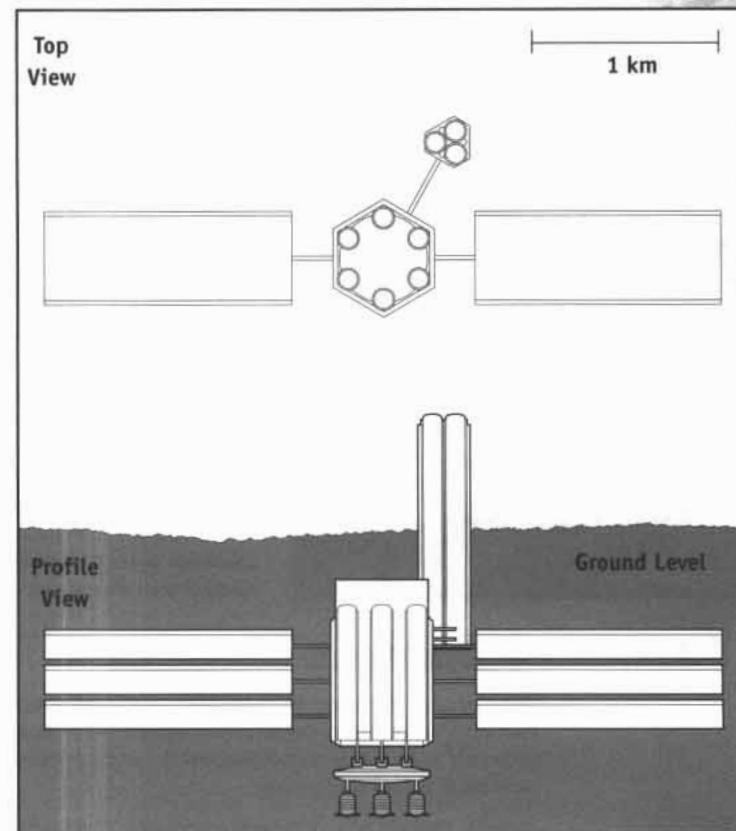




## Deep City Alexandria - 4.4.3

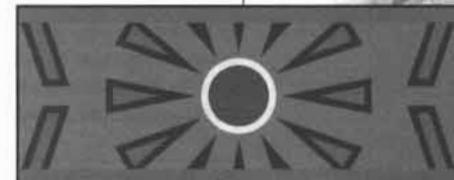
Greenway's chief agricultural center, Alexandria combines community and nature even more distinctively than Babylon. The mixture of huge underground agricultural complexes with residences and research facilities creates an atmosphere of beauty and harmony that is felt in few other Deep Cities. Even Olympia and Giza seem to pale to the underground gem of the Southern Hemisphere. Even above the surface, Alexandria has a majestic 500-meter tower, called the Lighthouse, reaching into the sky above the old city ruins that still occupy certain areas around the Deep City. This structure serves as both a navigational aid to travelers, at sea and on land, and as a water purification facility where water is pumped up and then allowed to descend through a series of special filters to desalinate and decontaminate seawater piped in from the shore.

With a population of 12.3 million people, Deep City Alexandria is slightly smaller than Babylon, but still sharing similar design principles. Spanning over ten kilometers in diameter, the Deep City is an agricultural mecca unlike any other on Utopia. The city's hubs encircle the massive base of the Lighthouse as it descends nearly four kilometers underground, housing power systems, light industries and agricultural processing factories. With each city hub, thousands of vertical terraces serve as underground farmland, encircling residential living space and agricultural research facilities. From inside the city, these vertical fields stretch out as far as the eye can see. With the economic stability and establishment of consensual international trade afforded by the new Utopian Colonial State, Food export has become one of the chief industries of Alexandria, providing food for Babylon and many other Deep Cities.



### Vital Statistics

Founding Date:	380 UC
Joined GA:	419 UC
Method of Government:	Oligarchic Representation
Head of Government:	City Assembly
Population:	12.3 million
Principle Industries:	Agricultural Export, Botanical Research, Light Industry



### The Grand Vineyards

Of all the products to be exported from Alexandria, the most exotic is wine. While other Deep Cities have limited hydroponics vineyards, Alexandria posses the only true vineyards in all of Utopia. Highly prized for its excellent flavors, Alexandrian wine is a highly cherished elixir and has proven to be one of the city's most profitable exports. Called the Grand Vineyards, the facilities provide tours of the many wineries that populate the city of Alexandria. These tours have proving to be a popular tourist attraction for visiting dignitaries from Babylon and other Deep Cities. Grown in vertical, terraced plantations like all of Alexandria's crops, the vineyard sector is an amazing sight to behold. Hundreds of laborers and drones scale the two-kilometer long fields each day, tending to vines and harvesting grapes. With the influx of profits to be made on exporting its wine, Alexandria has dedicated more agricultural space to new vineyards and continues to invest large sums of capital into bioengineering research to make new and more flavorful strains of grapes.

### The Surface Labs

Alexandria also sponsors multiple surface laboratories that continue to test new strains of crops that are resistant to mutation caused by radiation. The long-term goals of these efforts are to bioengineer plants that can be seeded in the radioactive wastes and thrive. Success has been minimal, with plants becoming sterile within five or six generations. Without the ability for plants to self-repair genetic damage caused by radiation, the scientist realize that there is little hope of transforming Utopia into fields of green.



## 4.4.4 - The Boggy Wastes



Along the southeastern regions of Etrusca, between Deep Cities Babylon and Alexandria, lies a region named the Boggy Wastes. A landscape of water plains and numerous lakes, the Boggy Wastes are home to many of the few surviving flora and fauna on the entire continent. Pockets of biodiversity can be found clinging to life, including fields of burrowing animals and insect swarms. Regular precipitation provides an ample supply of moisture throughout the year, allowing some strains of mosses and lichen to grow in the lowlands, creating boggy wetlands that stretch out for tens of kilometers. There are very few roads or highways and the wetlands can be dangerous to traverse on foot, having quicksand, poisonous insects and radiation. However, there are a few regions of high ground serve as refuge for small wastrel shantytowns and Greenway laboratories. These areas of high ground are often the ruins of old cities that have slowly been enshrouded beneath a covering of moss and lichen.

These old city ruins are most often difficult to access, with their underground shelters being flooded or collapsed. However, there are a few old cities that still have surviving shelters and labyrinths beneath. The catacombs of these old cities can bear many interesting pre-Great War artifacts, providing unique treasures for wastrels and higgler willing to brave the dangers that may lurk below the boggy wastes. Old data cores, long dead technologies or even an unknown plant specimen can fetch a handsome price in either Babylon or Alexandria, where scientists and researchers are always looking for more lost secrets. The chance at wealth is often a prime motivator for daring individuals to brave the Boggy Wastes in search of treasure. As such, it is not uncommon to see a swarm of wastrels hitching a ride atop a passing Oasis transport, leaving the safety of their shantytowns and seeking fortune.

### ◆ Known Settlements

There are small settlements within the boggy wastes, but many of them are deserted pitstops for the few that decide to traverse these parts. The few settlements that do possess regular inhabitants are larger communities of toads and wastrel gangs that typically lie along commonly traveled routes by Greenway and CEF patrols or transports. These settlements commonly serve as supply depots and military outposts to the CEF and Greenway.

However, there are more settlements further south of Alexandria where the ground is higher and less boggy. One such settlement is Toadstool, a place for misfits and toads that choose to seek a better life in forming community, rather than scrapping through the garbage heaps of Alexandria or Babylon. The town is built atop the old city Allstead. Though limited in available crops, the town survives off cultivated local floras that grow in these parts. There are makeshift foundries that barter tools and the occasional vehicle for needed raw materials or scrap. There is also an extensive network of shelter tunnels beneath Toadstool that are well preserved. Though picked clean of artifacts and murals many years ago, the underground network is used as hideouts for escaped fugitives and criminals from Greenway. Like the sewer systems of Deep Cities, these catacombs serve as conduits to secretly skulk to away and avoid the CEF patrols. The Greenway and CEF patrols tend to avoid searching through Toadstool, being fearful of the malformed residents.

### ◆ Meadows of Green

Scattered amid the wastelands around Greenway are the agricultural laboratories working to restore the green flora of Utopia. These laboratories are mostly kilometer-long greenhouses with environmentally controlled fields beneath transparent canopies. Funded largely by the oligarchs of Greenway, these laboratories serve the Greenway community at large, providing important research into radiation-resistant flora.

Sometimes these laboratories are moved to new locations to perform their continued research elsewhere. In the past year, tales of meadows of grasses and low-growing plants thriving in the outside environment have reached into the Deep Cities of Greenway. Teams of field scientists have in recent months been able to confirm that these stories are true. Further, they seem to be located on or near past laboratory greenhouse sites, but none can offer an explanation as to why or how this is happening. Even beneath controlled conditions, the root systems of plants cannot tolerate the traces of radiation caused by high concentrations of heavy elements in the soil. Eventually, over a few generations, they all succumb to sterilization by mutation. Samples of these plants have been taken back to Babylon and Alexandria to perform more extensive analysis of these plants.



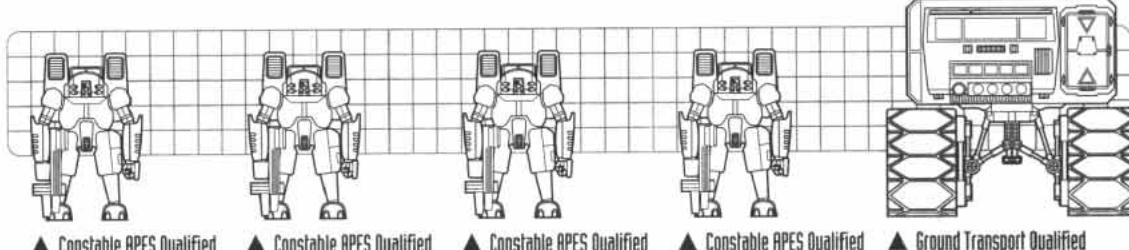


## Greenway Armed Forces - 4.4.5

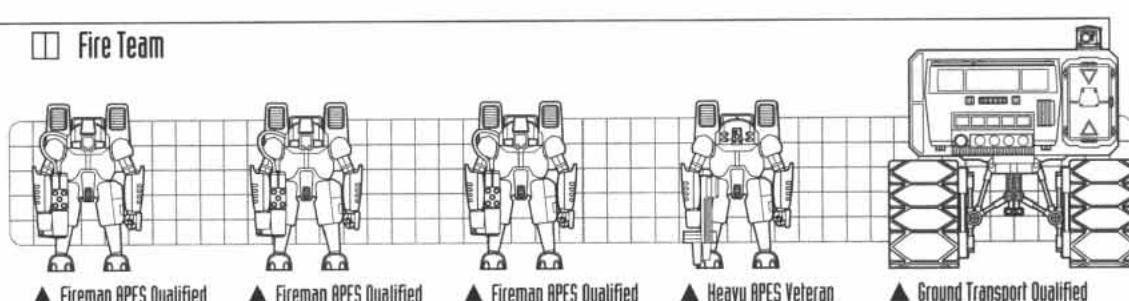
The Greenway Armed Forces are the smallest military on Utopia, even when compared to the Independent Army of the Independent States. The military makes up for its small size in tactics. Utilizing a military of largely human troops rather than automatons has allowed Greenway to specialize in the tactics of guerrilla warfare. Organized in this manner, the Greenway military maintains a very flat hierarchical structure, allowing individual units to engage the enemy in hit-and-run ambushes.

This strategy has worked marginally well for Greenway, but due to its limited manufacturing capabilities, the nation could never completely compete against Steelgate or Kogland. Those two nations have been able to field multitudes of automatons, leaving Greenway forces often out-numbered and out-gunned. The use of APES suits in the last fifty years has helped close the gap in this regard. Possessing high maneuverability and smaller profiles than automatons, APES have been the chosen armor platform for Greenway forces for decades.

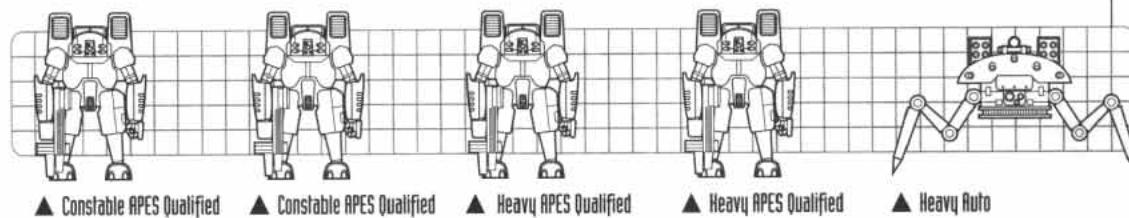
### □ Patrol Team



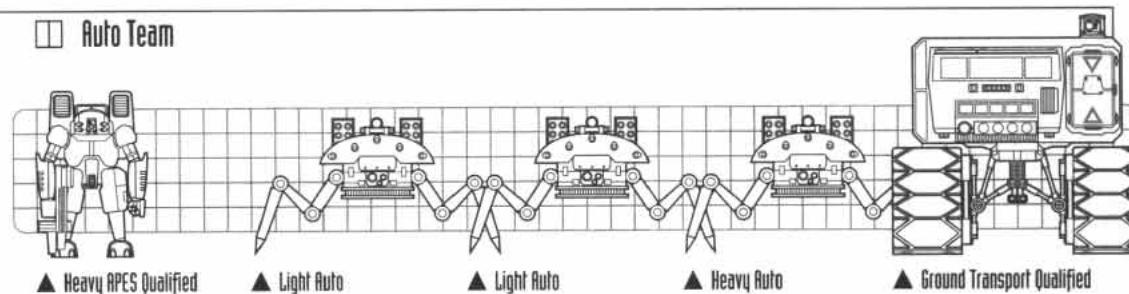
### □ Fire Team



### □ Heavy Support Team



### □ Auto Team





## THE DOOR



Andrej groaned and grumbled as he wriggled through the tight hole. Pushing himself loose, he suddenly dropped to the ground, rolling with the fall and slamming his backside against a pile of rubble, cursing. "What are we doing? We're lost; I know it. I can feel it."

Reaching a hand down to help his companion up, Mikal said, "No, I swear that this is the right way. Trust me." Andrej grabbed Mikal hand and pulled himself upright, dusting himself off. He didn't say a word, instead just giving Mikal a stabbing glare. Mikal quickly turned their attention to their surroundings, raising his lantern to show a huge cavernous hall extending in both directions.

"Look at that," Mikal exclaimed moving toward the opposite wall. Illuminated in the light of the lantern was a huge mural. The colors were soiled and muted by time, but the mural appeared well preserved underneath the grime.

"That's all fine, but we have to get back to the group. Who knows where we really are? Are you sure that you remembered the correct way back?"

"Hey, Andrej, take a look at this," Mikal pointed to part of the mural that depicted pictures of people being sealed in rooms and tunnels. "This is a mural on the location of the crypts in these ruins."

"I really don't care about that right now," Andrej rebuffed. In the light of the lamps, he seemed to have lost some color.

"Wow," Mikal answered back, completely ignoring his companion's scorn. "Listen to this. The mural talks about a radiation leak, probably from back when this shelter was still in use. The date states... 369 UC? This is amazing. Are you familiar with the old shelter crypts?"

"All too well," Andrej answered back. "Look, I really don't care about that right now. We need to find our way back. Can we just go? This place is giving me the creeps. I could swear that I feel as if we were being followed."

"Sure, that's fine. Hey, this reminds me of a story I heard from old man Miron, you remember?" Andrej shook his head.

"Oh, sure you do. Anyway, he told me about how he was hunting through some old ruins about thirty clicks west of Hilltown, and he and his group came across an old crypt. They didn't find much of value in the ruins, so the group decided to open up the crypt, figuring that it hadn't been hit yet. Using some explosives, they successfully cracked open the crypt and crawl inside to find—"

"Which way now?" Andrej interrupted. Mikal gave him a puzzled look, but Andrej simply repeated "which way?" Mikal lifted the lantern and then pulled out a scrap of cloth that had a crudely drawn map on it. "Err, I think we go left from here, but it's just a guess."

Suddenly Andrej yelped. Mikal started to ask what was wrong, but then he saw it too. A pair of glowing eyes reflecting in the diffused light. Mikal pointed the lantern toward the eyes, illuminating a deformed humanoid holding a crude knife. "What the?" Mikal asked, but neither had time to get an answer as the creature charged.

Both men screamed and started running. They didn't even try to look back, instead rushing for the doorway that was now illuminated in front of them. Suddenly, a fellow Wastrel came around the corner. There was heavy thud as all three tumbled down; both Mikal and Andrej flailing wildly, trying to get back on their feet.

"Hey, what's going on?" a friendly voice called out. Mikal and Andrej looked up to see they had found their whole party. Still, they couldn't speak; instead they just pointed shakily at the doorway. The other man moved his lantern to look past the doorway, but there was nothing visible. "You guys look like you've seen a ghost."





# INDEPENDENT GROUPS

5

## THE INDEPENDENT STATES - 5.1

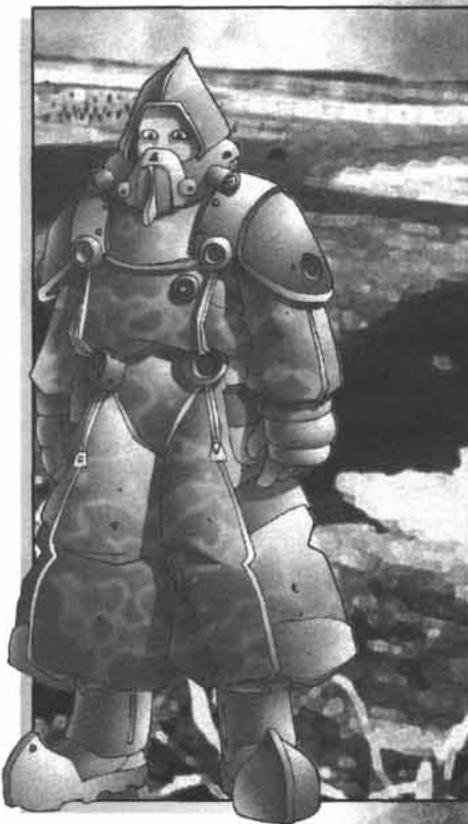
The independent Deep Cities are located on the major subcontinent of Sumer, east of Kogland's national territories. Unlike the other Deep Cities of Utopia, the Independent States have never been able to fully unite as a nation. It really was not until the military might of Kogland that the Independent Deep Cities began to work together as loose allies. United under the Treaty of Ur in 369 UC, the Independent States formed a militia, the Independent Army, to fend off marauding Kogland forces and started increased trade between themselves.

In 377 UC, the Industrial States of Kogland began a massive campaign against the Independent States, seeking to claim their assets and united them under the banner of the ISK. Engaging in guerrilla warfare against an attritional army proved difficult, and the Independent Army was forced to use sabotage and traps as its main defensive weapon. The Kogland forces finally seized Ur and routed the Independent Army's forces, but the militia had decided early in the conflict that it had to enact extreme measures to ensure success against the industrial might of the enemy. They smuggled three anti-matter devices that the Independent States had excavated out of pre-Great War military bunkers within their territory. The militia was successful in planting these devices in three Kogland Deep Cities. When Ankara was finally besieged, the militia detonated one of the anti-matter devices, incinerating Deep City Troy and successfully getting Kogland to recall its armed forces. Since that time, Kogland and the Independent States are in a constant state of border skirmishing and posturing. With the arrival of the CEF, this political play has changed, settling the border disputes and establishing outposts to enforce the wishes of the Colonial Senate.

During the first several years of the Utopian Colonial State, the fragmented cooperation of the independent Deep Cities had given them unique influences within the Colonial Senate, creating three distinct voting groups that played their independent roles well amid the lobbying of senators and diplomats from other nations. Lacking the resources or organization of the larger factions, the independent groups ended up positioning themselves against one another in the Colonial Senate over policy and legislation. However, this has begun to change within the last few years. With the increase of international trade and greater influence within the Colonial Senate, the Independent States are now beginning to see how they can work together to better insure a future for themselves.

### Vital Statistics

Founding Date:	369 UC
Method of Government:	Cooperative Alliance
Head of Government:	Ambassadorial Congress
Capital:	Ur
Population:	8.8 million



### Prejudice and Grief

Unlike the nations of Greenway and Kogland, the Independent States offered little resistance to the Steelgate-CEF Invasion. Foreseen as a hopeless cause, the independent cities surrendered themselves without any struggle. This compliance was interpreted as weakness by the invaders, creating instances of severe atrocities against the Independent States. Government and militia officials were summarily executed and the resources of the independent cities were directed toward the continued invasion of Kogland.

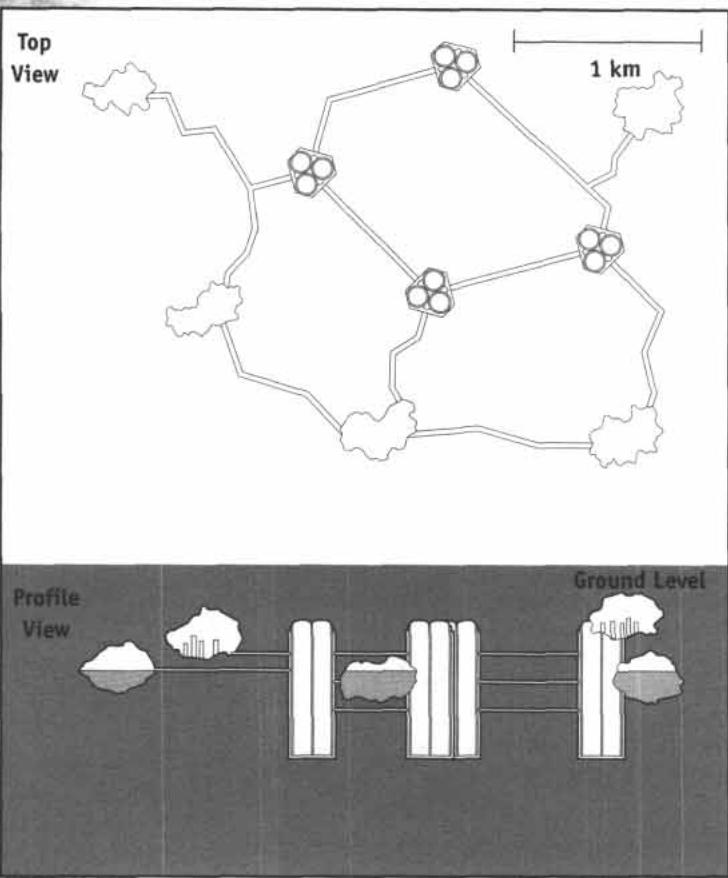
The worst in the atrocities occurred in Ankara. With the surrender of the city to the CEF and Steelgate, ranks of Ankarian militia were rounded up and taken to internment camps outside the city. Before the surrender of Kogland, riots broke out within the camps. The CEF quickly suppressed the insurgency and then exterminated all the prisoners within the camps, leaving the bodies to rot beneath the wasteland sun. This event has not been readily forgotten by the Ankarians, inscribed in new murals that are hidden within the underground depths of the city. These murals have become shames to the Ankarians, spurring a growing prejudice against the CEF garrisons still stationed in the area.

# INDEPENDENT GROUPS

5



## 5.1.1 - Deep City Ur



With a population of 3.5 million, Ur is the largest of the Independent States, lying east of Rhodes, a hundred kilometers from the coast to the north. Chiefly a network of underground caverns with few vertical hub structures carved out of the rock, the deepest regions of Ur only extend a little under a kilometer below the surface. Agricultural trade is the primary business of Ur, supplying the other Independent Deep Cities with food and sustenance. Due to the city's large underground agricultural economy, the Deep City is full of lush hydroponics gardens and underground reservoirs of water, making Ur a popular stop for wandering Wastrels and Higgler looking to trade for supplies. A few of the underground lakes are available for bathing and swimming for a steep price, but for most wastelanders the chance at a real water bath is a coveted prize.

To protect the city from radiation contamination, Ur utilizes "buffer" tunnels to create decontamination zones outside the city perimeter. During the Kogland Invasion of 379 UC, these tunnels helped the garrison militias of the city to hold off the invading armies through ambush and in the end collapsing tunnels. In the end, the city fell, but the importance of the tunnels is still remembered in murals painted in those years. Most of the tunnels have now been rebored and reinforced since that time, restoring the many murals telling the history of Ur that were damaged or nearly destroyed during the original invasion. The most precious murals have been relocated deep in the heart of the city. In addition, a small rail system has been constructed within the tunnels to aid the export and trade of goods in and out of the area. The added bit of security that these tunnel networks provide has made Ur the choice center of government for the Independent States, regularly hosting the Ambassadorial Congress.

### Vital Statistics

Founding Date:	358 UC
Joined URS:	369 UC
Method of Government:	Representative Democracy
Head of Government:	Two Viceroy
Population:	3.5 million
Principle Industries:	Agriculture, Trade, Light Industry

### Hydroponic Fields

Ur is the breadbasket for the Independent States. Within the large underground caverns, there are sprawling hydroponics farms, growing a wide variety of plants, but not nearly as diverse as the GA's Babylon and Alexandria. Ur farmers have been extremely careful about protecting their crops and have a highly sophisticated system of crossbreeding between different fields to prevent radiation sterility. Green way scientists have in the past few years, visited Ur to study their methods, impressed by the success of such simple processes in controlling genetic mutation.

In addition to the hydroponics farms, Ur boasts most of the few digger farms in the Independent States, where the residents have successfully domesticated diggers as livestock. Called digger houses, these large pens allow the diggers to create community burrows in a controlled setting, allowing the farmers to harvest them for butchering and jerking. Digger jerky is a mainstay of Wastrel and Higgler diet in these regions. Ur's jerky is particularly sought after due to its flavoring by herbs and spices grown in the hydroponics farms.





# INDEPENDENT GROUPS

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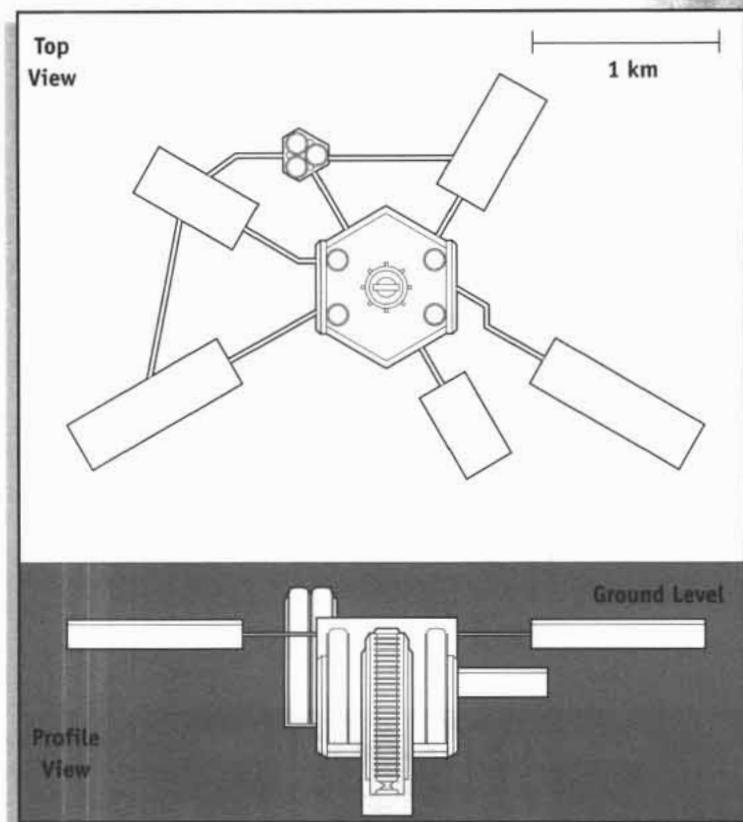
## Deep City Ankara - 5.1.2

With the arrival of the CEF, Ankara is slowly slipping into disarray as it finds itself at odds with the CEF's regional policies. Ankara's population has a population of over 2.5 million, consisting mostly of merchants, tradesmen and mercenaries. Home to the Independent Army, the military is actually more of a militia than a true professional army. Still, the militia is highly trained and very technology savvy, possessing skills in electronics and computers. Commander Silas Buren is the current head over the Independent Army and is considered to be a weak puppet of the Steelgate viceroys and local CEF command by his army. Buren has continued to succumb to the CEF's demands for quota reductions to his forces, diminishing the influence of the Independent Army in Ankara. This has begun to create a split among within the militia itself, leaving only a few subcommanders still fully loyal to Commander Buren.

Meanwhile, the trade and light manufacturing industries of Ankara are prospering like never before. The establishment of secure trade routes through the wastelands to Rhodes, Hilltown and the other Independent States has greatly reduced capital losses to Wastrel gangs and raiding Higgler. This cultural shift of Ankara, which has in the past been primarily a militia state rather than an industrial state, has begun to destabilize the militia further. This power shift has further destabilized the Deep City, creating further schisms between the tradesmen and the militia as the local viceroys are beginning to give greater representation of the industrial sectors of the city in international politics. Further, the CID has recently established a small office within Ankara and has started recruiting a network of mercenaries, namely local hackers.

### Vital Statistics

Founding Date:	361 UC
Joined URS:	369 UC
Method of Government:	Democratic Militia
Head of Government:	Two Viceroys
Population:	2.7 million
Principle Industries:	Light Industry, Trade, Mercenary Services



### Information Brokers

At the center of the Deep City, hidden within a heavily guarded vault, lies the technologically treasure of Ankara, the Maat Data Core. A relic from before the Great War, the data core is a massive NAI-enhanced computer believed to be one of the NAI technologies used in strategic defense systems by Koglin-Landau before the conflict. The data core remains an irresistible attractor for mercenary hackers and military technicians alike, who have gleaned valuable skills and knowledge off the information stored with the Maat. Many of the successes of the Independent Army against the Kogland military during the late 370s were directly attributed to the technological and strategic benefits provided by the Maat's technology.

The availability of this technology has made Ankara a home to unique computer skills that the CEF has found in few other Deep Cities. This has brought the CID to Ankara, recruiting hacker mercenaries to form their own networks. The establishment of a satellite relay station on the surface above the Deep City has opened up a totally new world to the mercenaries, giving them network access around the globe into many of Utopia's Deep City intranets. This allows the CID to spy on their allied governments while maintaining a watchful eye over the social order that they are directing.

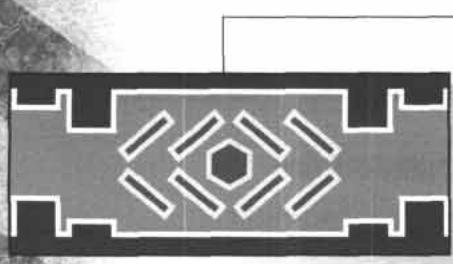
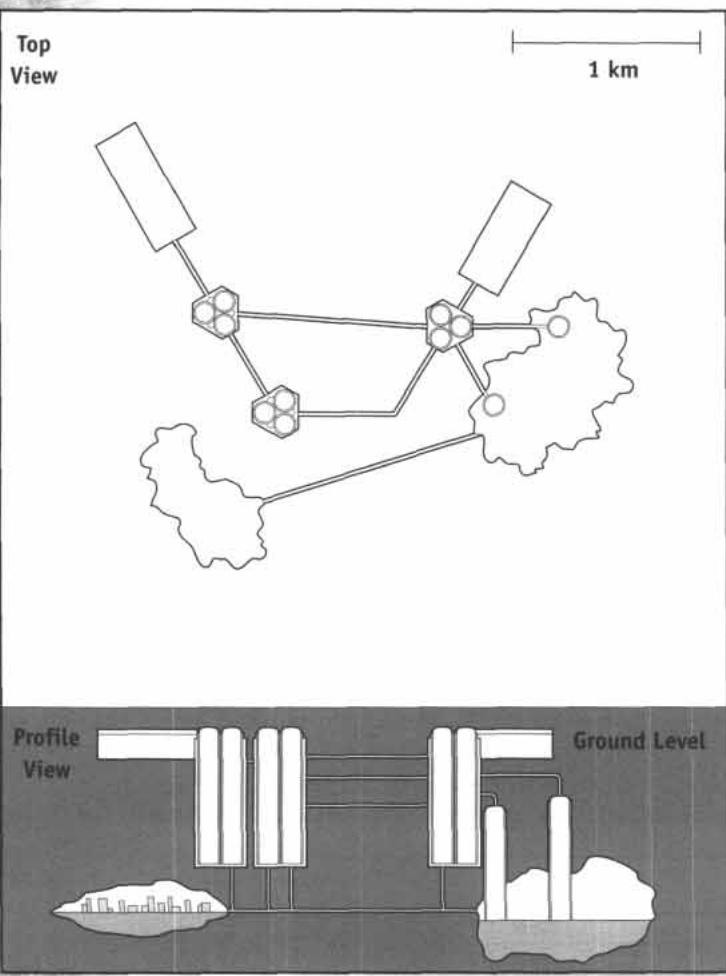
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# INDEPENDENT GROUPS

5



## 5.1.3 - Deep City Nineveh



### ◆ Grand Junkyards

Surrounding the Deep City of Nineveh are the Grand Junkyards. With vast stretches of wrecked parts and old city scrap, junk has become a commodity in Nineveh. Higgler and Wastrels from all round come with their hauls of scrap, bartering and trading for spare Oasis parts, scratch-built APES or other manufactured products. These junkyards are so huge that they form virtually their own communities. Wasteland Toads and their children root through the junk looking for hidden treasures and small items of value, selling their treasures to clan members for food and other necessities. In addition, the clans hire many of these people to forage, having them constantly reshuffling the junk sorting for salvageable parts and recyclable materials.

Kogland and the CEF has taken a renewed interest in Nineveh and its junkyards, setting up a few remote offices, looking to establish additional factories and trade to utilize the readily available scrap materials for new heavy industries. Promising city improvements to the clan leaders, the two powers have begun to win the favor of many clans that welcome the increased standard of living that the two powers can provide.

The most undeveloped Deep City on the continent of Sumer, Nineveh is one of the most remote and anarchist urban areas. It is a place where slavery is prevalent; Higgler often sell off their children to work in the industrial factories, creating a very youth-oriented culture within the city. These children are adopted into the clans that own their respective factory. Traditionally governed by these very clans, each sector of the underground city of old shelters and tunnels is controlled by a separate group. Steelgate and the CEF have established a nominal government working to unify the clans beneath a single viceroy who acts as an executive officer to the Ambassadorial Congress in Ur, where he actually spends most of his time.

Built from the old city ruins of pre-Great War Nineveh, Deep City Nineveh is located within a hundred kilometers of other old city ruins. This proximity to such vast amounts of pre-Great War ruins has transformed Nineveh into a Deep City surrounded by massive junkyards of scrap and wreckage salvaged and brought in by Higgler and Wastrels from kilometers around. Possessing the bulk of the Independent States' heavy industry, Nineveh is home to a multitude of makeshift factories and recycling foundries that transform the city's scrap assets into valuable commodities. Nineveh possesses the only factories able to locally build APES, using a combination of newly forged and salvaged parts.

Deep below the city, tunnels descend into natural underground caverns. Liquid seeping down through the shale and limestone has filled many of these, forming the primary source of water to the city, both for human consumption and for the heavily industrial economy. Large filtration towers sunk deep into the rock make it marginally potable, but many residents suffer from the effects of chronic poisoning from the contaminated water. Recognizing the significance of Nineveh's heavy industry to the Independent States, the CEF has targeted the city as part of its "Campaign of Giving," providing improved water filtration systems and other Deep City improvements.

### Vital Statistics

Founding Date:	360 UC
Joined URS:	369 UC
Method of Government:	Mercantile Clan
Head of Government:	One Viceroy
Population:	2.7 million
Principle Industries:	Heavy and Light Industry, Trade





## REVOLUTIONARY ORGANIZATIONS - 5.2

Hidden among within the underground of utopian societies are secret societies that plot their ideologies in the shadows. All of these organizations are recent movements from the small but growing People of Michael's Fire to the massive grassroots movement that constitutes the Utopian Unification Movement and their prominent chapter, the 5th Column. These revolutionary organizations each in their own way, have the potential of unleashing ground-breaking political changes or world-shattering desolation onto a Utopian generation that is for the first time glimpsing the hope of a recurring dawn, a glimpse of a future that Utopians have nearly forgotten through centuries of war and desolation. The enduring question remains as to what will be the final outcome.



### People of Michael's Fire - 5.2.1

A fatalist movement from within Ankara, these extremist individuals are determined to avenge their slaughtered brothers and sisters who were exterminated by CEF forces during the Steelgate-CEF invasion. Comprised of militia and civilians from all the Independent States, the People of Michael's Fire have secured a centuries-old anti-matter device in a hidden old city bunker about 300 kilometers from Ankara. Their intention is to enact a crushing blow against the CEF by smuggling the device into a major Steelgate-CEF military facility and detonating the device — provided it still works.

A grassroots, cult movement that has been able to avoid detection by the CID's network in Ankara, the People of Michael's Fire are a highly secretive organization, carefully selecting individuals that are approached in secret for recruitment. If the individual refuses, the cult will summarily slaughter the person to maintain the cult's secrecy. Currently the cult has focused its efforts on building a network of followers with Rhodes, which has led to a string of mysterious murders amid the Rhodes population. At first seeming to be a random string of murderous crimes, Kogland and CEF security are beginning to get suspicious, issuing a public warning of a mass murderer within the city. Recently, Rhodes security uncovered the name of the cult but has yet to uncover the full import of the nefarious plot.

### Utopian Unification Movement [UUM] - 5.2.2

With the formation of the Utopian Colonial State by the CEF and Steelgate, certain powerful individuals began to envision the possibilities that the international state could bring to Utopia. As the years past and the CID began pushing the Colonial Senate toward a more egalitarian model, this vision appeared to be more within reach. Forming a secretive coalition amid the rich and powerful, this organization has quietly spread throughout Utopia with chapters in all major Deep Cities and even prominent wasteland settlements. Not an entirely coherent organization, the various chapters around Utopia have each expanded their reach, as they deem suitable to their cause. The resultant localization of the movement's chapters has allowed the international side of the UUM to pull together unique resources and expertise that had previously been unrealized due to the long-standing segregation in Utopian international relations. Still, it is only a very select few powerful Utopian political figures who can view the organization as a whole, but that is having to change as local chapters become more and more prominent within Utopian society.

It has mostly been the UUM that has been helping the Black Talons in navigating through the CEF checkpoints of the Heofon system and facilitating their travels and logistics. Despite their assistance, the UUM is helping the Black Talons more out of curiosity than true allegiance. Not entirely trusting of the CEF's rhetoric about the other colonies, the UUM has taken this opportunity to determine those facts for themselves. With this, intelligence resources are beginning to be shared between chapters and the ideological influences of different cultures are starting to be shared across the globe, creating a unique global awareness unprecedented in Utopian history. With the greater and greater egalitarian policies being pushed by the CEF, a more aggressive push of the UUM's agenda is starting to emerge, catching the watchful eye of the CID, who still hasn't uncovered the full scope of the UUM's power and influence.

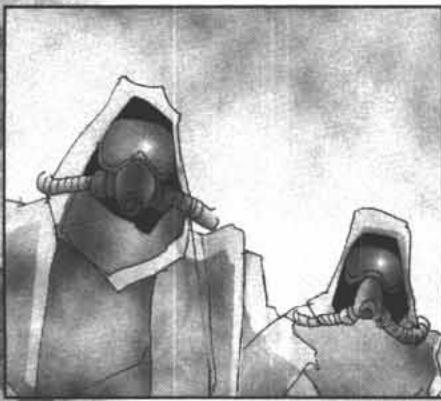
### The 5th Column ◆

Of all the UUM's chapters, the 5th Column is the most widely distributed and most aggressive UUM chapter on Utopia. The 5th Column are comprised of CEF dissidents, humans and GRELs who have been expelled for the Earth forces due to their marrying and bearing children with Utopians. Embracing their new connection to Utopia as their new home, these individuals understand the CEF's true intentions and have formed an international chapter of the UUM. Helping to secure armament caches in the Highland Wastes near Hilltown, the 5th Column is beginning to attract too much attention to itself. Both the CID and many Deep City governments are beginning to seek out the secret identity of the 5th Column. There are questions as to how long the group can remain hidden. As a result, the UUM is now uncertain what to do with the 5th column, not wanting to abandon them. Still, the UUM is uncertain yet on how to properly act to protect their vision for the future of the planet without creating a political revolution that could propel Utopia into war yet again.





## 5.3 - PEOPLES OF THE WASTELANDS



Despite the protection afforded by the Deep Cities, not everyone lives in one of them. Many people are trapped on the outside of urban society, either by choice or by fate, and have been forced to eck out a meager living scavenging, foraging and generally tinkering with the resources available on the surface. Some live in the ruins, others in older mining tunnels or shelters, or in makeshift shantytowns built with whatever they could find. The more wealthy (or lucky) live and ride along in massive Oases overland cruisers. These people are a strange assortment that is both fragmented and scattered, yet there is a common goal among them all — survival.

The Utopian wastelands are a harsh and deadly environment. Death comes far too easily in these desolate regions to those who stand alone, so these vagabonds and outcasts must form communities to survive. Most newcomers rapidly learn that survival is easier and life somewhat more comfortable when faced with a group of like-minded individuals; the rest generally don't live to learn the lesson at all. Two major groups are predominant across Utopia, the Wastrels and the Higgler Clans. They are very different cultures, but both have been influenced by the harshness and unforgiving nature of Utopia's wastelands.

### 5.3.1 - Wastrels

Wastrels have developed an individual culture that is much more concerned by the benefit of the individual than the collective whole's. They tend to operate in a family or gang structure. Making their living scrounging for bits of old city technology and artifacts, the Wastrels are essentially scavengers, vultures picking through the carnage among abandoned old city ruins. This has given them the stereotype of being named grave robbers, but Wastrel gangs also raid trade routes, trading their spoils amongst themselves and wasteland settlements. The name Wastrel began as slang term in pre-Great War culture for the homeless and poverty-stricken, who could sometimes be seen rooting through garbage bins and junkyards. With the desolation following the Great War the term evolved to include anyone who roots through wasteland ruins and the trash piles outside the Deep Cities.

Wastrels tend to be very distrustful of the Deep Cities populous and the Higgler clans, referring to them both as Outsiders. Even outsiders who have shared adventures foraging through old city ruins and fought beside them and won a Wastrel's trust are still excluded from Wastrel family functions. The only way to be fully accepted as a Wastrel within a Wastrel family is by birth. Even outsiders who marry into a Wastrel family are not considered part of that particular family until their first child is born.

Wastrels tend to use older technology for its ease of repair and durability. They are masters of jury-rigging and modification. Nothing they build is original, though most are so heavily modified that no one could tell. Prominent Wastrel families own vehicles that allow them to traverse the wastelands much easier and safely than on foot. They grow their food in small hydroponics farms within their vehicles and have mastered many techniques for preserving their food stock. These Wastrel family oasis transports can be seen in nearly every wasteland town. These large and often cumbersome vehicles are typically possess an odd collection of winches, hooks and other equipment for excavating through the Deep Cities and include platforms atop for clinging riders.

#### ◆ Scavenging the Ruins

Scattered amid the wastelands are the ruins of old cities long since destroyed under the nuclear fire of the Great War. Despite the underground shelters, many of the populations of these old cities did not survive, reducing their shelters to tombs of the Great War. However, hidden within these sealed tombs are artifacts and relics of a bygone era. Over the past century and a half, Wastrels have raided these tombs, looking for treasures of technology, artifacts and other supplies that hadn't perished. Even after all this time, many of the old city underground shelters have not been fully excavated and stripped clean of their bounty. This factor has allowed the Wastrel culture to flourish in its own unique manner for all this time.

With the occupation by the CEF, the Wastrel's life of scavenging has changed very little. The CEF has seemed to care very little for the underground tunnels and shelters that are scattered across the wastelands. However, this has changed in the last few years with the increased disappearance of CEF patrols and the appearance of CEF weapons on the Wasteland black-markets. Wastrels are now routinely detained by patrols and inspected. In addition, the CEF has begun to search through old city ruins where possible and confiscate Wastrel supply caches, looking for armaments and other unauthorized technology. If Wastrel families are found to be harboring or carrying armaments; they are further detained being taken back to the nearest outpost and scheduled for execution. This has led many Wastrel families to take up further arms against the CEF, setting ambushes and leaving only the hollowed carcasses of their spoils and unfortunate victims to be found by other CEF patrols, increasing the cycles of violence against each other.





# INDEPENDENT GROUPS

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## Higgler Clans - 5.3.2

Higglers are the traders and merchants of the wastelands. They are the backbone of the wasteland economy and have also played an important role in the development of wasteland society and culture. Higglers act as the middleman and couriers for just about every trade deal that occurs within the wastelands. However, to say that Higgler clans are wealthy is at once a misnomer and an understatement. A few Higgler clans have accumulated a great deal of assets from their dealings, but it is important to distinguish that the wastelands do not have currencies. Instead, the Higglers build their assets through barter and trade, sometimes building vast stores of supplies and materials to aid the clan in further trades and barterers. Continuing what would seem an endless world of wheeling and dealing, the clan members live their lives perpetuating the survival of the clan, building a future of the next generation.

While they bring goods and food to the settlements, they also bring art, clothing and stories. All of these necessities have allowed an amazingly coherent culture to spread from one wasteland settlement to the next. As the Higgler clans move about into new territories, they establish Clanhomes. A clanhome is a loose definition for any established location within a wasteland settlement and can range from including an entire district of a settlement to merely a small hut on shantytown outskirts. All the known settlements in the various wastelands covering utopia house these clanhomes, serving as neutral grounds for the clan's trading and bartering with other clans, Wastrels and outsiders. The resulting network of clanhomes has made some of these clans highly influential in the politics of the major settlements.

The Higgler clans are divided into territorial groups that they call Guilds. The borders between territories change frequently due to the influence of competing clans. A highly structured society with traditions and customs, the clan guilds are governed by a council of elders that are elected by the guild members to rule on difficult issues. Being selected for their outstanding character, elders are well respected even across clan lines and often act as the intermediaries over conflicting interests between neighboring clans. Higgler clans are uncertain about the presence of the CEF, and tolerate their interference as long as the interference does not diminish the clan. Most clan thought are able to establish good relations with local CEF forces, who enjoy many of the goods and services that the clans provide within the settlements. Still, there have been occasions of feuds breaking out in certain settlements where the local CEF soldiers have dishonored a clan. The feuds are mediated by guild elders that are able to settle equitable resolutions for both parties.

## Traders and Raiders ◆

While Higgler clans help establish wasteland settlements, they also roam the wastes both traversing common routes but also searching for new article and materials to trade and barter. This often brings them into direct contact with the more nomadic Wastrel families. Both prideful and xenophobic, the Higgler clans consider themselves above the Wastrel families and thus do not often deal directly with them, unless a claim is at stake. The ensuing skirmishes over these old ruin claims are fiercely fought battles, engaging in skirmishes akin to urban warfare as both parties draw battle lines within the old city ruins. Simple firearms and explosives are commonly available to both, leading to hostility that often degrades into direct hand-to-hand combat.

There has also been occasion where a Deep City or CEF patrol has wandered into a Higgler claim and been the victim of violent retribution. It is not very often that a patrol will survive such an encounter if caught beneath the surface. The Higglers will then strip the patrol vehicles and later barter off the parts in the nearby settlements.

## Elder Jyan Finn ◆

The appointed leader of the 12th Guild of the Tempest Blue clan concentrated the region around Hilltown, Elder Jyan Finn is the epitome of the best and the worst of the Higgler clans. Extremely cultured and refined, he dresses in large robes and commands huge respect within Hilltown as a powerful clan leader. Rarely leaving his sanctuary in the center of the Tempest Blue clanhome district, Elder Finn directs the bartering and trading of his clan with remarkable business savvy, supporting weapons trading and other illegal merchandise. Nicknamed the Clanfather of Hilltown, he has successfully secured the trust of the local CEF garrisons through the offering of generous gifts and discreet services, gaining leniency that other clans have been unable to attain. There was recently an assassination attempt made on his life by an unknown party. Currently, the 12th Guild is engaged in seeking out who orchestrated the assassination attempt to seek retribution.

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## FREEDOM



"Still working on that old piece of junk?" Daren snickered. He has seen his fellow workers try to put together the ancient Auto-tank all day, without much success. They might just have to strip the old beast for parts, he thought.

"Laugh all you want — I'm just doing my part for the community." Laur went back to his welding. "Besides, I'd much rather be here than in the box I call home. The damn dust-ton is acting up again, and it keeps trying to vacuum me in my sleep." He paused as the arc welder flashed briefly. "If I could afford it, I'd smash it to bits."

"Maybe it thinks you're dirty. Maybe you just got to shower more often."

"Very funny. Like I can increase my water share, just like that." Laur sat back and pushed his helmet off. "You know, there are days where I wonder what I would do if I had all the water I wanted."

"Stop talking non-sense. No one gets everything they want or do what they please. It's just not the way the world works."

"I've heard that some Higgler have found underground streams that are clean. Maybe I could join them, and take as many baths as I want!"

"Yeah, and grow a tumor or two in the process." Daren gave up on the bolt he had been trying to undo. "Besides, who do you know can even get to the surface? I hear they got the main access locked tighter than this bolt. Something about our own security — those off-world guys are still cleaning up, up there." He pointed to the damaged vehicle. "This might even be their handiwork, for all we know."

Laur went back to his welding. "You make it sounds like they want to keep us under control. I hear they are pretty good fellows, actually. Seems they got these neat filters on their ships that they can use to clean up the world. Or so I heard."

"Still obsessed by that unlimited water, eh?"

"If you don't stop with the water thing, I'm welding you to this glacis plate." Daren kept laughing, but he kept an extra foot or two of distance.

Laur completed the weld and shut down "If they bring every colony back into the fold, do you think we will be able to go back to the surface one day? You know, settle down, enjoy life to the fullest?"

Daren looked doubtful. He'd never given this much thought, and for some reason the thoughts made him uncomfortable. He toyed with a wrench, unsure of what to say next.

Laur was on a roll. "Heck, just imagine: no more rationing, no more work shifts, we could go where we wanted and so on?"

"I don't know," said Daren. "Seems kind of an empty existence, no?"

He threw the wrench back in the tool box. "We'll do what they tell us to do, I guess. Something just aren't meant to be."





## SOCIETY - 6.1

Utopians have much in common despite being geopolitically divided. It is thus fitting to discuss Utopian society apart from the nuts and bolts of their political and economic structures. This chapter is dedicated to the various aspects of social life on the planet.

Utopia has now been inhabited for over a millennium and has been independent for more than three centuries. Utopians do not think of themselves as colonists. After all, most Utopian families have been on the planet for generations. Like most of the other former human colony worlds, they view their societies as unique synthesis of the Earth cultures they brought with them and the environment in which they inhabit.

Utopians are a pragmatic people, even when having fun. They live as efficiently as possible, a lifestyle born of constant scrounging. They tend to believe in function before form and beautiful ugliness. This philosophy has seeped into their societies as well. People are judged by their abilities and actions before their looks.



### Outlook - 6.1.1

After generations of war, the Utopian people have developed a degree of fatalism. Though they do not speak about it, they believe that they will die tomorrow, or the next day, or the next. Long term thought is something just coming back into use and still not very common. This is not to say that Utopians do not plan for the future, they just do not plan to be there for it. Years of scrapping a living from the remains of the dead and abandoned have made them sensitive to the needs of survivors. In a way that is what they are, a society of survivors. To this end saving food and equipment is really just a preparation for those who come after.

This adaptive thinking has changed the outlook of the Utopian population from the original colonists. The colonists were a fairly greedy lot and had plenty of space to gather possessions. The only possessions that the modern day Utopian cares for are food, water and tools. Beyond that they have a communal sense when it comes to belongings. A home is less a home than a temporary shelter, even if you've lived there all your life. Strangers showing up on your doorstep are not an inconvenience, but rather a way to keep warmer and have help with defense. These attitudes vary depending on the region, but are prevalent in all.

Work is seen as an absolute necessity on Utopia. Laziness is not tolerated: if someone is not working at least 4-8 hours per day, he or she is not supporting the community and is a weak link. In the days of the wars, a weak link could get many people killed. Given the nature of Deep City maintenance, farming, constant movement of nomads and the sheer amount of land for military patrols, having something to do is never a problem. There is always something that needs to be fixed, someone who needs care, something to be moved or tightened or cleaned.

### Family - 6.1.2

Because of their fatalism, Utopians do not form long-term relationships until mid-life, when it becomes obvious that they are survivors and will be around for some time. Utopians practice open sexual practices until devoted to one partner. Birth control is widely available in all cultures, but rarely used. The primary social unit on Utopia is the family. The most common form is the traditional nuclear (no pun intended) family, consisting of one or two parents with children. Outside of the Deep Cities, extended families and tribal groups are the dominant social unit.

Utopian children are seen as a doorway to the future, and are trained from an early age how to survive. Parents are often not the ones who raise their children past infancy, however: that job is handled by the elderly who can no longer perform the labor of everyday survival. They will act as mentors and trainers, coaching the adolescent in survival techniques and job-related tasks and helping them resolve the many crises of growing up. Many elders will raise multiple adolescents simultaneously or sequentially during their lifetime, and this right up until they become too weak or die. Once an Utopian reaches adulthood, he often assembles a group of close friends for support, though membership tends to fluctuate before it stabilizes in mid-adulthood as the relationships deepen.

In an almost unnatural reverse of social evolution, children are often serious in their outlook until their early teens, when they start working. Because of their early training, it is not unusual to see a 12-15 year old working with heavy machinery.



## 6.1.3 - Spirituality

Hundreds of different faiths are commonly practiced on Utopia, though the average citizen would rarely call himself religious. Older faiths from ancient history, like Buddhism, attracts many adherents. About the only group noted for their open religious outlooks are the people of Greenway and some of the surface tribes.

Grenarian spiritual beliefs are very important, once again the result of their many historical enslavement periods. Even the younger generation understands the importance of their spiritual nature, although they have their own outlandish take on how to worship. Grenarian's have a homogeneous religion that began shortly before the collapse. Self-professed prophets foretold the coming Age of Isolation, and started a religion centered on inner peace, self-sufficiency and meditation. In some ways, it paralleled the Higgler's Gaiaist beliefs (see further), sometimes binding the two cultures together when they met.

During their enslavement, Grenarians were forced to practice their beliefs in secret leading to a deep connection between the revolutionaries and the spiritual psyche of the Greenway people. Greenway freedom fighters were seen as holy warriors on a sacrificial quest for their people, the Holy people. The symbols and gestures of Grenarian religion are again very subtle and mystified the Steelgate agents for years. Much of the slave cultures from the ancient past in general made an impact on the Grenarian religion. The legends and stories from ancient Earth that speak of enslavement and freedom, from the Jews of Egypt to the Blacks of early America, much has been adopted into their mythology. The idea of freedom and nature take on a very big role in their beliefs; Grenarians more than anyone else on Utopia look to the day that their world is green again.

Higgler's are a religious people. They follow their rules more or less and try to live their lives away from the influence of the cities and CEF patrols. The primary religion of the Higgler's is Gaiaism, a belief that a planet is a conscious, sentient entity that allows the life on its surface to live by its will alone. There are a few branches of Gaiaism each with its own philosophy about how the planets came to be and how they interface with humanity. Higgler's are often accused of witchcraft because of their mysterious way and earthy religious practices.

### ◆ The Grenarian Cross



The main symbol of the Grenarian religion is a cross enclosed in a circle. The symbol represents the forced dual nature of life: Human and Nature. As a person understands more about life or experiences religious epiphanies they go to a specialized cleric who listens to their stories and revelations. If the cleric feels that the person has reached a new level of enlightenment they bend the wire of the cross a bit, curving it toward the solid metal of the circle. Even the highest cleric has some straightness left in their cross. One or two master clerics have curved their crosses completely into the circle. However, the design of the cross ensures that even at full bend, the cross will never enclose the circle, signifying that Humankind will never understand everything about nature and therefore, life. When a Grenarian dies, their cross is fully bent and a special piece of ornamented wire is added, completing the Human circle. The Grenarians believe that in death one finds all answers.

### □ The H2 Theory

Hollowsby Miriam and Hirsch Gregor, both from Greenway, developed the theory that bears their names after much testing and research on Utopia's returning biozone. They discovered that, in accordance to the age-old Gaia hypothesis, Utopia was coming back to life much faster than previously thought possible, and that the human inhabitants were now part of the planet's biocycle.

Far from being a religious idea, the H2 Theory shows that, despite all of the damage done, Utopia will be a living planet again one day. This is something very special to the Utopian people: having gone through their lives figuring that they had destroyed their world, the idea that it can and will return will give the populace something they have not had in a long time: hope. This is something that the CEF cannot allow if they are to keep their control of the planet.

The CID sent a spec-ops team to assassinate both scientists and discredit their research. They got the job half right. They killed Hollowsby and destroyed all data relating to the research. Hirsch managed to escape and has a hardcopy of the theory with him that he keeps as a journal. To survive in the wasteland, Hirsch has joined a group of Junkers. His ideas fit him into their idea of a prophet predicted to arrive before the planet began to live again. Though Hirsch is uncomfortable with his role as a spiritual leader, he has taken the responsibility seriously. His goal and thus the growing goal of the Junkers is the removal of the CEF from Utopia.

## 6.1.4 - Languages

The Ice Age migrations back on old Earth caused many sociological changes, one of which was the adoption of a common human language, "Anglic." Most of the colonists and corporate employees used this language, and its use is thus widespread on the planet (albeit with a number of peculiar local accents and vocabulary changes). A number of other languages are spoken on Utopia, most of them slightly changed versions of old Earth dialects (see *Life on Terra Nova, Second Edition*).





## Prejudice - 6.1.5

Utopians, like all other humans, have many prejudices and stereotypes. The extremely high population densities of the post-war period forced diverse peoples to live together, further completing the melting of racial and social traits that had begun during the Ice Age back on Earth. Like Terra Nova and Caprice, Utopia does not suffer from gender or racial discrimination.

This does not mean that prejudice does not exist locally, unfortunately. The most common basis for discrimination on Utopia is nationality. Both Steelgate and Kogland are the worst offenders in this regard. Koglanders despise their neighbors as anarchists (Greenway) and as imperialists (Steelgate), respectively, while Steelgaters believe other nations to be morally and socially inferior.

Class discrimination is rampant everywhere as well. Dirigeants and high officials stand on the outer balconies of the metro-towers and look down at the populace below them. From the lower levels, the anglefolks return the favor. Anyone from outside the Deep Cities is treated as second-class citizens by most people — including, all too often, other wastelanders!



## Justice - 6.1.6

The judicial systems of Utopia are diverse, to say the least. What is a crime, how a guilt is established and what sentences are employed differs from nations to nations, though all are somewhat harsh by most standards. Crimes can be loosely divided into three categories: crimes against the state, crimes against a person, and crimes against morality. Interestingly, the latter category is almost completely absent from Greenway's criminal code. In Steelgate, crimes against the state are dealt with very harshly, often with capital punishment. Crimes against individuals rarely carry the death penalty but often involve large indemnity payments and hard labor.

## Education - 6.1.7

Basic education is compulsory for children between three and ten in all of the Deep Cities. The quality of this education varies greatly, however, depending on the social status of the parents, but some kind of basic formation is the norm for all but the poorest of individuals. About one tenth of Utopia's population has some higher education, especially engineering and business degrees.

Outside the Deep Cities, the quality and availability of education varies wildly, tending toward a poor quality. Most of the education is limited to survival matters, including basic repairs and scavenging techniques. Sometimes, a good teacher (or gifted pupil) results in skill levels that rival those of the best technical schools.

## Communications - 6.1.8

Deep City-dwellers enjoy the luxury of e-mail, tridphones and network chat programs while wasteland folk still rely upon physical mail and couriers. Like most similar devices across human space, Utopian communication systems are multi-purpose devices: home communication systems serve as phones, radios, televisions, home computers, faxes and recording units. Military communication systems usually feature less frills than civilian models but offer encryption/decryption privacy features and more durable construction. Complex communications grids exist within each nation, though the international infrastructure was poor until the CEF started placing satellites and building relay towers on the surface.

## Names for Utopian People ◆

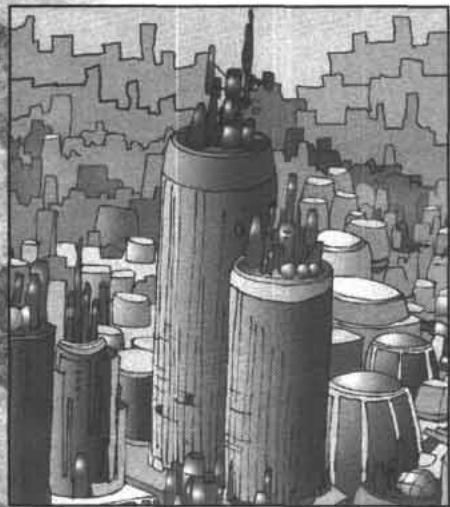
Steelgate names are typically in the form of Name followed by Family Name (though rank being as important as it is, it will almost always appear before the name, even in non-military situations). Steelgate last names tend to be short, one or two syllables at the most. Higher officers will usually refer to subordinates by their ranks instead of their names. A Citizen whose parents were Metics will not take their family name, instead taking the name of their city or area in the "of" fashion. Except for the rank entry above, Kogland follows similar patterns.

Greenway culture generally favors unusual names, with the family name coming first if the full name of the person must be used. Family name is considered important, as it describes who the person is and reveal some of his or her background by association.

Wastrels and other independent cultures prefer descriptive names for everyday use; the formal identification is a Chosen Name, followed by Family/Tribe. The descriptive name is given to the child soon after birth; the chosen name is taken if the child reaches adulthood (twenty seasons on average). The tribe name is usually truncated for convenience: Tempest Blue becomes simply Blue, Nightcomers becomes Night, 44th becomes Four, etc.



## 6.2 - DEEP CITIES



To truly understand the life and culture of Utopians, one must understand the Deep Cities that house more than 90% of Utopia's population. Deep Cities are the evolution of the works of architect and visionary Paolo Soleri and the ancient people of Arcosanti. Soleri's groundbreaking theories of massive single structure cities (called Arcologies from the combination of the words architecture and ecology,) and their use in conservation of the natural environment paved the way for efficient colonies on other worlds.

The Deep City is much, much larger than anything Soleri purposed and their success is a testament to his forward thinking. However, some engineers argue that the Deep Cities are a twisting of Soleri's work. Deep Cities compact and isolate humans from the natural environment thereby removing ecology from the equation.

Each Deep City is capable of holding a hundred million people or more. They are self-sufficient countries of their own. Each grows its own food and provides energy through a series of advanced geothermal and fusion generators. Everything is recycled keeping outside consumption to a minimum. Spare parts are manufactured in the cities factories and most maintenance is handled by autos.

While some of the Deep City's components like the fusion reactors and farms were designed to be moved once the terraforming was complete, the major structures were quite permanent.

### 6.2.1 - Location

Because of their size, Deep Cities have to be built on the continental crust and away from active fault lines. This poses a problem, as one of the cities main power sources is geothermal energy, which is most prevalent on ocean beds and near fault lines. Therefore, selecting a Deep City location became a balancing act between the city's power needs — which are tremendous — and the city's safety.

Before construction started on each city, the chosen location had to be observed for several years for seismic activity. Then a battery of tests was performed on the bedrock itself to insure its strength and durability. In the end, engineers discovered that there were only about two-dozen suitable sights on Utopia for Deep City construction.

#### Deeper Still — the Anglefolks

Not all Deep Cities have the economy or leadership to keep everyone a busy working part of society. The people who slip through the cracks or purposely disappear usually find themselves in the Angles. The angles are any area not regularly occupied or meant for occupation: outside the cities main structures, around the metrotower clusters and between the maintenance crawlways. The atmosphere is not always fresh, the temperature is not always comfortable and the beds can be located over a chasm filled with twisted metal, but if one knows where the food and water can be stolen, one can survive.

Most city dwellers see anglefolk as a dirty disgusting lot that should be exiled from the city if they are found. This quick assessment is usually far from the truth. Anglefolk are a hardy lot to have survived outside the controlled environs of the city. They are usually fairly clever and technically adept, though not very educated. Needless to say, they have a great deal of bitterness for their dwelling counterparts.

### 6.2.2 - Structure

Deep Cities are built on a network of titanium-steel alloy beams that spreads the city's great mass into the bedrock for tens of kilometers in all directions. Half the city is literally floating on this suspension network, keeping the rock beneath the city from crumbling to dust under the weight. Despite its vast size, the network is somewhat flexible and thereby able to withstand minor tremors and other geological activity.

It has been calculated that it would take the destruction of 75% of the network anchors to entirely collapse a section of the city. These anchors are safely buried deep underground. City collapses have occurred, but they are usually the result of a very high yield explosion from a mass destruction weapon or unforeseen geologic activity.





All Deep Cities have the same three basic structures: Metrotowers, Spars and Hubs. These are usually arranged into stacks or layers that repeat themselves down into the crust of the planet; however not all Deep Cities follow this symmetrical design philosophy.

Deep Cities are laid out in a sprawling fashion primarily to spread their tremendous weight over a wider area. However this also allows for the regions of the city to have significant protection should anything go wrong — reactor leakage, sickness, riots, etc. — in a neighboring region. Each section of a city can be cut off from the main city by a series of emergency doors that are controlled by the city computer network. During the annihilation period, countless lives were saved when the city network closed collapsed and irradiated areas off from the rest of the city.

**Metrotowers:** These are the main living space of a Deep City. They can hold up to one hundred thousand people. They are in effect the building blocks of the city, each an arcology in itself. Metrotowers are usually found in clusters, sharing power and other utilities. The space between cities is usually filled with support structures, machinery and conduits of all kinds.

**Spars:** Metrotower clusters are joined by spars. A spar is usually around half a kilometer across and many kilometers long. The spar is the backbone of the Deep City. Contained within are the endless hydroponics farms, transport freeways and resource conduits to the other parts of the city. Living space is also provided at about eighty-thousand people per kilometer.

**Hubs:** Where several spars come together, or at the center of the city, the resulting structure is called a hub. Hubs do not have a set shape or size, and are usually open chambers in the ground. They are the nerve centers of the Deep City. Hubs are where the organization of the city takes place, and is usually where the city leaders or sector governors will reside and work.

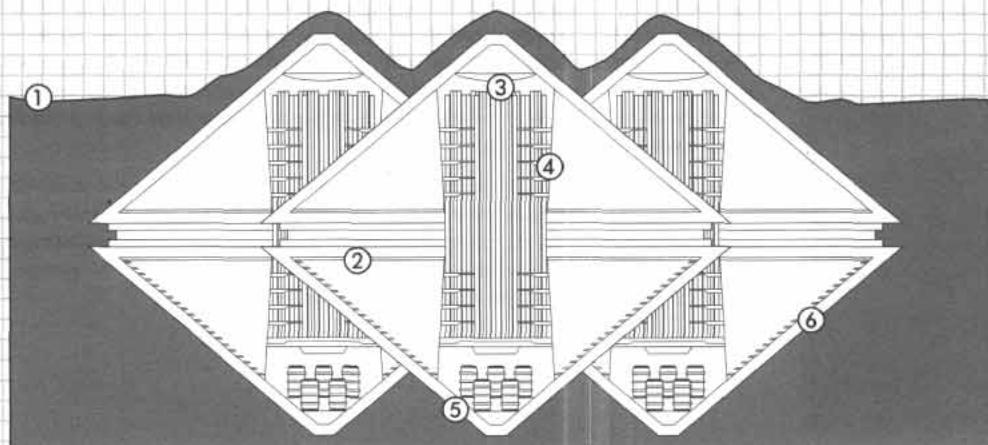
## Mausoleums to the Past □

A crypt is any area of the city that had to be sealed off while it was still occupied. During the early part of the Horsemen's war, plagues and radiation were the two biggest causes of quarantine. Sometimes hundreds of thousands of people were locked behind welded steel doors, left to die to save millions more. Steel cover stones traditionally block the main entrances to a crypt. These stones state the reason for quarantine, date of sealing and the estimated dead. Later, cover stones became more artistic; turning the sealed doorway into a memorial with elegantly designed metal sculpture, poems and epitaphs. Living near crypts is traditionally considered unlucky and many, many ghost stories and legends have sprung up in these regions. Utopians consider those who died in the crypts honored dead, even more so than the soldiers killed in the war.

### SAMPLE DEEP CITY: GIZA

This diagram shows a profile view of Deep City Giza (or at least part of it). Though Giza's pyramidal hubs are fairly unique, the city does incorporate all the main design elements shared by the Deep City designs.

1	.....	Ground Surface
2	.....	Spar
3	.....	Hub
4	.....	Metrotower
5	.....	Geothermal Power Cores
6	.....	Terraces and Gardens





## 6.2.3 - Power and Environment

Power is the single most important service of the Deep Cities. Without power nothing else — airflow, water pumps, heaters — will work. Deep Cities draw their power from a combination of fusion generators, geothermic power and various other methods. The fusion generators, which provide the largest percentage of power to the cities, are located outside of the spars and hubs in shielded chambers. The amount of energy required to run a Deep City is mind bogglingly high, and each sector of every stack has its own generators and redundant backups, just in case.

Geothermic power makes use of the heat generated deep in the planet. Huge tubes run miles down into the crust and water is added to the tubes. The water turns to steam at the bottom of the tubes and rushes upward through a dozen turbine generators. At the top of the tube, the steam condenses to water and is fed back to the bottom of the tube.

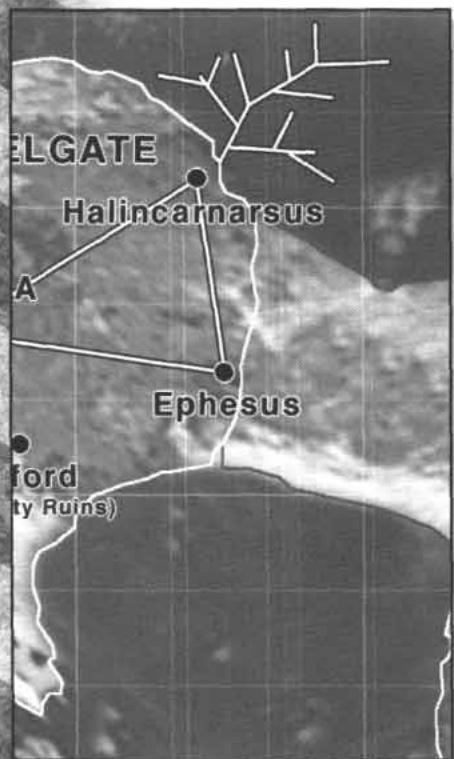
The population of a Deep City is very power conscious and will often place small turbine generators and capacitors anywhere they can find running water or a strong breeze. The capacitors are used to charge batteries for use during any power problems the city may encounter.

### ● Lighting

Being several kilometers below the surface of a cloud-covered world does not allow for any natural lighting at all. To avoid the medical and psychological difficulties the Deep City engineers carefully designed the city's lighting to replicate the natural day/night cycle of Utopia. Using a combination of ultraviolet lamps and high temperature plasma globes, the more open areas of the cities seem to be bathed in sunlight. Interiors are usually soft lit to avoid glare and corridor lights will follow the day/night cycle for easy reference to those without windows to open areas. Security personnel can be override the lighting cycle of an area eliminating the chance of a criminal slipping into the "nighttime" shadows.

During the early part of the Horsemen's war, when power concerns could last tens of seasons, old bone disorders such as rickets or osteomalacia (softening of the bone due to lack of vitamin D) resurfaced, plaguing the less fortunate survivors. These disorders have long since been cured as the modern Deep Cities return to their pre-war level of operation.

## 6.2.4 - Water and Atmosphere



Water is a valuable commodity on Utopia, and the Deep Cities are no exception. The closed system of the city gives much more water security than the open wastelands, however, leading to the wasteland stereotype of the "water-rich" cities.

Water in the Deep Cities runs from the top of the city to the bottom through a series of angled aqueducts. The water is collected in gigantic reservoirs where it is filtered and pumped back to the top of the city. Waterwheel turbines are located along each aqueduct, recapturing some of the energy lost in the pumping process. Strict laws exist in all cities to limit the waste of water. Taking water outside of a city is considered a serious offense. Still, every city suffers from loss, either by absorption into the bedrock or the work of very careful thieves. This water is generally replaced by surface water reclamators and underground reservoirs, but nowadays can be purchased from the CEF ice ships.

Fresh air is pulled in from thousands of above-ground vents and aeration towers; it is cycled into the system after being scrubbed free of any dangerous chemicals and particles. The air is then taken into the closed system of the city, which uses a combination of living plants and powerful ionization banks to cleanse it. Several sealed chambers ensure that there is no direct flow from the surface to the air supply of the city. The city air is moved through the city by a combination of fans, heaters and endless ducts.

Temperature is kept carefully livable through the use of heat exchange pumps and air conditioning units. The deeper the city gets, the more it is affected by geothermic heat. To avoid cooking the lower inhabitants, the heat of the surrounding rock is bled into a series of radiators and vented up specialized ducts where it is used to generate power for the upper sections. Air turbines along these ducts convert the rising air columns into yet another power source.





## Architecture and Residence - 6.2.5

With a whole new world to populate the early Utopians were in a fever of architectural dreams. Using population models, and taking into account growth and the heavy migration from Earth, Utopian leaders estimated they would have a population of well over five billion in the next hundred and fifty seasons. Considering that terraforming would not be complete for several generations longer than that, the Utopians spent a great deal of money, resources and creativity on their new homes.

The Utopians embraced an architectural style known as "Early Developmental". This eclectic style was based on a revival of ancient Earth looks, Greek, Egyptian, Gothic and Art Deco being among the favorites. Ancient Earth buildings — the Pyramids, the Acropolis — were used as inspiration for the gigantic Deep Cities, replicating these ageless wonders on a massive scale. Leading this retroactive approach to both design and function was a group of architects and engineers that dubbed themselves the Revivalist Brotherhood. These artists operated during the late 5400's and were inspired by Earth culture prior to the Second Ice Age.

As most Utopian buildings were modular in design because of their size and construction techniques, special emphasis was placed on the facades and interiors. Designers made use of a myriad of detailed styles from Egyptian murals and hieroglyphs to early 20th Century Victorian and Arts and Crafts decorative styles. These interiors were lavishly decorated and the affluent spared no expense in their efforts to outclass their neighbors.

The quality of modern-day lodgings on Utopia varying primarily in accordance to the local population density and the wealth of the occupant. The common residence of the inhabitants of the Deep Cities is a cramped apartment or condominium in an overpopulated residential metro-tower. Wealthier citizens live in comparatively bigger places, often located near the edges of the clusters to allow them to enjoy balconies and "outdoor" gardens.

### Coordinates

Deep Cities are fantastically huge and the lack of many open areas and landmarks make getting lost an immediate concern. Most Deep Cities have entire areas that are either quarantined, collapsed, flooded with chemicals or any of the hundreds of things that can go wrong in an underground city. Getting lost can mean death. Every city dweller learns the coordinate system of their city at a young age and the years of wandering through the massive mazelike corridors give them a second sense about underground navigation.

All Deep Cities use the same universal coordinate system. Each stack is broken into a number of sectors. Each sector is broken into areas. Areas into levels. Levels into rooms. Most corridors and doors will have a full area location identification code or aicode painted or etched into its surface. In addition, maps are readily available on walls, video screens, pamphlets etc. By reading the aicode 3-3-7-22-482, a Utopian will know right away that they are on stack three, sector three, area seven, level twenty-two, room four-eighty-two. As simple as the system is, outsiders are constantly finding themselves in the wrong part of town.

The number system is still used, but each sector and area has eventually developed names for themselves over time. The names are usually colorful and descriptive (Stinkfactory, Highman's Hope, West Nowhere) and disliked by at least half the people that live there. Even the life long city dweller may not know all the pet names for city regions that they live in. Needles to say, this confuses outsiders all the more.

## Recycling and Maintenance - 6.2.6

After power, recycling is the most important part of the Deep City's closed system. To this end everything is recycled. Everything. From old clothes to food scraps to human waste. Everything can be broken down and used for something else. Litter is an uncommon sight in a Deep City even the most grease soaked napkin can be used for something.

Most items in the city — flatware, containers, auto casings, toys, etc. — are made from glass, polymers or light metals. Once they have outlived their usefulness these items are broken down, separated and melted down into the base materials for new items. Even the chemicals and vapors released in the melting process are saved and shipped off to the industrial centers for use.

There are some losses — no system is entirely closed. Air bleeds away, water is absorbed into the underground rock, and some toxic chemicals are produced in the cycle, in quantities that must be flushed out of the system. While the loss percentage is incredibly low for a system of this size, in a city of millions even this a small percentage can build up very quickly. The Deep Cities are expected to last in a completely sealed state for twenty or thirty seasons before needing an influx of new materials. After the nuclear bombardment, some cities managed to last more than a hundred seasons, though the quality of life was greatly reduced.

### Maintenance

Because of the closed system, a small problem in a city can very quickly become a very large problem. The janitorial and maintenance staff of a Deep City is always on duty, cleaning, repairing and replacing at all hours of the day. Cleaning and light maintenance is performed by an army of autos working tirelessly to keep the billions of ducts, conduits and sewers clean and in good working order. Human overseers are always present to insure that the more complicated repairs can be taken care of as quickly as possible.



## 6.2.7 - Agriculture and Manufacturing

The plants and animals needed to keep a Deep City fed are grown in the Spar sections. Plants — primarily rices and grains — are grown in endless rows of hydroponics tanks. The hydroponics techniques used were perfected during the Second Ice Age, when open land was scarce. The tanks are filled with gravel or coarse sand to support the plants' roots and then flooded with a nutrient solution. The solution (usually a mixture of sulfates) is kept fresh through constant pumping and filtering (which in turn require maintenance). UV lamps and cycled lighting are used to provide energy for photosynthesis. By eliminating the need for nutrient rich soil, Deep City farmers can vastly increase their yield; hydroponically grown plants must be watched carefully during early development, however. Being able to recognize poor quality in a harvest before waiting for maturity can mean the difference between feast and famine.

Most types of animals require far too much room to grow healthily, which is why a Deep City's prime source of meat (itself a luxury product) is fish. Nearly all meat consumed in the city is fish or a fish byproduct, generally a type of genetically-augmented tuna eel. The tuna eel was created long ago for the efficient bio-manufacture of fish: it has a rapid reproductive cycle and its long body (they can reach up to two meters in length) is full compact, protein-rich muscle. Most importantly, however, the tuna eel can live in fresh water, eliminating the need for corrosive salt water and desalination procedures for recycling.

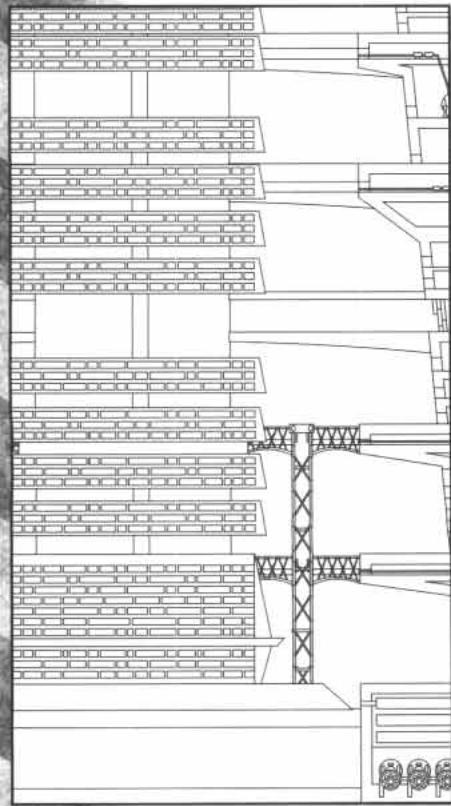
Eels farms are long affairs that carefully shunt the fish from one end as larva, through metamorphosis and maturity tanks, where they are held for several cycles of spawning. The "mature" tanks are impressive, full of aggressive, nervous and hungry creatures. After reproducing, the adult eels are transferred into the "end tank" where they are inspected and finally harvested.

Other animals are grown on Utopia but space makes them very rare. Private farms of poultry and pigs are kept by the very wealthy. These farms are extraordinarily (by Deep City standards) large and dirty, but the rich prefer to have choices in their meals. Poaching is sometimes a problem, though nothing much larger than a chicken can be hidden for very long in the tight corridors of the city.

### ◆ Manufacturing

To fill the constant needs of the city's population, the manufacturing centers are in constant operation providing anything from weapons to clothing to auto parts. Any part that the city may need can be built or repaired in the city factories. The size of the factories vary from city to city, and some Deep Cities are based almost entirely around their manufacturing capacity. Raw materials for parts comes primarily from recycling, though specialized materials will be imported.

### ◆ Factory Block



There is no standard factory block, but they all share several features. Few are totally intact: they have often been hurriedly moved underground long ago, and not everything follows the original specs. Some were damaged in the fighting, others have suffered attrition over the years and include more "temporary" repairs than original parts. All are now located deep underground in vast man-made tunnels and caverns, connected to the nearest Deep City by a long spar unit equipped with multiple blast doors and security checkpoints. Often, multiple smaller tunnels also link the two, though they are often sealed to prevent unauthorized entry; many have been forgotten and lost over the years. Some factories have their own access to the surface, either by elevators or long winding ramps, but their airlocks have long ago been sealed shut.

No matter their current state, all the factories are visual impressive. Towering gantries and long automated production lines fill immense spaces; tonies and other machines continually crawl over their surfaces and within their structures, moving supplies, bringing new tools or simply doing routine maintenance and patrols. Large freight elevators link the various levels, each wide enough to accommodate even the largest model of Auto-Tank and other combat vehicles. Covered passageways and crawlways let technicians move about safely, though few do so — it is generally easier to just take control of a local Automaton and direct it remotely. Spare parts and raw materials are stored in separate vaults placed in the upper levels, nearer to the surface. The one exception is volatile materials, which have their own blast-proof facilities a few hundreds meters away from the main installations, shielded behind blast doors.

Ventilation is assured by a bank of dedicated sub-systems. They move the inner atmosphere to the greenhouses located in the connecting spar to renew their oxygen levels, scrubbing it of impurity before doing so; the latter are dumped in giant vats for raw material distillation and processing, using waste heat from the power reactors. Rarely-visited areas of the factory are not connected to the system, and the local air is stale and dusty.





## LIFESTYLE - 6.3

Utopia is an alien environment for humanity, both in its pre-terraforming stage and its post-war devastation. Its physical features have affected every aspect of the local human societies, including agriculture, customs, clothing styles, architecture and transportation.

Like the rest of the former human colony worlds, Utopian culture has diverged significantly from Earth's after the long isolation from the mother world. Since Utopia has literally thousands of new customs and traditions, only the most prevalent are discussed below. Gamemasters should feel free to embellish and alter these broad customs to reflect local variability.

About the only common lifestyle tread is the claustrophobic nature of any Utopian living arrangement (indeed, many citizens suffer from acrophobia and feel very uncomfortable when out of the metrotower environment). The average living space permitted for an individual is only a few tens of cubic meters. This, combined with long work shifts, means they tend to spend little time at home. As some are heading home to sleep, others are waking up to report for duty. A person's sleep-wake cycle is thus not necessarily defined by light or darkness.



### Week of Sheol □

The holiday of Sheol originally started out as a computational error. When the first Terraformers were working on Utopia their timekeeping equipment went through some strange hiccup and gave them an exact time for their solar year. By the time the mistake was accounted for, several layers of programming had been dumped into the scheduling computers and it was easier to add the ghost week instead of changing the algorithms completely. The terraformers used the bug to gain extra holidays and the week became a celebration of rest and remembering the dead of the last year. Funeral ceremonies are performed during this week. While the bug has since been corrected, Sheol has remained as a tradition in all Utopian cultures. Each culture celebrates the holiday differently, but the theme of rest, remembering and social mending remains the same.

### Travel - 6.3.1

Underground travel is, bar none, the most common form of travel on Utopia. Subways crisscross the countryside between major urban sites (though some are closed or in a state of disrepair). Within each city, the various stacks and buildings are linked by transport tubes bored out of the underlying rock by fusion cutters and tunneling machines.

Personal ground vehicles are uncommon in the cramped cities; all rely on fuel cells to get around. Public electric buses are used by everyone within the metrotowers; many can lock on to vertical rails and serve as elevators as well.

Water travel is generally limited, since most settlements are away from the seas (where most of the early terraforming processes took place). Native vessels are somewhat crude and utilitarian, since there is little reason to go anywhere at sea; most of them are automated cargo ships moving raw materials and finished goods from continent to continent. The main user of naval vehicles is the CEF, which tests its Atlantis combat vehicles from a base located on the coast north of Olympus.

Air travel is infrequent. Each Deep City has several airports and landing strips located outside the main surface airlocks, most of them post-war constructions (all pre-war structures having long been reduced to rubble and radioactive dust). The most frequent users of aircraft are the militaries, who use aircraft in air superiority, ground support, reconnaissance, and troop transport roles.

### Clothing - 6.3.2

Clothing styles on Utopia depend largely on locations: a Deep City denizen will not dress the same as a Wastrel, and a hedonist from Babylon will have more colorful clothes than a more conservative Steelgate politician.

Utopians normally wear two layers of clothing. The first layer is a skintight bodysuit of semi-porous polymer cloth to draw moisture away from the skin. The outer layer is normally woven out of memory polymer cloth; a small control unit linked to a basic detector can close up the pores of the fabric to make it air-tight in case of sudden pollution (chemical agents and so on). High collars and tight cuff designs are common in Utopian clothing style; this makes it easier to fit both gas masks and gloves in case of emergencies. While not as efficient as the bio-suits they are descended from, modern Utopian clothes are much more comfortable.

In the wastelands between the cities and the settlements, proper clothing is a crucial element for survival. Both Wastrels and Higgler normally wear though, rugged suits. A light indoor garment similar to that of citydwellers is normally worn. When traveling out of doors, a thicker, second layer of protective armor is added.



## 6.3.3 - Food and Drink

Food and drink vary widely from place to place, but some trends are noticeable. Most meals include vat-grown and algae-derived products, both of which can be easily produced in vast underground farms and gardens. Meat animals do exist, but they are very rare and expensive, and thus considered a delicacy. Most of the proteins in the Utopian diet comes from plants and seafood raised in massive tanks within the spars.

The size, composition, and time of meals varies primarily in relation to geographical location. All Utopians normally eat two to three meals per day. Wastelanders usually begin and end the day with large multi-course meals. Light meals of fruits and drinks are eaten throughout the day to keep hunger pangs away.

## 6.3.4 - Money and Identification

Most of the business on the surface of the planet is conducted through old-fashioned bartering, one party exchanging goods or services to obtain what they need. In Hilltown and other shanty areas, items are worth only what others believe they are worth. In metropolitan areas, however, credit and debit cards are the norm.

The standard Steelgate monetary unit is the Kron (abbr. as Kr). One kron divides into 100 Kronis (abbr. as krs). Coins are stamped in 1, 10, and 25 kronis denominations for small purchases. There is no physical Kron — it exists solely as electronic credits.

The Kogland Performance Unit (abbr. as PU) is the standard currency across the nation's territories. Over the years, it has become pegged with the Kron, and today matches it in value. The PU was originally minted as cog-like ration chips (hence the nickname *cog*), but is now totally electronic.

Greenway's Slip, like the PU, was originally a ration-keeping measurement tool. Unlike the PU, it has stayed largely this, and though most economic exchanges are now electronic, paper notes are still printed in 1, 5, 10, 50, 100, 500, 1000, and 5000 Slips denominations (all recyclable, of course). One Slip is worth ten Kron or PU.

In simple terms, all the Utopian currencies have approximately the same buying power as late 20th century United States dollars. While this is a gross oversimplification which ignores the effects of financial markets (not to mention technological progress), it is an effective way for Players and Gamemasters to think of money.

## 6.3.5 - Music and Literature

One of the creative outlets that the Grenarians had was the ancient art of book making. In an age of computers and data-files, a paper book could be easily overlooked and so they were used to keep the history and thoughts of the slave culture safe. Hidden print shops were set up to publish anti-establishment literature and a secret trade of the books began. However, titles like "A Life in Chains" and "Manifesto of Freedom" eventually caught the attention of Steelgate security and they began to round up the books as terrorist propaganda. When a revolutionary cell was uncovered, troops would pile the offending libraries in the streets and set them ablaze.

To avoid discovery, the language in the books became more vague to the uninitiated and the titles they were given more misleading. "Book of the Open Petal" for instance talks about the time before Greenway was enslaved and entreats the reader to take action against oppression. "Iron Hell" discusses the dangerous trap that the Deep Cities represents and suggests returning to surface life despite the dangers. By far the most famous of this hidden literature is "Map of Utopia," a fairly accurate history of Utopia as seen from the eyes of a family and its descendants.

Greenway still produces a significant amount of literature in the old-fashioned paper format. The books are usually nicely illuminated and small enough to fit in a pocket. None of the modern books are on par with the Hidden Text period and, ironically enough, one of the current hobbies in vogue amongst Steelgate nobles is the collection of the rare, Greenway books.

## 6.3.6 - Entertainment

A major part of human life is leisure time, and Utopians are no exception. They use their free time to enjoy hobbies, express themselves, play sports and games, or just vegetate in front of their vid-unit. Utopians watch anything and everything, from musical productions to sporting events, from educational programming to game shows. Nothing is too sacred not to be shown on one or another video channel somewhere on the planet.

The main form of art that goes across all Utopian cultures is the mural. Pictorial murals are an artistic evolution of when people were trapped in the shelters. Like ancestral cave drawings and tomb hieroglyphs, they were originally used to keep rough historical records or just to tell important stories. Now, the Deep Cities' artists use these for community art to tell stories of wars, survival, plagues and other important milestones. Each city has its own style, from the bright colors and bold patterns of the Greenway folks to the more stylized lines of the Koglanders.





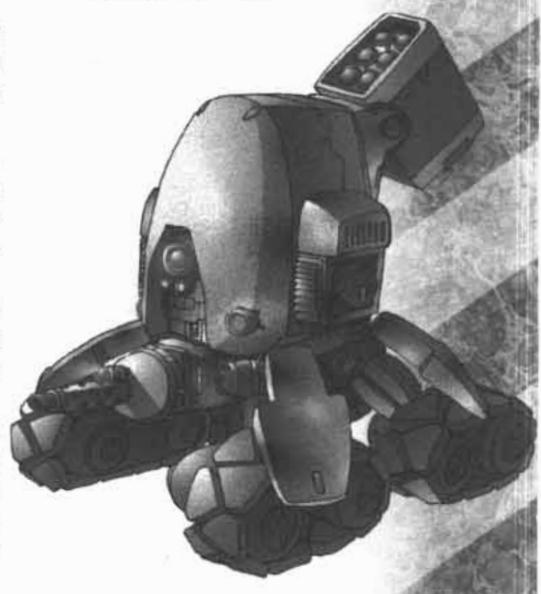
## TECHNOLOGY - 6.4

Because of their low population after the war, the Utopians embraced the use of robots for much of their labor and fighting. There are more robots on Utopia than people. Robots and computers are run by Near Artificial Intelligence or NAI. These "brains" are about the size of a soda can and can be linked together for more processing power.

Deep Cities are the realization of Paolo Soleri's arcology concept. The Deep Cities are massive underground complexes originally intended for temporary use until Utopia had become habitable. After the nuclear war, they were heavily modified to support the growing population. Even so the Deep Cities have far outdone their builders expectations. They have served as homes, fortresses, bomb shelters, factories and power bases for a dozen generations.

Anti radiation research was quietly eliminated when the CEF arrived. What work done on the subject these days is done in secret. Recently there has been a breakthrough that the CEF was unable to cover-up. This has triggered a burst of hope in the Utopian psyche, upsetting the CEF's carefully balanced plans.

Considering how closely Utopians work with robots and computers, it is strange to see such a division between machine and human in Utopian culture. Utopians believe that machines and humans should remain separate and to this end have socially refused to combine the two in any way. Cybernetics are not even considered as limb replacement for instance. Machines are not given human-like skin or any other features that would confuse them with humans. Even the Auto-butlers used by the wealthy are so artistically abstract that there are no concerns.



### Auto-Humanoids □

It is entirely possible to create a robot body that could pass for human, Utopia has had such technology for years. The idea of actually going through with construction is socially repugnant, however, and most would never attempt it. Besides, Utopians are so used to dealing with intelligent machines on a daily basis that they have developed an acute sense for sensing out machine intelligence.

The CEF do not have the same compunctions as Utopians do about cybernetics or humanoid robots, however.

## Military Research and Development - 6.4.1

Tactics center around human directed robotic armies to avoid involving the precious population. At first, simple robotic units were used. The city factories could mass-produce legions of these without risk to their precious population. Espionage and sabotage abounded as each nation and alliance raced to produce better and better units leading to huge automated war machines lumbering over the battlefields. The NAIs used in these machines became increasingly complex until one group, the Axis series, wandered off into the wastelands on their own accord. Humans were needed on the battlefield once again.

Armies consisted of lumbering tanks surrounded by scores of robotic drones, enhanced by armored troops and battle-technicians, dropped from vectored-thrust aircraft. The human troops were better at holding positions, repairing their units and making tactical decisions in the field. Communications was tricky at first because of the ambient radiation, leading to a kind of natural electronic counter-measures that favored the development of more intelligent drones. Battlefield tactics had become a game of sneaking up on a position and having the machines pound each other at close range. Before long, many Deep Cities sported huge gun emplacements salvaged from downed space vessels to use as point defense against the giant Auto-tanks.

### Cyber-Enhanced Soldiers □

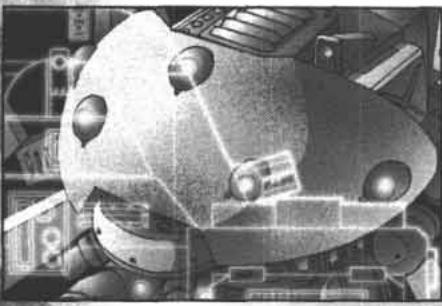
The "cyborg-phobic" Utopian view comes from the later part of the Horsemen's war, after the Axis Desertion. When humans were called out to the field of battle, many engineers and general thought it would be a good idea to give them cybernetic attachments. Kogland created the first generation of cybernetic soldier; they were very successful in combat, and a second generation was ordered up. Only when the original cybersoldiers returned home did the engineers see what they had created.

The cybersoldier, whose unconscious reflexes had been literally programmed for combat conditions, were horrified to discover they could not return to daily life. Even removal of all cybernetic implants — a long and painful procedure at best — did not shield them from Battle Reflex Reactions. The entire project was kept quiet until the very public and very brutal killing of a council member's daughter was caught on video, leading to a wave of public revulsion that has proven long-lasting.





## 6.4.2 - Automatons



From the word Automaton, "Autos" is the generic name used for any robotic machine. Smaller robots, such as the simpler house-bots, are called 'tonies or 'tones. Auto is sometimes used as a prefix when a machine that would normally be controlled by a human is under complete or even partial NAI control (i.e. Auto-tank).

A variety of Autos are used in combat. They come in all shapes and sizes and are manufactured in huge numbers. Many, many generations of combat Autos have lived and died in the wastelands. Many can still be found as laborers or thugs for the groups outside faction control.

Autos have been in use for so long that their basic designs have become almost universal. In fact because of espionage, independent manufacturing and captured units, no Auto design is used exclusively by any faction or group anymore.

### ◆ Basic Designs

Robots (or Autos, as they are called locally) are the epitome of the Utopian "modular efficiency" design philosophy. They come in all shapes and sizes, but their basic make-up contains pretty much the same modular pieces in a wide variety of sizes, chassis and hull configurations.

The central core of the Auto is called the body. This body consists of a standardized power core (often an off-the-shelf fuel cell), a NAI processor and a set of mounting points for weapons, limbs and pods. The power core is usually slightly overpowered for the number of hardpoints built into the body: this allows the Auto to keep operating even when low on power or damaged, and to take on an even larger variety of tool attachments. A simple sealed casing prevents dirt and water from gumming up the works. If the intended role of the vehicle requires it, armor will be laid in on top of the casing as a separate piece.

Some Autos will use several body segments linked together. In these cases, the power core for each section operates independently, so the other systems will not be affected in case a single section is damaged or worn out.

There are three different kinds of hardpoints: limb, weapon and pod. Each mount contains I/O ports, power connections, a rotating actuator and bolt holes attached directly to the body's structure. These require the most structural stability and power, and are thus built right into the chassis. Limbs can include any kind of actuated arm, leg or self-contained motive system (tracked wheeled, hover, etc.) The most common type are tool limbs, manipulator limbs and multi-articulated legs. Often, limbs serve more than one function, with a rotating tool apparatus located at one end.

Weapons include any weapon rigged to mount and interface on the Autos body. Practically all of the manufactured weapons for smaller Autos can be detached and used by hand, though they are a bit clumsy. Weapon mounts favor I/O and actuator connections for proper calibration, though this means that some weapon systems cannot be carried (especially high recoil devices).

Pods are a catchall category for anything that does not fit in the other two. Sensors, toolkits, winches and other such items are usually found in pods. Pod hardpoints require a balance of all four types of connections, since they may be called to carry anything from an extra sensor array to a drink serving tray.

### ◆ Hull Configurations

Three schools of designs for the construction of Autos exist: they are known as Bug, Clunker and Noid. Bug, also called sleek or 'sect, are designs that are based on the body structure of actual insects and arachnids. These designs tend to favor agility and speed. Bugs are the most prevalent in the mid-range, smaller size Autos.

Clunker, also called grounder or hog, are ugly, blocky designs that favor strength and sturdiness over everything else. They are little more than automated vehicles, designed for raw power and unsubtle jobs such as cargo handling, ore extraction and most combat duties. Clunker design techniques are used for most larger sized Autos.

Noid, also called andie, are designs based on human architecture. They favor mobility, utility and adaptability. The noid designs are controversial and mostly used by the wealthy who have their Autos custom designed by mecha-artists. Noid designs are generally human-sized, but do not necessarily follow the exact proportions of the human body. While their sophisticated processors allow them to move about gracefully, they remain somewhat dumb; they need detailed instructions and good supervision to be able to accomplish anything beyond the most mundane tasks (for which a simpler Auto would have worked just as well).





## Near-Artificial Intelligences - 6.4.3

The NAI matrix is the cornerstone of all Utopian electronics. Even the simplest of personal data processors are run by NAIs, and it is not uncommon to hear people talking to their computers or heavy equipment as if they were somehow alive. Of course, the NAIs are not truly sentient, just very complex personality algorithms that can change and learn over time (much like the Nnets developed by the Terranovans). Each NAI will develop its own "personality" quirks. Regardless of what the stories say, NAIs are not capable of feeling anything. In fact programmers are very careful to not use words such as feel or emotion in the NAI vocabulary.

The NAI matrix is contained within a factory sealed casing about the size of a soda can. Several I/O ports and power connection plugs are mounted on either end. Smaller NAIs, about a third of this regular size, are also manufactured for personal gear.

The average NAI matrix has enough processing power to simultaneously run an entire factory with minimal glitches. Usually, though, they are given control of a single robot unit or house, devoting all their extra processing power to safety and self-diagnostic subroutines. Because of this, Utopian robots tend to be very "smart" for their duties. Many have a tendency to "bleed off" extra processing power by exploring and finding more tasks to accomplish than just their assigned work, just like their builders.

For more processing power, a bank of NAIs can be chained together. These large trash-can sized multiprocessors can be found everywhere in the Deep Cities, silently communicating with each other about the state of the city.

### The Robot General ◆

During the Horsemen's War, millions upon millions of Autos were produced for combat. With that many machines subjected to harsh battle conditions, it was not unusual for some Autos to malfunction in interesting ways. During a particularly long campaign against Kogland, the command carrier Auto of a Steelgate division was forced into an unusual position. By programming, Autos are not allowed to give orders to human units, however as the carrier's human director was giving the order "Protect the main flank," her own carrier was struck by a missile and destroyed.

The NAI on the Auto carrier perceived the order as "Protect them," called for an explanation. When none was forthcoming it tried its best to obey the command. This created a problem, as the Auto carrier could not order the human units to do anything but could not disobey by simply suggesting a course of action. Instead it switched its usual compliant syntax, to a strongly suggestive one.

As the human units were fighting, they assumed that another general had taken control and were annoyed by his lack of sympathy. The NAI had calculated how to get the most humans out of their situation and set forth to do so, sacrificing only a dozen or so soldiers to save a hundred or so. In the end, the NAI's tactics became so erratic that both the Kogland and Steelgate soldiers were sure that there was an excellent general commanding the Steelgate troops.

Steelgate won the campaign and was able to recover the Auto carrier, but the NAI that won the battle for them was long crashed by the strain of sending its own units to their deaths. Programmers in all nations have since tried to figure out how to get the level of creativity out of a NAI that the Robot General showed that day.

### Admiral Sabato Ling □

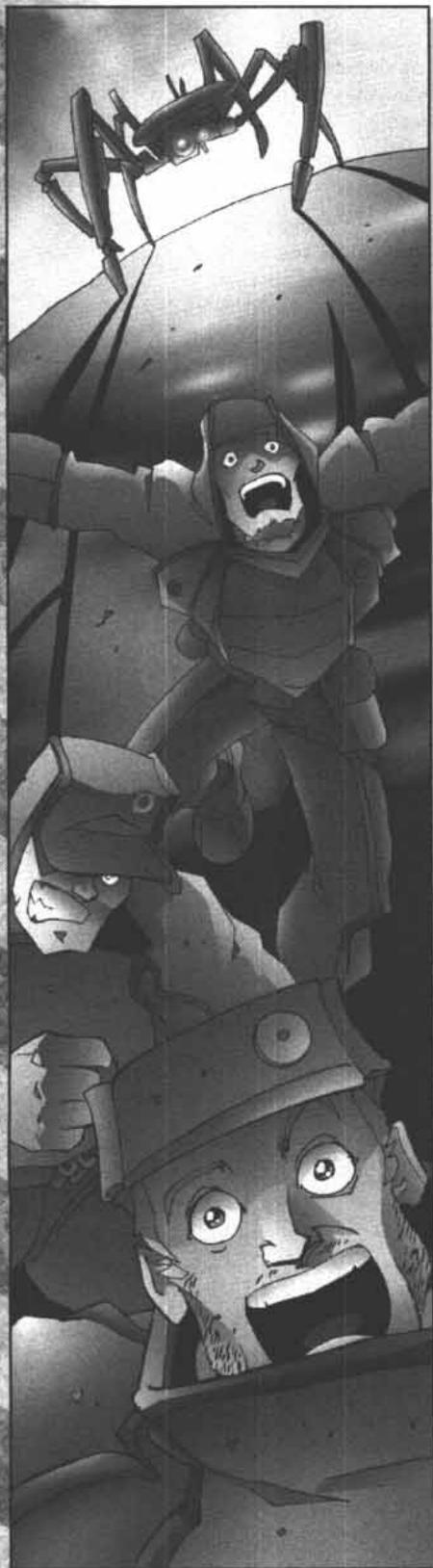
Ling is the head of Steelgate's Science and Development Department as well as a senator of Ephesus. Ling and Gunora have been fast friends since childhood and each is surprisingly loyal to the other. Ling's brilliant mind is hidden behind a decadent personality; when he is not in his lab, he can be found in the nearest brothel. He has mastered several sciences and tries to work in all fields at once. This often annoys his coworkers as he is constantly looking over their shoulders.

Though his rise to power is thick with accusations of behind the scene manipulations, treason and scandal, but his work for the Steelgate war machine more than makes up for his "attitude" problems. Ling has a lasting respect for the engineers of Kogland and has made many disparaging comments about the lack of scientific talent in his own nation. Ling has recently been focused on upgrading starships for the Utopian fleet going to Caprice.





## MONSTER



Roan Cartney stood on the edge of a kilometers-wide basin of broken rock and dust. There had been a lull in the scavenging work for the first time in days, and he meant to take advantage of the quiet. Someone had told him yesterday that this basin had once been a huge lake, that the odd stone formations had once been lush forest. Cartney rolled that idea across his mind, trying to imagine what a living tree must have looked like, smelled like. Even now, the only sensations reaching him were the constant pressure of his environment suit, the smell of the over-used filter in his gas mask and the constantly shifting data overlay on his instruments.

Cartney's handcomp flashed as new information burst in from the airborne remote drones they'd deployed earlier. Maybe they had found something useful to scavenge. The relayed view on his screen zoomed in on the opposite edge of the basin. He could see no sign of anything, nor human activities. His thumb flicked a command and the overlay tied into the bouncing static-filled view of one of the more distant drone. From this vantage point, he could see a hulking shape moving under the cover of a gorge at the other end of the basin. Cartney cursed.

"Snap it up, Hammers," he called to his work group, "we're getting out of here."

The youngsters in the group watched wide-eyed as the truck-sized Auto crested a jagged hill a few hundred meters away. These robot monsters were matched only by their brothers, and even then it would be a long and terrible battle.

"Get your butts behind the ridge!!" Cartney screamed into his mike, bounding into the nearest chasm. There was a blinding white light as the vehicle fired its main gun; debris blasted high into the air as the dirt and rocks flash-boiled under the intense impact. Cartney had seen this before. Next would come the bombard missiles and chaingun saturation. If anything was left, the Autoguard would wipe them out with machine precision. AH-78 series, very methodical and efficient. Cartney figured they had about thirty seconds before the missiles launched.

"Who's online?" he called. Scattered responses lit up his comm, each pinpointed on the display. He twitched his thumb, calling the most protected combat-tech within range.

"Boxer, here," came the static-filled reply. Boxer was good. If his digger Autos had survived the P-Beam, Cartney's crew might live through the night. Twenty seconds.

"Box, what've you got?" Then Cartney twitched his thumb again, bringing up the general frequency. "Hammers, scatter. All Autos, drop. Six-five." As the remainder of Cartney's human troop spread out under cover, the Autos hunkered down right where they were. Ten seconds.

The marauding Auto stopped and missile ports opened on its sides. The Drones overhead suddenly went into disarray, scattering every which way, some slamming into the ground. The Auto hesitated, then launched a single small missile. The battlefield lit with a small, racing spotlight as the missile streaked to its target.

"Sorry, sir, it's got a homer. I think I can—" There was a scratch of static and a small explosion. The Auto stood still. Cartney had no idea what Boxer had done, but it bought them all the time they needed.

"Hammers, scatter on my mark, heading five-oh-five-seven." No sense in being careless, just in case. Cartney took a deep breath and bolted over the ridge behind him. The rest of his squad followed, each keeping low to the ground but looking a lot more relaxed than just before.

*We'll live through this one, he thought. "All Autos, engage. Three-oh."* His robotic workcrew instantly snapped up and pounced as best they could. They began tearing up the immobile monster, making sure it couldn't hurt anyone. *I really wish they'd stop leaving these things everywhere, though.*



## CAMPAIGNING ON UTOPIA - 7.1

Like the other worlds found in the **Heavy Gear** setting, Utopia is a complex planet that can become home to diverse game settings. Everywhere the potential for adventure bubbles up in conflicts ranging from covert operations (Black Talons or nation-state intelligence operative) to outright rebellions against the Steelgate/CEF alliance, and from street crimes to world-spanning plots. Radiation, exposure, starvation, hostile locals — all are possible ways to die in the wastelands of Utopia.

Gamemasters will need to decide what themes they want to focus on, choosing where to set their campaign, what general roles the Player Characters will take, who their enemies will be and what their adventures will be about. The simplest option is of course to feature Terranovan pilots visiting Utopia for the first time (and thus allowing the Players to discover it along with them); membership in the Black Talon is virtually required for this option to work, however.

Though much of the scope of the game centers around military pilots, Players need not limit themselves (though piloting a commandeered APES at breakneck speed through a cramped Deep City will pursued by single-minded bloodthirsty Autos does have its appeal). Spies could be agents of the nation-states, at the service of a corporate group — or even a powerful potentate. Rebels and guerrillas can be found in both wasteland shanties and in the deep level of the cities. For more pacific Players, perhaps a local scientist trying to clean up the world can be interesting, especially if they get mixed up in local politics somehow.

The following themes run through much of this sourcebook and can drive roleplaying campaigns and scenarios. Many are core elements in **Heavy Gear** and ultimately what the game is about. While the plot may wander from covert operations against Steelgate interests to romance with a young Higgler girl, a campaign can remain unified by using a theme to tie these elements together.

## Military Life ◆

The theme of war runs through many **Heavy Gear** games. The post-colonial history of Utopia has been marred, much like Terra Nova's, both by constant low-level conflicts and full-blown war between neighboring enclaves seeking to retain control of the scarce resources they needed to maintain a technological society. As a result, the armed forces play a preponderent part in the everyday life of the Utopian societies (even larger than this, in the case of Steelgate). No citizens will think much of seeing uniformed soldiers carrying weapons in their midst, and there will be a large number of veterans within the population.

War stories can be simple action-adventure tales: the PCs are assigned a mission and must accomplish it, often despite overwhelming odds or unforeseen complications. Other war stories are possible, however. Civilians caught between the juggernauts of enemy forces must find a way to save their homes. Expendable soldiers are sent to their deaths in a seemingly useless offensive, and even elite soldiers can suffer from the stress of war.

## Intrigue and Paranoia ◆

The governments of the Deep Cities (and, before them, the interstellar corporations that used to rule the planet) have long relied on espionage and undercover operations to achieve their gains. No one can come up with a new technology or advantage before an operation is launched to acquire it. Deals are made secretly, and alliances can be formed or dropped as the situation demands. Players involved in this web of intrigue have entered a world of cutthroat operations and double-dealing. PCs could begin with clear, patriotic goals (e.g. uncover an enemy mole) and slowly discover that nothing is black and white in life. What happens if the mole is a close friend? What if the PCs discover that their country is involved in immoral activities?

## Radiation and Exposure ◆

If only for the nearest star, everything is constantly subjected to subatomic bombardment — radiation — though temporary and permanent damage is rare. Such circumstances usually involve nuclear power (reactors, plants, bombs) or space travel (cosmic rays, solar flares, etc.). The results are usually pretty ugly, even though it often takes a few days or weeks before the silent killer completes its work. The numerous high-intensity conflicts on the surface of the planet have left behind numerous irradiated zones, the influence of which can be traced back to many aspects of Utopian life: wastelands, dead zones, mutations, a need for sealed environments, and so on. All can feature prominently in a post-apocalyptic-styled campaign.

## Scavenging and Trade ◆

Utopia is a rough world, full of natural and man-made dangers. Radiation, exposure, starvation, hostile locals, all will make short work of the unwary. Stories focused on survival can be traditional wilderness adventures: the PCs enter unknown territory and must overcome the dangers therein. Many times, the only way to do so will be to scavenge and trade for the essentials with others stuck in the same situation, and hope to see the next morning.



## 7.2 - UTOPIAN CAMPAIGNS

Like many other places in the **Heavy Gear** universe, Utopia is a wonderful place to find trouble, and trouble is the best way to get roleplaying campaigns off the ground. A ravaged world where cultures that yesterday were bitter enemies suddenly find themselves living under the enforced peace of an off-world invader, it is a place in transit between a ravaged past and two possible futures: submission or freedom.

In the meantime, there are clashes between the Earthers and the natives, and many more between the latters themselves. And, of course, these frictions come from purely internal matters; there are many more problems being brought to Utopia from the outside, be it from the pressures of the New Earth Commonwealth or the overtures made by the colonial rebels of Terra Nova, Caprice and now Atlantis.

Since Utopia is a hot bed of trouble, it should not be difficult to get characters involved in an adventure, regardless of their allegiance or their origin. They can get embroiled just by being present in a Deep City or near the site of a raid, if they find themselves in the wrong place at the wrong time. And if they do stick around, how will the local authorities (legal or illegal) react to them? If these visitors are actually foreign spies come to explore the new colonial battlefield, then the stakes are even higher. The characters could be local Fenians, or they might be Terranovan (or Caprician) explorers; both these options come with natural starting points for a campaign, since problems will come to the characters without them having to look for it!

If the characters are local inhabitants, most campaigns will probably revolve around a high level of intrigue (probably driven by the presence of the CEF troops), spiced up by the occasional chase or gunfight in between the urban jungle of the metro-towers. Open vehicular combat and massive property destruction in the city itself would be swiftly suppressed, but it does not mean it never happens. On the whole, city campaigns are more likely to be subtle and nerve-wracking. PCs could be former surface dwellers who finally managed to buy their way into the city for a better life, only to face disillusion within the lower class levels of the metrotowers.

The following tables will provide Gamemasters with starting points for games set in Utopia. Each picks up on themes established in previous Chapters and could lead to a full-blown campaigns.

### 7.2.1 Social Issues

Life is hard on Utopia, and the inhabitants are by nature independent and distrusting of others. The Shantyfolk of any Deep City are a twisted and hardened lot. Cast out from the cities, they have managed to survive in a cold remorseless environment, stealing what they can from the Above. Occasionally they band together and riot hoping to gain access to equipment or even food. The recent peace and arrival of the CEF have gained the approval of many locals, however, and brought about a careful increased in trade between the various Deep Cities and surface groups. Some Wastrels and Higglers even go as far as settling down near nation-states' bases, hoping that their former enemies will protect them from opponents and natural disasters alike.

#### Random Adventure Ideas [roll or pick one]

1	Characters doing routine maintenance on one of the cities are caught outside the security perimeter during a riot of the anglefolk. Armed with only their knowledge of machines and the endless tunnels, the heroes must face the psychotic shanties and the hostile security forces that do not care whose side anyone is on.
2	Officers from formerly opposed armies must cooperate with CEF troops to locate a rebel band that is said to subvert and reprogram Autos to attack their own masters. Their mission is to bring the rebels to justice, or, failing that, to terminate their activities. The culture clash and lingering resentment over the war make clash between the hunting groups frequent.
3	There is corruption and fraud within Steelgate's higher levels. Discrepancies have appeared in the financial records of the CEF supply contracts, and no one from the exterior could have done it. The Player Characters find themselves framed for the deed. Why, and who is responsible?
4	The Characters have been sent to another Deep City for a commercial mission. Despite their best efforts, the mission turns wrong when the group finds itself involved in local politics and their associated complications.
5	An invitation to join the Fenian movement has been extended by a careless rebel. Regardless of the Characters' true allegiance, they may be considered a security risk by the rest of the group and targeted for removal.
6	Rumors of ships secretly coming in from other colonies abound. Some people mention that their contacts on the surface have talked with a man that has identified himself as an off-worlder, here to warn them of their fragile political status. Perhaps the CEF is not the beneficial protector it pretends to be, after all?



**Deep City Adventures - 7.2.2**

Utopians have learned to make the best of their existence; they have rolled up their sleeves and rebuilt their lives and cities. In doing so, they have left behind a great number of ruins and unsalvageable properties. Today, treasure hunting is a growing pastime amongst the Steelgate nobles. While the Higglers have been doing it for generations, the activity has come into vogue amongst Steelgate's ruling class. They often romanticize the idea of finding massive collections of wealth amongst the ruined Deep Cities abandoned and untouched since the beginning of the Horsemen's War. While radiation is a problem for most of the larger cities, the ones that remain rad-free are large enough to present years of searching. Often Steelgate nobles or Kogland curiosity seekers will hire a team of mercenaries and Higglers to take them hunting, often returning with nothing more than a useless bauble. But every now and again...

**□ Random Adventure Ideas [roll or pick one]**

1	The location of large cache of weapons, gold, or some other remnant of the Ore Magnate's wealth has been recalled from an abandoned databank somewhere in the wastelands. Several people were killed in the process of getting this information to a royal couple in Steelgate, and it is certain that others now know of the treasure's whereabouts. The couple have coordinates and a map: now it is a race to see who gets to the treasure first! The characters have been hired to protect or assist the treasure hunters.
2	A friend or acquaintance of the Characters is found dead of a strange apparent suicide in an unsavory part of the city. Is the strange conversation he had with a stranger last week related at all? The authorities care little for the investigation; cover-up or simple apathy toward an altogether common event?
3	While out in the metro-tower one day, one of the Characters finds an object on the ground (a wallet, piece of jewelry, anything the Character would be interested in). It was lost by a Fenian, and it contains next week's meeting's password.
4	The Characters have been asked by the local authorities to help them track down an escaped criminal so that he can be brought to justice. The last reports about the fugitive show him heading to the lower levels, where he will probably try to get lost among the anglefolks. He has to be stopped within the next day, before he has a chance to vanish in the tunnels.
5	The local army commander has decided that the area could use a little more law and order. His heavy-handed approach to government does not please everyone, though, and may well cause trouble in the area.
6	While in the neighborhood for an official errant, the Characters get mixed up in a local conflict between two gangs of local thugs.

**Undercover Missions - 7.2.3**

The local nation-states are well known for their penchant for espionage. While the CEF has laid down strict rules and brutal punishments for spies, anyone who plays in the political circles knows that none has not stopped spying, just gotten more devious. Each Deep City is visited at regular intervals by all kinds of agents, each avoiding the others and trying to be as inconspicuous as possible (and sometimes, failing miserably). They are acting on a wide variety of agendas, be it to check up on the activities of the local government (their usual function) or keeping a wary eye on each other. Off the record, they are tolerated by the CEF because they tend to pose little threat to Utopia, since most of their attention is centered on one another. As the main concentration of CEF troops outside the Loki system, however, Utopia attracts a lot of attention from the Westphalia Cabinet and the various colonial governments, and for obvious reasons. All must be wary of the actions of their enemy, trying to decipher its plans well in advance, and now that they are aware of Utopia's return, they've begun to send agents. As such, the CEF policies might have to change radically — much to the detriment of the local intelligence community.

**□ Random Adventure Ideas [roll or pick one]**

1	Undercover agents already on Utopia have confirmed that certain CEF opposing elements are active within the forces present in system. The characters are assigned to ferreting them out and assessing the possibility of alliance.
2	The characters have been ordered to escort a prominent diplomat to another Deep City in order to negotiate a trade agreement. His life may be in danger, since it is in the best interests of many opposing factions that the deal not be made.
3	Intelligence has confirmed that a drop will be made by a foreign agent to a contact in one of the Deep Cities. It is critical that the message be intercepted so that its content might be analyzed. Local authorities must remain in the dark about this operation.
4	A war criminal has taken refuge in a surface community to escape the authorities. The latest intelligence about his location places the fugitive somewhere near the PCs' current location, where he may have friends and contacts that will protect him.
5	A shipment of previous NAIs is due within the next few weeks. If an incident could be staged, the NAIs could be destroyed or even appropriated by friendly forces. This would simultaneously embarrass and weaken the victim, especially if they don't know who did it.
6	Kogland programmers have created a new combat plug-in for NAI cores, but it has been stolen by an insider. The mission is to track down the insider and retrieve the software. The characters must use discretion, however, to avoid embarrassing the general manager in charge of the programming firm. They know the spy is heading for Olympus by way of several farm communities.





## 7.3 - EQUIPMENT

Utopian equipment is either cutting-edge technology or very rugged, depending on whom it will be used by. Regardless of its provenance, however, it is intended to withstand life on the wastelands of the surface, far from any factory or extensive repair shop. Informally, most Utopian engineers agree that all things should have at least two uses. This comes from the hard days of rebuilding and constant repair of their homes and machines: if one could get a tool to do two things, they figured, then it meant carrying one less item. When having to move around a lot to constantly fix things, these designs were a great help. All too often, overspecialization just meant one was likely to be stuck somewhere with the wrong tool.

The two-in-one philosophy later carried over to the manufacture of robots and vehicles. Robots, or Autos as they are called, were designed and programmed to be able to accomplish multiple tasks, from security to childcare. As the NAIs improved, they became even more multi-tasked, leading to less and less specialization in their physical designs.

The following items are merely representative of Utopian technology and equipment, and similar items may be found elsewhere on the planet. Of course, most of the basic tools and equipment existing on Terra Nova have a local counterpart, which is usually very similar. Electronic devices are often rad-hardened, allowing them to ignore low Intensity (<4) electrical attacks and radiation levels (less than 100 rads).

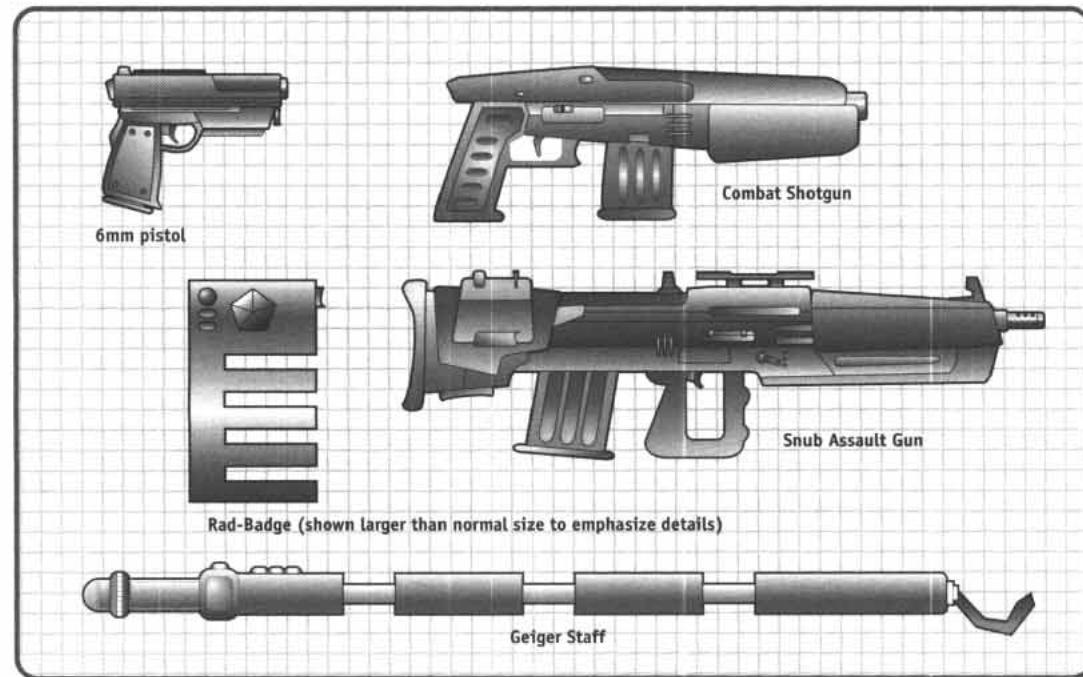
### 7.3.1 - Weapons

When the CEF arrived on the planet, they made sure that weapon-carrying privileges were restricted to their local allies, in this case the Steelgate military. No one carried weaponry within the Deep Cities themselves, so this did not cause too much of a problem at first; getting weapons away from the armigers and the surface dwellers, however, has proved to be considerably more challenging. The short, close combat weapons favored by the pilots are fairly easy to conceal, after all (-1 to Notice tests).

Weapons						
Weapon	Accuracy	Damage X	Range (m)	ROF	Ammo	Cost
6mm pistol	0	x15	3/6/12/24	0	15	350
9mm submachinegun	0	x15	8/16/32/64	3	50	550
Combat Shotgun	-1	x40*	3/6/12/24	0	6	450
Snub Assault Gun	0/-1**	x25	25/50/100/200	0/2**	50	850

\*Double Armor and reduce the Damage Multiplier by 5 per range band

\*\*Selectable fire rate. In single-shot, Accuracy 0, ROF 0. In burst-fire mode, ROF +1 but suffers a -1 Accuracy penalty. Changing fire rate requires an Action.





## Personal Equipment - 7.3.2

The various tools and pieces of equipment used on Utopia are roughly similar to the ones used elsewhere in human space. After all, basic human needs are the same everywhere. Local items are as advanced as elsewhere, but often include several functions (take any basic items in the **Heavy Gear Rulebook, Second Edition**; add their prices, and 50% of the mass of the smaller one). They are made out of polymer material and equipped with high-speed microchips or even NAIs; all look distinctively machine-made and designed.

Not everyone has access to these wonders, of course. Most Deep City denizens have little in the way of personal equipment beyond a series of small and discrete electronic devices such as a communicator. Higgler would be delighted to find a working water condenser. In many places, one must make do with slightly inferior equipment which can be built locally and easily repaired. Modern items are so small and compact it is often simpler to replace than to repair them.

### Gas Masks ◆

The gas mask is a portable, lightweight piece that fits over the mouth and nose. It provides the user with a fresh supply of air at all times by filtering out harmful airborne particles and gases, including air carried poisons, rad-contaminated dust and smoke. The unit does not come equipped with an independent air supply unit, though a thirty- minute air mini-tank can be included. The filter has to be cleaned after every ten hours of occasional use and replaced completely after every forty hours of continual use.

Similar in nature to the previous item, the hooded mask is designed to cover the entire head. This unit filters out all air borne attacks and gases, including eye irritants. This gas mask is also equipped with a 30-minute air supply unit. The frequency with which the filtration unit has to be replaced is the same as the gas mask listed above.

### Geiger Staff ◆

This is a long walking staff with a geiger counter on one end (see page 75 of the **Heavy Gear Rulebook, Second Edition**). It is used to determine the level of radiation of an object or location without having to get close to it. It can also be poked into small holes to take readings in ruins or other hard to reach places. Variants exist with chemical or bacteriological scanners instead. Most geiger staff also incorporate a simple cable-driven grabbing device at one end to manipulate objects without having to touch them. In combat, the geiger staff counts as a regular staff.

### NBC Suit ◆

NBC suits are sealed garments designed to protect the wearer against the effects of NBC (Nuclear, Biological and Chemical) warfare. Due to their long warfare experience, Utopian suits are without equal. They are self-contained environments that shield the occupant for up to 72 hours without external supplies. Each suit contains a medical kit which contain the antidotes to the most common chemical and bacteriological weapons. Modern designs are quite streamlined and while they are not comfortable to wear, they are not overly tiring either: they have a -1 Encumbrance penalty, cumulative with any armor worn, but it only takes effect after a number of hours equal to six plus FIT. It takes one Action to put the suit on and another to seal it.

### Rad-badge ◆

This superficially looks like a tiny piece of jewelry, but it is actually a radiation badge and contaminant detector. Most people wear one as a matter of fact, somewhere on their clothes. A microchip is built into one end of the badge, monitoring the state of the specialized cells that coats it. When ambient radiation and/or poison concentrations reach a level above mere traces, an alert (visual, audio or both) is triggered.

### Survival Stations ◆

The war-torn history of the planet has led to the inclusion of survival equipment in the everyday outfit of most citizens. Survival stations are small packages that can be found throughout the cities and in the surface vehicles. They are unlocked and free to anyone who needs them. Children are repeatedly taught from an early age to leave the stations alone unless truly needed, and most will be extremely uncomfortable using one outside of emergencies (WIL test vs. 5 to use a station in non-emergency situations). Each station includes a water canteen, matches and ration bars, as well as a mem-compass (see **Heavy Gear Rulebook, Second Edition**, page 74). One in five stations also holds a lightweight tarp/shelter and 1d6 respirator masks.

### Safety Clothing ◆

The clothing popular is often simple and practical, its manufacture part of local industries. Normal-looking vests, jackets and trousers are actually tough synthetic material that can be made air-proof by triggering memory plastic fibers woven throughout the fabric. All outdoor clothing can be worn with a hood and breathing mask for activities on the surface.





## 7.4 - RADIATION RULES



If only for the nearest star, every character is constantly subjected to subatomic bombardment — radiation — though temporary and permanent damage is rare. Such circumstances usually involve nuclear power (reactors, plants, bombs) or space travel (cosmic rays, solar flares, etc.). The results are usually pretty ugly, even though it often takes a few days or weeks before the silent killer completes its work.

Like the rest of the Heavy Gear game system, the radiation rules are a compromise between simplicity and realism; some scientific accuracy has been set aside to make them more playable. This was especially necessary in dealing with such an insidious ailment as radiation poisoning, whose effects on the human body are more complex than the average gamer cares to include in his game.

### 7.4.1 - Rads

One rad (Roentgen Absorbed Dose) is the effect of one roentgen — the standard unit for measuring radiation — on a living organism. Absorbed rads are cumulative: a tally of the character's current irradiation level must be kept. These rads are included in effect calculation until they are eliminated by the organism, which can take quite some time. Every week, a character can purge a number of rads equal to the amount given by a Health roll, as long as he was not further exposed to radiation during that period. A character can never fully purge them out and will always retain a number of rads equal to one-tenth the largest number ever accumulated.

The following table gives sample rad contamination values from various sources. The values are either absolute numbers, for one-shot radiation bursts, or rates, for prolonged exposure.

Sample Radiation Levels

1-kiloton air burst at 1 km	100 rads	Fallout at ground zero, 1-megaton ground burst	
1-megaton air burst at 2 km	6,000 rads	after 1 hour	1d6 rads/minute
1-megaton air burst at 10 km	500 rads	after 2 hours	1d3 rads/minute
1-megaton air burst at 25 km	100 rads	after 6 hours	1d6 x 5 rads/hour
Neutron bomb air burst at 3 km	500 rads	after 1 day	1d6 rads/hour
Nuclear Reactor Meltdown	1d6 x 10 rads/minute	Background Cosmic Rays	1d6 x 0.001 rads/hour
Solar Flare	1d6 x 5 rads/minute		

### 7.4.2 - Protective Equipment

Lead and NBC suits protect against radiation and radioactive fallout. Anti-radiation suits are given a Radiation Shielding Factor (RSF) in rads/hour. This amount is subtracted from individual bursts or from hourly rad rates for prolonged exposure. This value is divided by 60 to get the protection in rad per minute.

Protection can also be derived from a large mass, which will absorb most of the energy of the radiation. Water is one of the best radiation shield there is, but other inert material, such as rock, also provide respectable protection if there is enough of it. Non-shielded vehicles provide a minimum amount of protection equal to their Armor Rating squared, in millirads (0.001 rad) per minute. Buildings, constructs and large natural objects follow the same formula, but double their Structure points before squaring.

In addition, many vehicles are equipped with shielding that absorb or deflect incoming radiation. This is noted as HEP: Radiation in their statistics. The rad protection level, in rads/hour, is equal to ten to the power of the Rating of the system (e.g., a Rating 3 system would give  $10^3$  rads/hour of protection).

Radiation Protection

TYPE	RSF	TYPE	RSF
NBC Suit	5 rads/hour	Water (1 centimeter)	Equivalent to 25 points of Structure
Space Suit (any type)	5 rads/hour	Rock (1 centimeter)	Equivalent to 15 points of Structure
Rad Suit	10 rads/hour	Metal* (1 centimeter)	Equivalent to 15 points of Structure

\*Powerful radiations cause secondary cascade effects in metal if the thickness of the shielding is insufficient. If the total RSF is lower than half the incoming radiation, it is ignored and the radiation level doubled.





## Radiation Effects - 7.4.3

The first time a character's accumulated rads exceed 50, or at any time the character receives at least 1 rad thereafter, secretly roll his or her Health against a Threshold set by the Irradiation Table, below. Do not roll more than once a day and do not apply more than one effect at a time (pick the worst). The Gamemaster should not tell the player the result of the roll, but rather describe the symptoms as they manifest themselves. If the roll is successful, he is totally unaffected by the radiation, though his level of accumulated rads stays the same. Failed rolls have a variety of effects, as detailed below. On a fumbled roll, apply the corresponding Fumble effect as dictated by the table, then the normal failure effects. Make a further Health roll in the case of a fumble: the result gives the number of minutes before the effect takes place.

### Irradiation Table

Rads	Threshold	Fumble effect	Rads	Threshold	Fumble effect	Rads	Threshold	Fumble effect
50-99	6	none	400-499	10	flesh wound	800-899	14	deep wound
100-199	7	flesh wound	500-599	11	deep wound	900-999	15	deep+flesh wounds
200-299	8	flesh wound	600-699	12	deep wound	1000-1099	16	deep+flesh wounds
300-399	9	flesh wound	700-799	13	deep wound	1100+	17	death

The values on this table are higher than most studies have shown. This was done to both increase character survivability and take into account the fact that some parts of the body may escape irradiation, thus lowering the overall effects.

### Short-Term Effects ◆

A roll failed by 1 to 4 produces mild radiation sickness. Symptoms will appear in a number of hours equal to the result of a Health roll by the character. He will be fatigued and nauseous, incurring a action penalty equal to the Margin of Failure. Reduce the penalty by one every 12 hours. There are no other short and medium term effects, though later complications are possible; see *Long Term Effects* section below for more details.

A Margin of Failure between 5 and 7 will have effects similar to those of a mild radiation illness, described above, with a penalty of -4. Secondary symptoms will appear after a number of days equal to the character's Health roll: lingering fatigue, muscle pain, loss of hair. The character will be at -1 to all activity, except Health rolls which are at -2. The character must make a daily Health roll vs. 4 to recover from the sickness. Success means that the character completely recovers in 10 days, minus his or her System Shock rating (minimum of 1). A fumble will inflict a flesh wound on the character.

A Margin of Failure of 8 or 9 is similar to one between 5 and 7, described above, except that the secondary symptoms are more severe. The general action penalty is -2, -3 for Health rolls. A failure on the daily recovery roll will inflict a flesh wound, a deep wound in the case of a fumble.

A roll failed by 10 to 14 gives results similar to those detailed above, but graver still: the action penalty is -3, -4 for Health rolls. A failed recovery roll delivers a deep wound, while a fumble means that the character succumbed to the radiation. On a successful result roll again, with no penalties this time: a second success means that the character miraculously recovered, as explained above.

A roll failed 15 or more kills the character in a number of hours equal to a Health roll.

### Long Term Effects ◆

The effects of radiation on human DNA are very subtle and it can take years before the full effects manifest themselves. People who have been subjected to large doses of radiation are more prone to develop cancers and other troubles in their later years. Other unpleasant legacies of radiation effects, such as sterility or offspring mutations, are left to the Gamemaster to use as plot devices.

To simulate the long term effects, the GM may decide to have a character who suffered from radiation sickness make a yearly Health roll against half the highest Margin of Failure he ever had in resisting the effects of radiation, rounded up. Failure means that the character has contracted a life-threatening cancer — which may or may not be detectable and treatable, depending on the timeframe and the style of the campaign.

### Treating Radiation Sickness ◆

Depending on the campaign's level of scientific development, it may or may not be possible to treat characters suffering from radiation poisoning. If treatment is available, it will probably come in two steps: recovery from the sickness proper, and accelerated purging of accumulated rads. Depending on the technology, a +1 to +4 bonus can be added on the recovery roll, and the purging rate may be multiplied by a factor of 2 to 8. If the character receives regular check-ups, the recovery bonus is applied for Long-Term Effects' Health rolls. Once again, depending on the location, the treatment may range from relatively cheap and commonly available to extremely expensive and rare.





## ◆ Radiation Rule Example

Irving, an engineer in the nuclear plant, happens to be near the reactor when a major coolant failure causes a small core meltdown. The intense radiation floods the area with 30 rads/minute; it takes Irving 10 minutes to complete the emergency shutdown and reach the safety of a shielded area. In the course of just a few minutes, Irving has absorbed 300 rads, a potentially fatal dose! To make matters worse, Irving still had 210 rads leftover from the last few months. Irving's total accumulated rad count is  $300 + 210 = 510$ .

After reviewing his equipment sheet, the Player realizes that Irving's overalls have a RSF of 20 rads/hour. Since Irving was subjected to 300 rads in less than an hour, he can subtract 20 from the final amount, for a total of 280 accumulated rads, added to the 210 leftover rads, for a total of 490. 490 rads is the largest amount of rads Irving has ever accumulated. He will be able to purge most of that radiation over a long period of time, but he will always have a rad count of at least  $490/10 = 49$ .

Keeping a grim poker face, the GM makes a Health roll for Irving. The Threshold is determined by the total amount of accumulated rads; 490 gives a Threshold of 10. The GM rolls a 3, which gives a Margin of Failure of 7. He says that Irving feels fine, if a little shaken (he knows what is going to happen). The GM makes another Health roll, and gets a 6. Six hours later, the GM tells Irving's player that his character is having a lot of difficulty standing up. Irving falls; a few minutes later he is feverish, delirious and vomiting heavily (-4 penalty to all actions). The character stays ill for 48 hours, the symptoms gradually disappearing.

The GM makes a final secret Health roll, and gets a 4: four days later Irving, back on the job after his sick leave, notices that he feels a little weaker than usual and has trouble concentrating. He is also more prone to nosebleeds, and aches all over. It takes him five days before he makes his recovery roll (remember the -2 penalty to Health rolls). He fumbled one of the rolls, receiving a Flesh wound. Five days later he is fully recovered from the radiation (10 minus his System Shock rating of 5) and can recover normally from the Flesh wound.

Not feeling comfortable with his job anymore, Irving quits and goes on to pursue his destiny, as far away from radiation as he can. Still, every year of game time, the GM secretly makes a Health roll for Irving, against a Threshold of 4 (his highest — and only — Margin of Failure (7) halved and rounded up). If he ever fails the roll, he develops a tumor somewhere in his body.

## 7.5 - COMPUTERS

The technological development of computers was revolutionized by the introduction of cheap and efficient neural network-based architecture. The following rules apply to personal and mainframe computers in roleplaying situations; vehicles with the Perk "High Capacity Computer" can also use them. The following rules cannot be used in tactical scenarios, unless the Players agree to their use beforehand.

### 7.5.1 - Operations

Computers use programs called Modules, which are similar in effect to a character's Skills. The Processing Power gives the number of dice the computer can use to accomplish various tasks at the same time, and is equal to the Size of the vehicle for vehicle-mounted computers. For example, a computer with a Processing Power of 1 can only do one thing at the time, using one die. A computer with a Processing Power of five, on the other hand, could do five tasks at the same time, giving one die to each, or concentrate on only one task using five dice, do three one-die task and one two-dice task, etc. In the same manner as humans, only the highest die counts, with additional sixes each adding one to the total.

All active Modules must be allocated at least one die; inactive Modules take one combat round to boot-up, while active Modules can be interrupted instantly. The same Module can be loaded more than once. A number of Modules equal to the square of the Processing Power may be carried in the immediate access memory of the computer. A number of modules equal to the cube of the PP may be stored, but require one minute to be loaded. Computers receive one Action per active module, regardless of the number of dice assigned to it. Helping an operator with a task requires that Action.

Regardless of its size, a computer can never put more than five dice on any particular task. A computer fumbles only if it rolls ones on all of its PP dice. If a particular task would indicate a possible fumble, immediately roll for all other currently running Modules (except Backup System Modules). If all die rolls are fumbles, the computer crashes; unless it was running the Backup Systems Module (see below), it takes a number of 6-second combat rounds equal to its Processing Power to reboot, without any Modules loaded.

Large mainframe computers are made up of smaller units which break up a problem into smaller ones and work on them in parallel. This is practical for Academic problems, which involves a lot of cross-referencing and number-crunching. Computers working in parallel may pool all their dice. They require one additional 6-second turn to compile the information before producing a result.

All computers are assumed to come with standard communication links, hardware and operating software, as well as advanced encryption systems. The cost of computers installed in a vehicle is already included in the vehicle's Final Cost.





## Modules - 7.5.2

Modules are divided into three basic types: Academic, Hardware and Vehicular (a fourth type, related to Computer Security, is detailed in the *Computer Security* section, page 85). Each Module has a certain sophistication, reflected in the maximum number of Processing Power which can be used to run them. For example, a Drive 2 Module may not have more than two dice allocated to it, even if the computer has a higher Processing Power. The cost listed per die is in local currency.

Academic Modules are used for tasks which are oriented towards the gathering and analysis of factual information; these Modules are designed to assist research and execute routine tasks such as bookkeeping and archiving. A computer with an Academic Module helps a human operator by giving him more dice to roll. First, a Module roll is made against a Threshold equal to the operator's Skill level plus the related stat bonus (for example, a person with Skill level 2 with an Attribute of +2 would result in a Threshold of 4). If successful, the operator gets a number of additional dice equal to the Margin of Success, up to a maximum of 5. The operator must have the Skill affected by the Module in order to get a bonus, otherwise the Module is useless.

Hardware Modules are for mostly automated systems; human operators have no real effect on the computer's performance when it activates these Modules. Most are event-driven, which means that a roll is required only when a particular event happens (i.e. an object coming into the sensors' range, etc.). The cost for hardware Modules includes the appropriate interface but not the hardware itself.

Vehicular Modules are similar to Hardware Modules, insofar as they control hardware components. They are usually not as automatic as hardware Modules, often requiring an operator to correctly function. The cost for vehicular Modules includes the interface but not the vehicle. Modules have no effect on Threat Values — their cost is subsided into the existing TV.

### Administration

Type:	Academic
Frequency of roll:	On request or Quarterly
Cost:	500 per die

This Module is used to assist managers, clerks and accountants in daily administration operations by boosting the operator's Bureaucracy or Business Skill. They can also manage automatic bookkeeping systems: roll once every three months of game time. The Margin of Success or Failure with this quarterly roll indicates a percentage in profit gain or loss for those three months.

### Backup Systems

Type:	Special
Frequency of roll:	Whenever the computer crashes
Cost:	500 per die

Whenever a computer crashes, it can recuperate some of its processes if at least one die had been allocated to Backup Systems; a Module check is rolled against a Threshold equal to the number of Modules that are currently running on the computer (including Backup Systems). The Margin of Success indicates how many processes continue uninterrupted, from the smallest to the largest. A failure means that all processes were lost, but the computer did not crash.

### Demolition

Type:	Academic
Frequency of roll:	On request
Cost:	1,700 per die

This rather unusual Academic Module is used by demolition expert to assist them in the preparation, placement and deactivation of explosive charges. It only serves to boost the operator's Demolition Skill, and does not have any automatic system options.

### Investigation

Type:	Academic
Frequency of roll:	On request
Cost:	3,000 per die

This rare Module is used by law-enforcement agencies: it is designed to assist with all stages of an investigation. It is a powerful analytic tool which help an investigator explore hypothesis, analyze evidence and connect seemingly unrelated elements. This Module cannot act independently of an operator, nor is it designed to take care of routine tasks.



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## Law

Type:	Academic
Frequency of roll:	On request
Cost:	1,500 per die

The Law Module is designed to help lawyers and judiciary personnel deal with research and the more arcane aspects of civil and criminal law. Each Module deals with the law of a particular nation, and is generally not compatible with the law codes of others.

## Navigation [Land]

Type:	Vehicular
Frequency of roll:	Once per trip
Cost:	3000 per die

This Module improves the navigator's Skill and check for navigational hazards. The computer receives a +1 bonus to the Skill roll if the vehicle is equipped with a Satellite Uplink and there are navigation satellite available. If combined with the Autopilot Module, it can steer a vehicle by itself (roll normally with the Module).

## Navigation [Naval]

Type:	Vehicular
Frequency of roll:	Once per trip
Cost:	1,900 per die

This Module improves the navigator's Skill and compensate for currents, winds and other navigational hazards. The computer receives a +1 bonus to the Skill roll if the vehicle is equipped with a Satellite Uplink and there are navigation satellite available. If combined with the Autopilot Module, it can steer a ship by itself (roll normally with the Module).

## Psychology

Type:	Academic
Frequency of roll:	On request
Cost:	5,000 per die

This rare and expensive Module is most often used for psychological analysis and lie detection. It can only assist an operator, and has no capabilities for managing routine systems.

## Social Science

Type:	Academic
Frequency of roll:	On request
Cost:	1,200 per die

This category of purely Academic Modules is used by sociologists and other humanities professionals to enhance their Skill. It includes powerful statistics tools as well as comprehensive filing systems.

## Tactics

Type: Academic
Frequency of roll: On request
Cost: 2,000 per die

Mostly found among the military and special intervention squads, this Module can help officers gain a tactical advantage over their adversary. Due to the particular uncertainty related to tactical situations, this particular Module only gives half the normal number of bonus dice, rounded down (i.e. a particular use of the Module which would normally give three dice instead gives just one).





## Computer Security - 7.5.3

Computers permeate all aspects of life, including the shadier ones. From personal diaries to state secrets, a lot of the information now stored in computers has always attracted all sorts of data thieves, con people and spies. Fortunately, encryption theories have successfully withstood the passage of time, and most stored data can only be accessed by its rightful owner (or anyone else who has his or her private key); even the fastest and brightest expert systems can only decipher encrypted material with considerable time and effort. Decryption algorithms, as advanced as they are, cannot cheat the theoretical limits that make encrypted material hard to unlock.

While these developments might have slowed down the computer espionage business a little, it did not end it in by any means; destroying information and "bugging" the enemy's computers, though publicly considered treacherous, is always a possibility. Obtaining personal encryption keys through guile and intrigue has also permitted computer espionage to survive, ironically enough, by using the ancient weapons of deception, seduction and blackmail.

As far as the actual game mechanics of computer security are concerned, there always needs to be at least two computers, the attacker and the defender. Unless the attacker has access to correct security codes and protocols, it will have to "hack" its way in. It either tries to breach security measures, corrupt them or simply "bug" them to get up-to-date reports of their nature and status. The defender tries to prevent the attacker from entering and to trace the attack, so it can either organize a counterattack or notify the authorities; sometimes a defending computer will act as if it did not notice the intrusion and feed false information to the invader. Whenever two computers clash in such a manner, an opposed Skill test between the attacker's attack Module and the defender's defense Modules is made, each with a number of dice corresponding to the amount of Processing Power put into them.

The presence of a human operator can help either computer fare better against its opponent, in a manner similar to the effects of an Academic Module, but reversed. This time, the operator must roll his Computer Operation Skill against a Threshold equal to the total number of dice allocated by the *enemy* computer for its attack or defense; each point of Margin of Success adds a die to the computer's, while each point of Margin of Failure subtracts one, to a minimum of one. A Fumble dooms the attacking or defending attempt, which automatically fails due to human error.

### Attack Module: "Unwanted Guest"

Type:	Vehicular
Frequency of roll:	Special
Cost:	5000 per die

The rare Guest Module is used to give a human operator sensorimotor control of an Automaton vehicle by pirating its interface. The program allows the operator to "be" inside the robot or vehicle (the vehicle must be designed for remote operations), input and output being carried through high-speed digital lines (i.e., both computers must have access to a functional Communication system).

Successful use of the Module is rolled for only once, when the Guest attempts to connect. If the take-over is successful, one die of Processing Power must be put in the Guest Module for every Module to be run by the remote, but the Guest computer can use all of the remote's unused Processing Power and Modules.

### Attack Module: "Battering RAM"

Type:	Computer Security, attack
Frequency of roll:	Event-driven
Cost:	2,800 per die

This hit-and-run Module is used for its raw breaching power, not its discretion. A Battering RAM Module tries to penetrate a computer's defense by assaulting them with a lot of computer noise, peppered with a few weakening viruses. Once defenses are down, it immediately tries to confer to its computer a superuser access to all of the invaded system's files and Modules. It does not try to avoid alarm Modules, decoys or tracers, and as such can be rather useless against larger systems.

### Defense Module: "Labyrinth"

Type:	Computer Security, defense
Frequency of roll:	Event-driven
Cost:	1,500 per die

This simple defense Module simply tries to stop intrusions by filtering all information flow through a complex series of encryption/decryption process, destroying any superfluous code and stalling more aggressive attack programs. When it successfully defends against attacking programs, the Margin of Success count as the number of combat turns lost by the attacker. The Labyrinth defense Module is often combined with alarm and decoy Modules.





## 7.6 - UTOPIAN PERSONALITIES

Stereotypes are a flawed, but efficient way to understand how people of a given culture think and act. National characters are broad stereotypes that describe the most salient aspects of a society quickly and effectively. Here are descriptions of the national characters of the major societies on Utopia. Keep in mind that these are stereotypes and do not represent every member of the societies. For example, tolerant Steelgaters and flighty Koglanders do exist, but they are not the norm.

### ◆ Steelgate

The society of Steelgate is driven by a sense of moral superiority. The universal political view held is their belief that their national imperialism is beneficial for all the parties involved. This belief is ingrained into them as children and is almost unshakable. They act in a paternalistic manner which is often interpreted as egotism and condescension, and are shocked when others are offended by their attitude. They value discipline and wealth.

Modern Steelgate culture is defined by luxury and overindulgence. Recently, many Steelgaters have begun to break every cultural stereotype that the Utopians have about them. Their sudden rise to power and influx of cheap labor through virtual slavery has made them lazy. They have realized that they can spend time doing absolutely nothing if they choose. Though "absolutely nothing" usually consists of pursuing a hobby, it is far more decadent (with regard to the Utopian mindset) than actual work.

### ◆ Hogland

Kogland culture is defined by community and creation. They value sacrifice and the better tomorrow; Koglanders are the long-term thinkers of Utopia. Like the corporate structure they evolved from, they see the future as something to be manipulated into their hands. Kogland couples tend to form earlier in life, though their family still comes second to their community and government as a whole. They work for the continuance of their government and in turn receive protection, entertainment and food.

Community is the key word in any Kogland city. A sense of community is the only thing that got Kogland through the war: when things were at their worst, Kogland survivors pulled together and help each other. They quickly learned that this would not work for outsiders, but continued to use the cooperative community to benefit their own culture. They see other factions as having a lack of understanding about cooperation.

The Koglanders are best described as pragmatic. They are pensive and diplomatic, but capable of swift action when time is short. Deep down inside, Koglanders love the idea of creating something long lasting (long lasting meaning, more than a few days). They were the first to use shrines to remember the dead. The longer a change, or artwork, or repair lasts, the more important it must be. Once again, aesthetics taking a back seat to practicality.

### ◆ Greenway

Greenway culture is defined by art and science. They value knowledge and acceptance, but the most valuable possession of any Greener is his individuality. They take pride in being different from every other person in existence.

During their time in servitude, the Grenarians developed many subtle and hidden ways to express themselves. Most of this expression came forth in creative outlets. Singing, writing, painting, these were the ways that Grenarians could express their anger, sorrow or joy without attracting the attention of their Steelgate masters. After the Revolution, Greenway practically exploded with art. The younger generation was able to express themselves in ways that their parents never dreamed. While most of the older generation is still in the habit of creating in subtle forms, the younger artists are almost completely experimental. Brilliant colors, loud music and garish clothing are the trademarks of post-revolution artwork and the first thing a foreigner thinks of when they think of Greenway art.

### ◆ Anglefolks, Independents and Other Lower Classes

Lower class Utopians have little choice but to struggle onwards through their daily lives, hoping to avoid the attentions of the people above them. Most of them are very passive, preferring to vent their frustrations through improvised bloodsports and random acts of anti-social behaviors. They are very physical, both when expressing anger or affection, and are generally uncomfortable when forced to rely upon language alone.

The Independent cities are marked by an old fashioned streak of greed. These are people who have gathered to do as they wished and not be bothered by their neighbors or their own consciousness. The only laws that apply are generally "might makes right": the guy with the gun to your head makes the laws until such time that you can get a gun to his head — then you can negotiate.

Higgler life is dominated by the belief that there is no such thing as a free lunch. Every person or group is expected to earn their keep. Competition is central to their world view: personal accomplishments are accepted as the essence of power and the measure of a person's worth. Wastrels are defined by their tribes. They are loyal to their own above all else. The tribe is the primary factor in determining what social status and occupation the individual will have.



## Designing an Utopian Character - 7.6.1

Utopian characters can be too easily stereotyped as depressed drones scurrying in their underground hives to serve the CEF. In reality, Utopian society is as diverse and complex as any other human civilization in history and can lead to almost any **Heavy Gear** character type. As usual, 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 Utopians will require "ordinary" folk, while campaigns that center on the Utopian small resistance movement will likely require combatants, military types, and spies.

The central, driving motivation behind the Utopian way of life — regardless of their origin — is survival. Utopian Characters will almost always consider themselves successful and relatively happy if they manage to live another day and have their health. This driving force should always guide a Utopian Character's actions.

Utopians 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 Utopian readily adapt (a definite survival trait) and rarely experience traumatic letdown when their expectations are not met. In all cases, the central tenets of Utopian life — hard work and society before self — should shine through. Characters are driven to succeed, constantly working to benefit their own while blocking the efforts of their rivals. Determination and belief in one's own abilities will influence a character's reactions.

### Concept, Background and Subplots ◆

National loyalties play an important role in defining a character's outlook and personality and should thus be decided during character creation. Members of liberal nations like Greenway will likely have a more relaxed and open view of life, accepting a wide range of attitudes, beliefs and personalities. Those employed by a hard-nosed nations like Kogland or Steelgate are more likely to impose their prejudices on the world, appearing cold, arrogant and distant. Players need not, however, be bound by such backgrounds though they provide a useful source of inspiration for character design — stereotypes are not absolutes.

Rank and social standing can play a major role in character design and in determining the objectives of a campaign. Higglers and Wastrels are likely to have considerable freedom of action but have restricted access to the Deep City environment. Other characters, from citizens to armed forces members, are bound by the responsibilities of their position and are thus less likely to be "out and about." Campaigns involving such characters are less likely to be action oriented but rather focus on the inter- and intra-nation politics and the big picture.

A character's stance on the CEF occupation will also be very important. Characters who resent Earth's presence are more likely to sympathize with the resistance movement and thus to work with Liberati and Terranovan explorers and agents now arriving from Caprice. The matter, as always, is complicated by national loyalty, characters with strong feelings perhaps suffering doubts about striking back if doing so would harm their own people.

## Attributes and Skills - 7.6.2

Characters originating in one of the Utopian nations use the standard character creation rules found in the **Heavy Gear** rulebook. There are no restrictions on Attribute and Skill selection, though Players should consider the character's intended concept carefully before making any purchases. The daily toils of hard work and constant exposure to a harsh environment mean that many Utopian are robust and quick-witted, and PER and FIT of +1 is often appropriate. Though they tend to be well trained, few have access to higher education, so KNO rarely goes above +1 (with the exception of the Kogland sophists, of course). The harsh living sometimes cause PSY to be -1.

Skill selections for Utopian characters are at the discretion of Players and Gamemasters. 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 or combat background, usually at level 1 or 2. Utopia's war-torn culture ensures that the Small Arms and Melee Skills are common enough, despite the relative peacefulness of the Deep Cities.

Almost all Utopian Characters speak both Concordat Anglic and one of the Utopian dialects, though their abilities with both vary considerably depending on their background. Characters from the major nations 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 Utopian characters, though care should be taken to avoid them becoming a crutch for poor roleplaying. Connections (p.13) is a must for wastelander characters; Obligation (p.20) may also be suitable for characters in some way beholden to their tribe or group. Sense of Direction (p.15) may also be appropriate, since it is a survival trait. Connections (p. 13), Favor (p. 14), Property (p. 15), Rank (p. 15), Subordinates (p. 16) and Wealth (p. 16) are appropriate for high-placed Steelgate or Kogland officials.

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## Steelgate Potentate



Steelgate is directed by a military aristocracy. Splendid in their dress uniforms, they engage in complex games of politics and underhanded plots. Politics and diplomacy are dangerous games within Steelgate; while the losers may not lose his life, being exiled due to failure is a fate many consider as worse than death. With the arrival of the CEF, Steelgate politicians are busy trying to position themselves for wartime, turning themselves into patriots by parroting NEC speeches about manifest destiny, national interest and foreign aggression.

### Attributes

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

### Skills

Skill	Level	Attr	Skill	Level	Attr	Skill	Level	Attr
Bureaucracy	1	+1	Etiquette (Corp.)	2	0	Interrogation	2	+1
Business	1	+1	Law (Corporate)*	2	+1	Notice	2	+1
Computer	1	+1	*Specialization			Psychology	1	+1
						Theatrics	1	0

### Equipment and Cost

Typical Equipment:	upper-class clothes and uniforms
Salary:	150,000 to 250,000
Basic Character Costs:	20 Character Points and 34 Skill Points

## Hogland Sophist



Hogland is home to some of the planet's best engineers and scientists. This is mainly due to a cultural mindset that rewards forward thinking for the good of the community, and drives promising pupils to excel at all costs. Most sophists, as the scientists and engineers are referred to in the common slang, are easy to spot: high tech tools and data recording devices festoon their labcoat or coverall/coat combination.

### Attributes

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

### Skills

Skill	Level	Attr	Skill	Level	Attr	Skill	Level	Attr
Bureaucracy	1	+1	Etiquette (Corp.)	1	0	Notice	1	0
Computer	2	+1	Leadership	1	0	*Pick one domain: Social, Earth, Life, Physical		

### Equipment and Cost

Typical Equipment:	middle-class clothes, communication device
Salary:	50,000 to 150,000
Basic Character Costs:	20 Character Points and 23 Skill Points



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## Greenway Chandler

Greenway is best known for its agriculture sciences and its merchants. The chandler is one of the latter: jovial, shrewd, probably wealthy, he (or she) represents the best the Deep City has to offer.

### Attributes

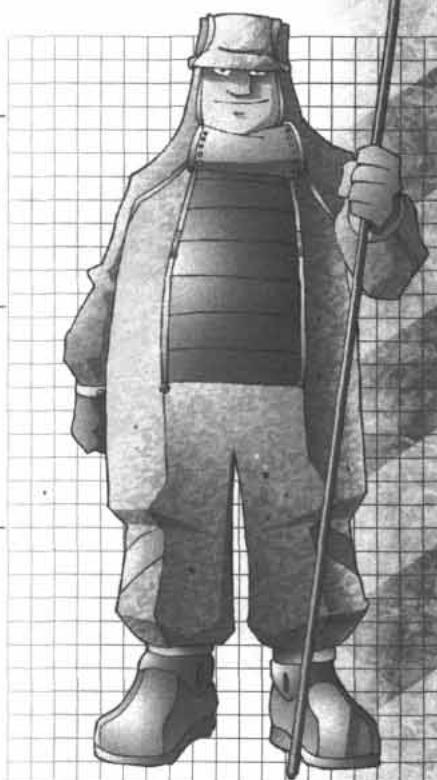
AGI	0	APP	+1	BLD	0	CRE	+1	FIT	0
INF	0	KNO	+1	PER	0	PSY	0	WIL	0
STR	0	HEA	0	STA	25	UD	4	AD	3

### Skills

Skill	Level	Attr	Skill	Level	Attr	Skill	Level	Attr
Bureaucracy	1	+1	Dance	1	0	Haggling	1	0
Business	1	+1	Dodge	1	0	Hand-to-Hand	1	0
Computer	2	+1	Etiquette (Corp.)	1	0	Leadership	1	0

### Equipment and Cost

Typical Equipment:	middle-class clothes, communication device
Salary:	50,000 to 150,000
Basic Character Costs:	19 Character Points and 27 Skill Points



## Armiger

"Armiger" is the generic slang term used to describe the mechanized soldiers who pilot the APES and combat vehicles. They wear tough padded suits, skin-tight to fit the cramped fighting compartments, with attachment points for tools, datalinks and coolant lines. It is said that they have been fighting alongside machines for so long, a bit of the steel has seeped in their souls, and as a result they are cold and reserved. They prefer to see themselves as efficient and focused.

### Attributes

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

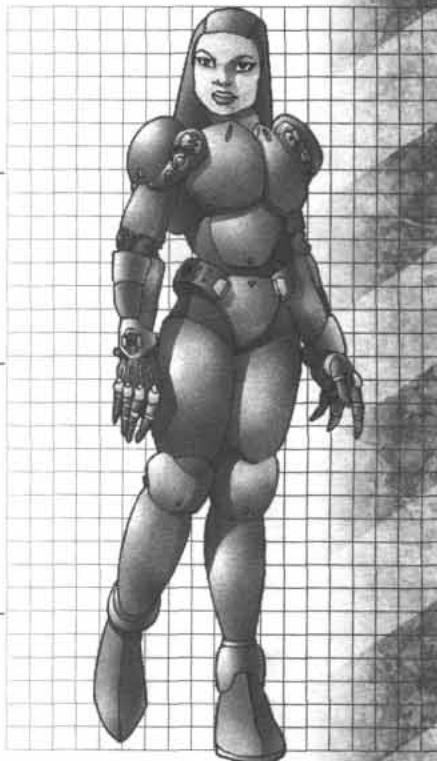
### Skills

Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Bureaucracy	1	0	Drive	2	1	Human Perc.	1	-1
Combat Sense	2	1	First Aid	1	0	Interrogation	1	0
Dodge	1	1	Hand-to-Hand	1	1	Melee	2	1
						Streetwise	1	0

Other Possible Skills: Computer, Gunnery (Specific), Walker Piloting, Intimidate, Investigation, Law, Leadership

### Equipment and Cost

Typical Equipment:	uniform, communication device, sidearm
Salary:	30,000 to 50,000
Basic Character Costs:	21 Character Points and 27 Skill Points



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# GAMEMASTER RESOURCES

7



## Wasteland Toad

The Horsemen War left behind some deep scars in the Utopain countryside. Not everyone escaped its effects: some were caught away from shelters, or within defective/targeted shelters, or simply could not get in. Over the years, the cumulative effects of background radiation and pollution have wrought their ravage over these poor souls, who must endure reduced lifespans, unpredictable mutations and low birthrates. They live off their wretched lives in the radiation, salvaging or stealing what they can to live, trying to use whatever protection they can. They are shunned by other Utopians, who alternatively fear, despite, and pity them.

### Attributes

AGI	-1	APP	-3	BLD	0	CRE	0	FIT	-1
INF	-2	KNO	-1	PER	+1	PSY	-1	WIL	-1
STR	0	HEA	-1	STA	20	UD	4	AD	3

### Skills

Skill	Level	Attr	Skill	Level	Attr	Skill	Level	Attr
Dodge	2	+1	Notice	2	0	Small arms	1	+1
Hand-to-Hand	1	+1	Slight of Hand	1	+1	Streetwise	2	-2

### Equipment and Cost

Typical Equipment:	ragged clothes, pieced-together armored rad suit
Salary:	not applicable
Basic Character Costs:	1 Character Point and 19 Skill Points

## Higgler

Not everyone is lucky enough to live in the relative safety of the Deep Cities; then again, not everyone want to. The loose coalition of free spirits, nomads and unaffiliated folks are commonly referred to as "Higglers." Outside the laws and protection of the Utopian nations, life is harsher but interesting. Higglers share much the same psychological traits as the Caprician Liberati or the Terranovan Badlanders, except they have long since learned to deal with the "Man."

### Attributes

AGI	+1	APP	0	BLD	0	CRE	0	FIT	+1
INF	-1	KNO	0	PER	0	PSY	0	WIL	+1
STR	0	HEA	+1	STA	30	UD	4	AD	3

### Skills

Skill	Level	Attr	Skill	Level	Attr	Skill	Level	Attr
Athletics	1	+1	Dodge	1	+1	Intimidate	1	0
Bureaucracy	1	0	Etiquette (Corp.)	1	0	Mechanics	2	0
Computer	1	0	Hand-to-hand	1	0	Notice	1	0

### Equipment and Cost

Typical Equipment:	work clothes, toolkit
Salary:	15,000 to 30,000
Basic Character Costs:	18 Character Points and 23 Skill Points



## Wastrel



As they move and plot across nearly one third of the surface of the world, Wastrels are well-known for their hard driving bargains and realist attitude toward life. Though they are all loosely allied under the same banner, the merchant/scavenger/nomad population is actually composed of diverse folks, with only a few of them dealing directly into commerce. It is they, however, by virtue of their interactions with the rest of the Utopian populations, which have given rise to the Wastrel stereotype.

 Attributes

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

 Skills

Skill	Level	Attr	Skill	Level	Attr	Skill	Level	Attr
Bureaucracy	1	0	First Aid	1	0	Haggling	2	-1
Dodge	1	-1	Gambling	1	0	Melee	1	-1
Drive	1	-1	Hand-to-Hand	2	-1	Notice	2	0
						Small Arms	1	-1
						Survival	1	0
						Tinker	1	0

 Equipment and Cost

Typical Equipment:	rad suit, protective clothes, mining/scavenging tools
Salary:	20,000 to 50,000
Basic Character Costs:	18 Character Points and 22 Skill Points

## Fenian



Not everyone is satisfied with the CEF/Steelgate alliance. Within the metro-towers of the Kogland and Greenway Deep Cities (and even elsewhere), rebels plot the downfall of the invaders. They come across all walks of life, and most "Fenians" (as they call themselves) will never face combat, preferring instead to resist through more indirect means such as logistical support and intelligence gathering. There are a few, however, who are ready to take more direct actions.

 Attributes

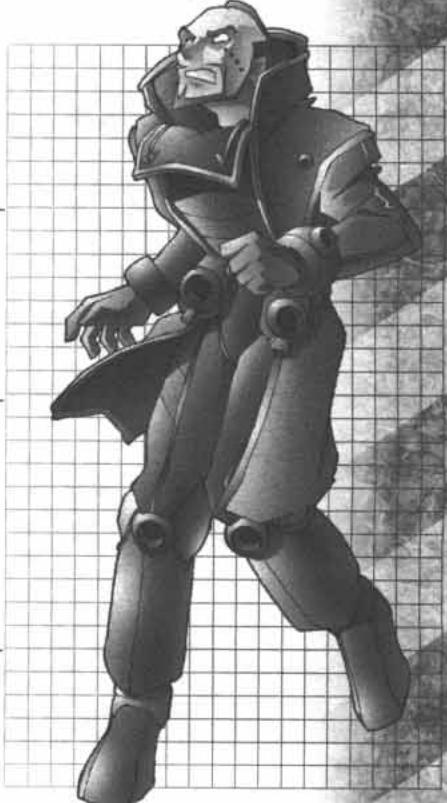
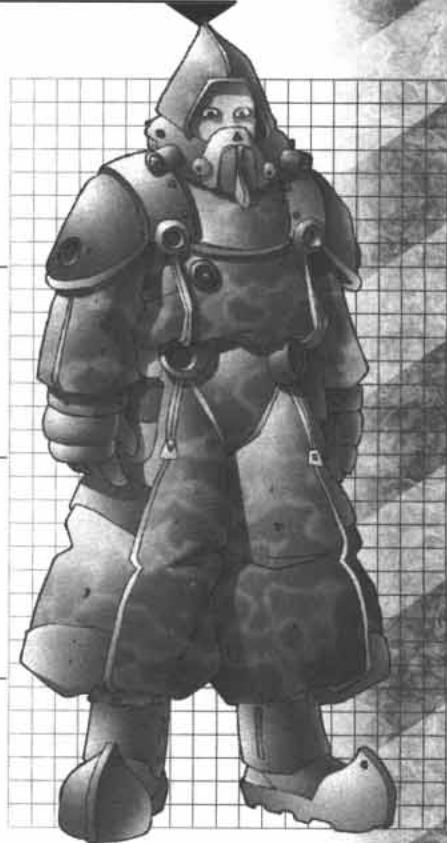
AGI	+1	APP	0	BLD	+1	CRE	0	FIT	0
INF	0	KNO	0	PER	+1	PSY	-1	WIL	+2
STR	0	HEA	0	STA	30	UD	5	AD	4

 Skills

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

 Equipment and Cost

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





## 7.8 - FAUNA AND FLORA



Much like Caprice, Utopia is poor, flora- and fauna-wise, due to its harsh environment and mid-terraformed state. The lowered amount of oxygen put out by the planet's damaged ocean has stunted the growth of nature somewhat, though the biosphere is slowly on its way to a recovery. Tought lichen and low plants hang on near the edges of water pools and along the shores, and in some areas cluster in what amount to small forested areas.

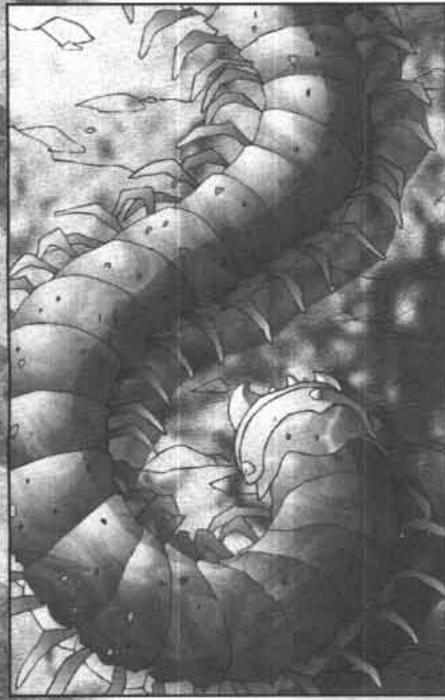
The few native creatures that exist consist of rudimentary plants and some microscopic colony groups that exhibit animal-like behavior, though larger forms seem to have existed in the distant past. The extinct lifeforms are interesting: those that were found so far are large burrowing arthropods with dual skeletal structures. As a safety concern, all respawning life is classified as deadly until it can be tested.

Most of the current-day flora and fauna was brought in from other worlds to help in the terraforming process. Numerous types of algae and bacterias were seeded over the surface to form the basis of a new food chain. These lifeforms are genegeered plants, mostly Terran in origin but with a few based on local stock. Massive jungles and lichen zones once spread over large sections of the continents. Many zones survived the wars and adapted to the higher background rad count.

One of the most common plants is the so-called lichen ball, a low-growing type of lichen shaped like a small ball, somewhat similar to a truffle. Numerous sub-species are spread all over the shores and around the inhabited zones. Lichen ball stores water similar to a succulent (a cellulous fungus covered with a thick algae outer-layer, a by-product of the genetically-engineered plants that were used in the terraforming). They are used by Wastrels, Higgler and animals alike for water and food.

Within the Deep Cities, Terran plants, both modified and original stock, are used to provide oxygen and food in the spars' massive hydroponics bays and greehouses. As explained elsewhere, animals are fairly rare, except for fish and other aquatic species kept in tanks to provide food and to help recycle garbage.

### Drillgit



The drillgit is often used to scare children into behaving well, and for good reasons. A drillgit is a large centipede-like creature that was likely enlarged by radiation or pollution on the surface. Against the odds, the mutation proved beneficial for the species as the individuals found a predatorial niche within the meager ecology of the planet, and they began to multiply. The creature is usually around 30 cm long and is extremely poisonous. It can burrow in soft ground at high speed, and it is highly proficient at slithering through cramped ruins and other dark corners, where it stalks its prey through chemical detection. Drillgits are easy to deal with if spotted, but they remain a dangerous pest within the lower, less visited sectors of the Deep Cities and the old ruins.

#### 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

Burrow	(10 meters per game turn)	Poisonous Sting	(Potency 6)
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## Stinging Lice Swarm

Stinging lices are small insect-like creatures of uncertain provenance. While their DNA confirms their alien nature to Utopia, they do not match any Terran species on record. It is possible they were purpose-designed creatures gene-engineered by the early colonists (though for what purpose remains a mystery), or they may be the result of a freak occurring mutation of insect pests brought over with cargo from Earth. Regardless of their origins, the lices present an annoyance to many surface travelers.

Each lice is capable of flight. They have a long dart which is used to harpoon their food, ripping small chunks off as they pull back for a sting "bite." While not particularly aggressive, they can be quite persistent when hungry (in general, when the conditions are dry for a long time); use the second Aggressiveness stat for this situation.

Stinging lice eggs are often carried on the winds in blowing dust, and one must be careful to fully empty and clean any piece of tarp or clothing left outside before bringing it in. The lices are not mortal, but they represent a high annoyance, especially when present in large swarms. They can also carry plagues and contaminants, even if they are not affected by them.

### □ Attributes

Aggressiveness:	0/2	Damage/turn:	x1	Threshold:	20
Random Horde Size:	3xd6	Basic Swarm Size:	30		



## Digger

The digger is a genetically modified armadillo that was gene-engineered to help recycling efforts and aerate the soils. They are omnivorous and will eat anything remotely organic, though they are not very good hunters. Many were let loose over the surface to burrow, and a surprising number survived the conflict more or less unscathed. Diggers are a common food for Wastrels and Higgler alike, when they can catch the cautious animals.

### □ 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

Trample	(x5 damage)
Bite/Claw slash	(x3 damage, twice; front arc only)
Burrow	(1 meter/minute in loose soil)



# FIELD GUIDE

7



## Wasteland Oasis

"Oasis" is a generic term that covers a variety of all-terrain exploration vehicles that also serve as a home and rad shelter for the Wastrels and other nomadic groups that wander the surface of the planet. Most of the designs are fairly ancient ones, the blueprints endlessly copied since the first colonists set foot on Utopia. Vehicles were combination transport, home and workspace. Even the simplest of buggies could convert into a temporary shelter.

Despite the wide variety of designs, they do share some general common features. Most Oasis vehicles have no weapon, are sealed versus poisons and radiations, and are capable of driving autonomously thanks to drone-derived electronics. Most are not armored to save mass, so a lot of mechanisms are simply attached to the exterior. Total mass usually stays around seven or eight tons (fully loaded), with the vehicle about the size of a large truck. The cab is a sealed cabin that can house around ten people, including two in a cramped sickbay adapted from spaceship equipment; it has an extendable docking airlock at both ends and a remote-controlled searchlight on top. Most models use articulated tread units to cross difficult terrain, but at least two types on record rely on multiple sets of very large balloon wheels (to comparable performances).

### Service Record

Oases can be found virtually anywhere. They are relatively easy to manufacture or put back together from wrecked units, if one is willing to put the required time and effort. Sometimes, tribes or Higgler groups will attach several vehicles together in a sort of large land-going train. This expands the available space (by linking the airlocks) and provide additional power to cross truly difficult terrain (the vehicles literally tow one another).

### Game Statistics

Threat Value:	271	Offensive:	0	Defensive:	18	Miscellaneous:	795	Lemon Dice:	3
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### Vehicle Specifications

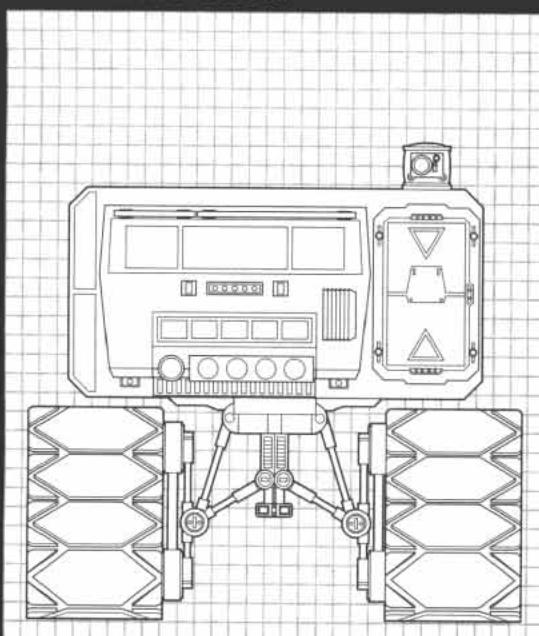
Code Name:	Wasteland Oasis
Production Code:	Various
Production Type:	Mass Produced
Cost:	135,500 Local Currency
Manufacturer:	Various
Use:	mobile living quarters
Height:	Local Currency
Length:	Local Currency
Width:	Local Currency
Average Armor Thickness:	12 mm
Armor Material:	ceralloy w/ceramics
Standard Operational Weight:	7300 kg
Primary Movement Mode:	Ground (78 kph)
Secondary Movement Mode:	n/a
Deployment Range:	700 km
Sensor Range:	40 hexes/2 km
Communication Range:	200 hexes/10 km
Powerplant:	Fuel Cell w/electric drives
Output:	300 hp

### Weapon Payload

Name	Ammunition Payload
None	-



## WASTELAND OASIS



## GENERAL SPECIFICATIONS

• THREAT VALUE: 271 • SIZE: 6 • COST: 135,000 Local Currency

## WEAPONS

PERHS

NAME	RATING	GAME EFFECT
Audio System	-	-
Autopilot	-	Acts as level 1 pilot
Backup Life Support	-	Life Support survives all AUX destroyed
High Capacity Computer	-	-
Hostile Environment Protection	-/3	Desert/Radiation (1000 rads per hour)
Improved Off-Road Ability	-	-1 MP per hex; min. cost is 1
Life Support	-	Limited
Passenger Accomodations	-	10 people (military)
Searchlight	-	Swivel, 50 m
Sick Bay	2	Infirmary (2 beds)
Tool Arm	2	Docking Airlock, cannot punch

## FLAWS

NAME	RATING	GAME EFFECT
Annoyance	-	Life Support prone to non-life threatening malfunctions
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	2	Subtract from Concealment

---

## NOTES

#### CREW INFORMATION

- PILOT NAME: \_\_\_\_\_
- RANK: \_\_\_\_\_
- SQUADRON: \_\_\_\_\_

#### CREW DATA

**VEHICLE CREW**

#### 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:	700km
ELECTRONICS	
• SENSORS:	-2 2
• COMMUNICATION:	-2 10
• FIRE CONTROL:	-5
ARMOR	
• LIGHT DAMAGE:	6
• HEAVY DAMAGE:	12
• OVERKILL:	18

## 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 •

## WEAPONS

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

PERHS

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



# HEAVY METAL

# FIELD GUIDE

7



## Constable APES

Like most of the other human colonies, Utopian received a fast number of multi-purpose vehicles designed to make the terraforming and construction work easier. The early successes of the *Hardhat* utility walker on Terra Nova led to other designs being shipped in great numbers to the colonies. The local Utopian variant was slightly smaller, with the operator activating most of the machine's functions with his own limbs. Like the Terranovans and the Capricians before them, the Utopians later adapted these machines to more war-like purposes.

The Constable-class APES (Augmented Power Environmental Suit) is one such typical combat armor. Standing roughly 3.5-meter tall, it provides the pilot within with basic radar and motion detectors, along with a military scrambled communication suite. A sealed cockpit with integral scrubbers provides a hundred hours of radiation protection. Though it is not very fast on its feet (a consequence of the rather crude piloting interface), a pair of liquid-fuel jump jets housed in the backpack help the machine move faster than any unassisted human (or GREL for that matter). Armament is composed of a hypervelocity autocannon in an assault rifle-type set-up, with underslung grenade launcher for anti-personnel work. Each suit carries one spare clip for the gun, some grenades hanging on the thighs (for heavier targets) and a vibroknife.

### ◆ Service Record

APES were an early development of the Utopian warfare laboratories, and as such were widely copied by every faction. Though the Constable was originally developed by Steelgate scientists, all current nations can field designs that are similar both in looks and overall combat abilities. They are deployed across as the frontiers as patrol and rapid response units (when coupled with transport VTOLs, of course) or as "bodyguards" for the Command Tanks that are used to control the larger drone forces.

### Game Statistics

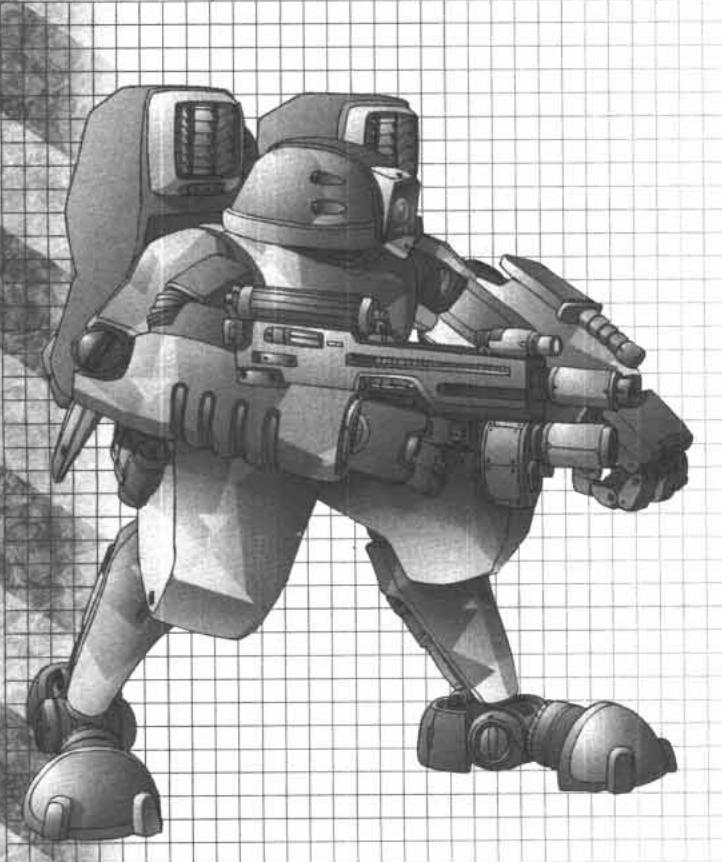
Threat Value:	178	Offensive:	85	Defensive:	50	Miscellaneous:	397	Lemon Dice:	3
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### Vehicle Specifications

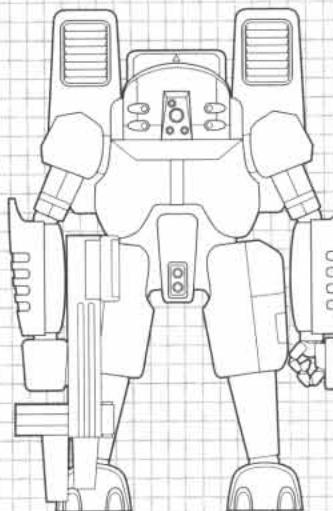
Code Name:	Constable APES
Production Code:	n/a
Production Type:	Mass Produced
Cost:	178,000 Local Currency
Manufacturer:	Various
Use:	Augmented Power Environmental Suit
Height:	3.5 m
Width:	2.75 m
Average Armor Thickness:	10 mm
Armor Material:	Laminated ceralloy
Standard Operational Weight:	800 kg
Primary Movement Mode:	Walk (24 kph)
Secondary Movement Mode:	Jump Jets (100 x 50 m)
Deployment Range:	150 km
Sensor Range:	40 hexes/2 km
Communication Range:	200 hexes/10 km
Powerplant:	Fuel Cell w/batteries
Output:	150 hp

### Weapon Payload

Name	Ammunition Payload
12mm Hypervelocity Autocannon	2 clips of 25 rounds
40mm AP Grenade Launcher	5 grenades
'Zapper' Grenades	2 grenades
Hand Grenades	2 grenades
Vibroblade	-



## CONSTABLE APES



## GENERAL SPECIFICATIONS

• THREAT VALUE: 177 • SIZE: 3 • COST: 177,000 Local Currency

## WEAPONS

## CREW INFORMATION

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

**CREW DATA**

VEHICLE CREW	▼
• CREW:	1
• BONUS ACTIONS:	0

## CREW DAMAGE

▼  
VEHICLE CREW  
CREW •  
BONUS ACTIONS •

## SYSTEMS DATA

MOVEMENT	
• PRIMARY COMBAT SPD:	W 2
• PRIMARY TOP SPD:	W 4
• SECONDARY COMBAT SPD:	- -
• SECONDARY TOP SPD:	- -
• MANEUVER:	0
• DEPLOYMENT RANGE:	150km
ELECTRONICS	
• SENSORS:	-1 2
• COMMUNICATION:	-1 10
• FIRE CONTROL:	-1
ARMOR	
• LIGHT DAMAGE:	7
• HEAVY DAMAGE:	14
• OVERKILL:	21

## 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 •

## PERHS

NAME	RATING	GAME EFFECT	AUX
Airdroppable	-	Can be airdropped	
Ammo Storage	1	VLAC clips not destroyed by AUX hits	
Hostile Environment Protection	-	Desert	
Hostile Environment Protection	2	Radiation (100 rads per hour)	
Improved Off-road: Walk	-	-1 MP cost per hex, min. cost is 1	
Jump Jets	2	Allows jumps of up to 100 meters length and 50 meters height	AUX
Life Support	-	Limited	AUX
2x Manipulator Arm	3	Can punch	
Stealth	2	Add to concealment	AUX

PERHS

- PERK 01 \*
- PERK 02 \*
- PERK 03 \*
- PERK 04 \*
- PERK 05 \*
- PERK 06 \*
- PERK 07 \*
- PERK 08 \*
- PERK 09 \*
- PERK 10 \*
- PERK 11 \*

## FLAWS

NAME	RATING	GAME EFFECT
Annoyance	-	Life Support built by the Lowest Bidder
Annoyance	-	During Jump Jet movement, negate Stealth
Exposed Auxiliary Systems	-	Auxiliary damage is one step worse
Exposed Fire Control Systems	-	+1 to results on Fire Control Damage Table



## HEAVY GEAR

## NOTES



## Fireman APES

With the APES chassis fairly standardized, it was inevitable that local and specialized variants would appear for it. The oddly-named Fireman-class APES is a dedicated "inferno unit," built for heavy anti-personnel support and bunker-busting operations. It shares the same general layout as the slightly smaller suits (such as the Constable), but with a large flamer and some heat-protection, making the unit slightly bulkier overall.

The main armament of the Firemen is the aptly-named Inferno Torch, a powerful flamethrower gun carried in a bullpup-style rifle mount. An armored fuel hose connects the gun to an armored binary fuel cell located within the backpack, nested between the two jet units (which, incidentally, help protect the tank from side impacts). The suit also carry a number of grenades/demolition charges to deal with armored units that are not affected by the flamer. These may optionally be replaced by specialized demo-packs that are optimized for anti-structure work (see *Tech Manual, 2nd Edition*, page 140).

### ◆ Service Record

Firemen suits have always been less numerous than the lighter models, mostly because they are more specialized and more complex to build; though their armor panels have fairly simple shapes, the aerogel lamination requires specialized tooling. They are very appreciated by their commanding officers, however, since they provide an effective punch in close quarters operations (such as attacks versus entrenched positions or tunnel fighting).

### Game Statistics □

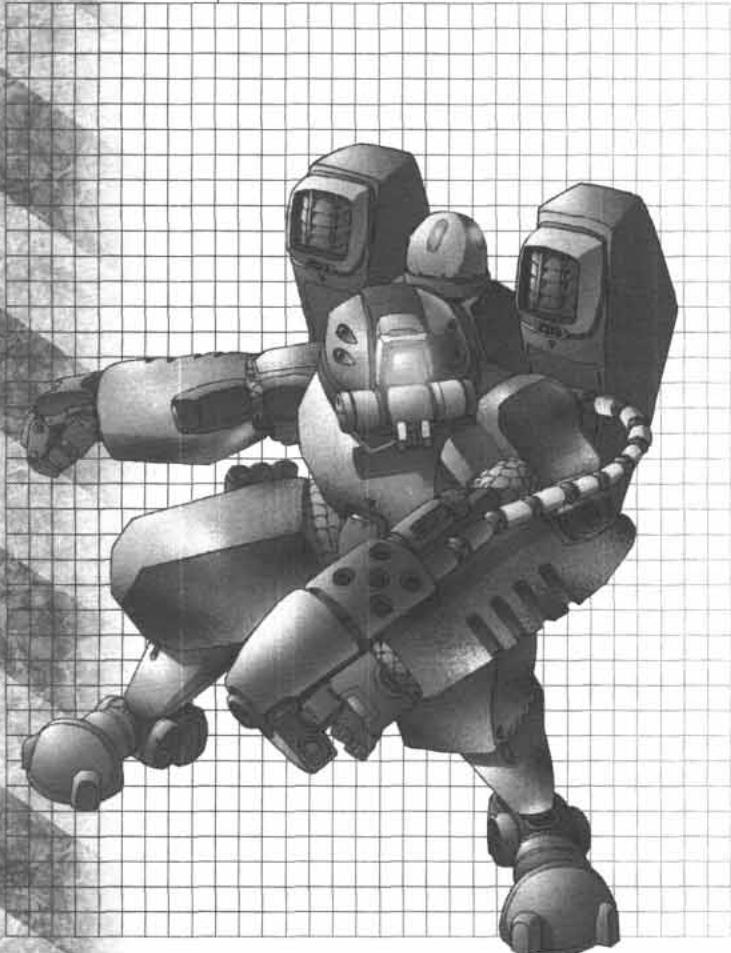
Threat Value:	266	Offensive:	80	Defensive:	50	Miscellaneous:	688	Lemon Dice:	3
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### Vehicle Specifications □

Code Name:	Fireman APES
Production Code:	N/A
Production Type:	Mass Produced
Cost:	266,000 Local Currency
Manufacturer:	Various
Use:	Augmented Power Environmental Suit
Height:	3.6 m
Width:	2.8 m
Average Armor Thickness:	12 mm
Armor Material:	Laminated ceralloy w/aerogel spacers
Standard Operational Weight:	870 kg
Primary Movement Mode:	Walk (24 kph)
Secondary Movement Mode:	Jump Jets (100 x 50 m)
Deployment Range:	150 km
Sensor Range:	40 hexes/2 km
Communication Range:	200 hexes/10 km
Powerplant:	Fuel Cell w/batteries
Output:	120 hp

### Weapon Payload □

Name	Ammunition Payload
Inferno Torch	40 charges
Hand Grenades	2 grenades
Heavy Grenades	2 grenades
Vibroblade	-







## Man-at-Arm Heavy APES

This APES is designed to hit hard as it closes and then engage its opponents in hand-to-hand combat. Like most of the other Utopian APES, the Man-at-Arm is based on the Constable chassis, but it is bigger and bulkier still, mainly due to its additional armor plates. This APES uses HEAT-resistant armor on an heavier frame, allowing it to face the guided missiles that its bulk inevitably attracts. The Man-at-Arm is designed for a non-urban environment (besides, it is a bit too large to fit in most buildings and access shafts): the jump jets and improved gyroscopes are meant to carry it over almost any type of terrain the wastelands can throw at it.

The suit carries a large combination rifle/grenade launcher in an over/under weapon array. The APGL has a larger magazine capacity to deal with massed enemy formations. The backpack holds a micromissile launcher to let it deal with large numbers of drones, infantry or Autos. The "Organ Grinder," as the rocket is nicknamed by the pilots, is limited to a hundred rockets by the physical space available in the backpack, though the fire control system could handle more warheads.

### ◆ Service Record

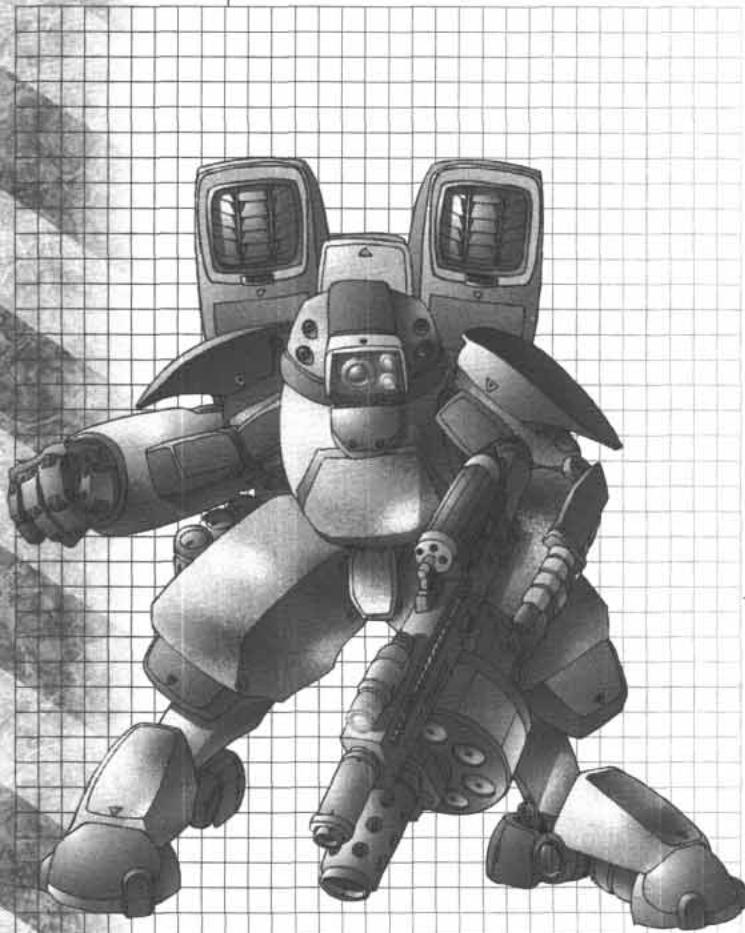
Men-at-Arm (or similar suits found in the arsenals of all the Deep Cities) can be found only in limited numbers when compared to other suit designs, though they are still numerous enough to serve as front line "super-infantry." Lacking the heavy grenades of their lighter brethrens, they mostly serve to soften enemy infantry and light vehicles before an assault, where they move forward to bring their bulk into play.

### Game Statistics

Threat Value:	233	Offensive:	211	Defensive:	82	Miscellaneous:	405	Lemon Dice:	3
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### Vehicle Specifications

Code Name:	Man-at-Arm Heavy APES
Production Code:	N/A
Production Type:	Mass Produced
Cost:	174,750 Local Currency
Manufacturer:	Various
Use:	Augmented Power Environment Suit
Height:	3.9 m
Width:	3.25 m
Average Armor Thickness:	17 mm
Armor Material:	Laminated ceralloy
Standard Operational Weight:	2100 kg
Primary Movement Mode:	Walk (24 kph)
Secondary Movement Mode:	Jump Jets (50 x 25 m)
Deployment Range:	150 km
Sensor Range:	40 hexes/2 km
Communication Range:	200 hexes/10 km
Powerplant:	Fuel Cells w/batteries
Output:	250 hp



### Weapon Payload

Name	Ammunition Payload
12mm Hypervelocity Rifle	10 rounds
"Organ Grinder" Missile Launcher	100 rockets
40mm AP Grenade Launder	10 grenades
Forearm Spike	-
Vibroblade	-







## Command Auto-Tank

The lumbering center piece of the Utopian battlefield, Auto-tanks never operate alone. They are surrounded by an army of drones and battle units who protect weak points and clear traps, while the auto-tank uses its devastating ship-class weaponry on enemy emplacements and fortifications. The massive hull stretches over twelve meters long (and the main guns stick out further) and nearly as wide. Six massive articulated tread clusters, each sporting twin tracks, let the tank climb over almost any obstacle not flattened by its bulk.

Each tank can house a battlefield AI unit; expensive, but it makes more sense than putting an AI into every Combat Auto in the field. In order to "load" a Battlefield AI unit (see page 105) into the cargo bay, the entire one-piece protective dome armor housing must be lifted off by crane. The AI is then lowered into position, hooked up and doublechecked. The tank's armored case is then lowered back over the top and re-secured to the hull.

The bulk of the vehicle's firepower is made up of heavy support railguns in twin front turrets. Each gun turret also has its own Heavy Gatling Laser Cannon for close-in defense. Anti-personel mortars and grenade launchers are located in a cluster on the rear deck. A smaller turret tower on top of the main dome contains a laser Anti-Missile System (a necessity for a vehicle so cumbersome). The comparatively rare Greenway variant moves one of the two HAG turrets to the rear hull while spreading the mortars between the front and back. This lowers the frontal firepower but makes the vehicle less vulnerable to close assaults and flanking maneuvers.

### ◆ Service Record

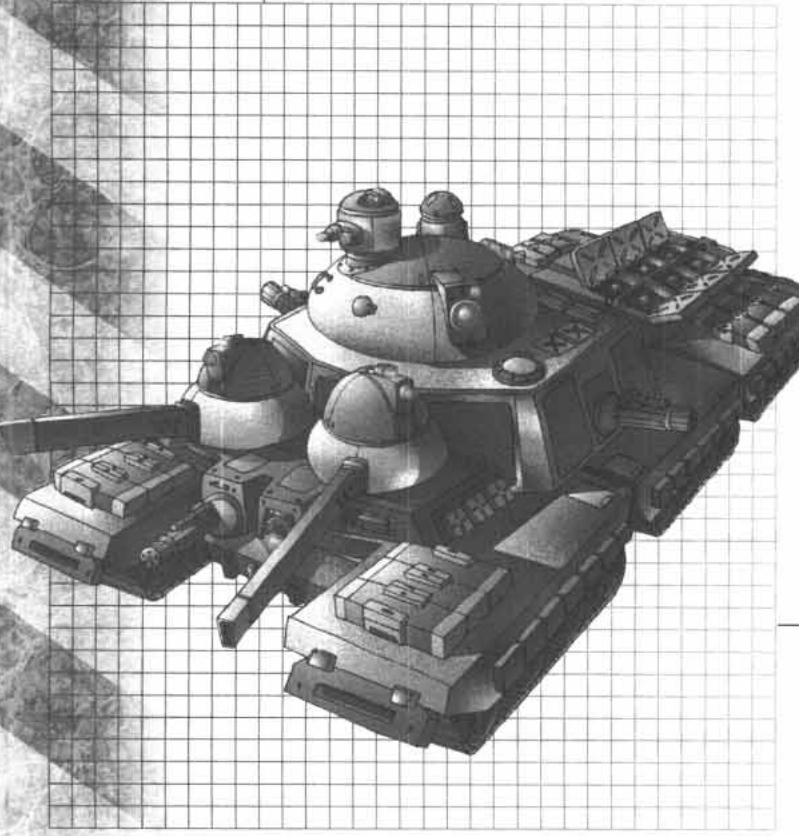
Utopian field detachments rarely deploy with more than one tank, which then serves as the central command unit as well as providing heavy support. They are deployed like virtual "pocket landship on treads," staying as far away from the actual fighting. Typical tactics involve Broadsides and "Crossing The T" maneuvers, of the types performed by old Earth battleships at sea. Sometimes, though, they work in groups for large engagements, though not all will carry the expensive battlefield AI. All Command Auto-Tanks are protected by a small fleet of drones and APES sweeping a defensive perimeter.

### Game Statistics

Threat Value:	7239	Offensive:	17,878	Defensive:	834	Miscellaneous:	3005	Lemon Dice:	2
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### Vehicle Specifications

Code Name:	Command Auto-Tank
Production Code:	N/A
Production Type:	Limited Production
Cost:	16,085,177 Local Currency
Manufacturer:	Various
Use:	Headquarter/Support
Height:	6 meters (w/retracted sensors)
Length:	12 meters (w/o HAGs)
Width:	9 meters
Average Armor Thickness:	500 mm
Armor Material:	Laminated Ceralloy, Ceramics and Metals
Standard Operational Weight:	140 tons
Primary Movement Mode:	Ground (43 kph)
Secondary Movement Mode:	n/a
Deployment Range:	300 km
Sensor Range:	80 hexes/4 km
Communication Range:	1000 hexes/510 km
Powerplant:	Gas Turbines/Fuel Cells w/electric drives
Output:	4000 hp (total)

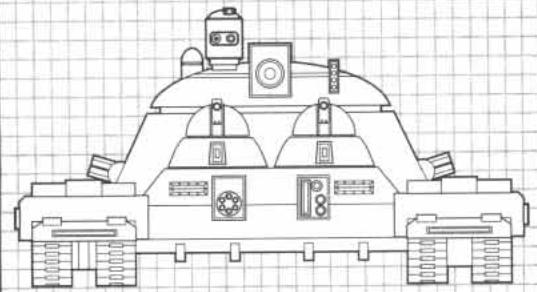


### Weapon Payload

Name	Ammunition Payload
2x 200mm ETC	25 salvos each
2x PD Beamcannon	120 shots each
2x AP Mortar	20 shells each
2x AP Grenade Launcher	20 grenades each



# COMMAND TANK



## GENERAL SPECIFICATIONS

• THREAT VALUE: 7196 • SIZE: 17 • COST: 16,085,177 Local Currency

## WEAPONS

NAME	CODE	FIRE ARC	S	M	L	EX	Acc	Dam	Qty	ROF	Special
200mm ETC	HAG	F	40	80	160	320	-2	x22	1	0	IF, AE=2, Min Rg 20
200mm ETC	HAG	F	40	80	160	320	-2	x22	1	0	IF, AE=2, Min Rg 20
PD Beamcannon	HGLC	F	2	4	8	16	+1	x16	1	+1	-3 Dam. per R.B.
PD Beamcannon	HGLC	F	2	4	8	16	+1	x16	1	+1	-3 Dam. per R.B.
AP Mortar	APM	T	2	4	8	16	0	x4	2	0	AI,,IF,AE=0, Min Rg2
AP Grenade Launcher	APGL	T	1	2	4	8	-1	x3	2	0	Anti-Inf., IF AE=0
Defensive Chaingun	HMG	*	2	4	8	16	0	x3	4	+1	Anti-Inf.

## PERKS

NAME	RATING	GAME EFFECT	AUX
Anti-Missile System	1	40 shots	
Automation	4	Acts as 4 additional crew (already factored into stats)	
Autopilot	-	Acts as level 1 pilot	YES
Backup Communications	-	Absorbs first Communications hit	
Cargo Bay	-	5m x 5m x 5m (125m <sup>3</sup> ) internal	
Hostile Environment Protection	-	Desert	
Hostile Environment Protection	3	1000 rads per hour radiation protection	
Improved Rear Defense	-	Rear defense penalties reduced by 1	
Life Support	-	Limited	YES
Satellite Uplink	-	Allows orbital communications when moving at half-combat speed	
2x Stabilizer	-	Required to fire HAGs	

## FLAWS

NAME	RATING	GAME EFFECT
Large Sensor Profile	4	Easy to detect
Poor Off-road Ability	-	Terrain of 2 MP cost or higher increased by 1
Sensor Dependent	-	Must rely on sensors

## NOTES

\* Chainguns, one per attack arc

## CREW INFORMATION

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

## CREW DATA

VEHICLE CREW  
 • CREW:  4  
 • BONUS ACTIONS:  3

## CREW DAMAGE

VEHICLE CREW  
 • CREW:   
 • BONUS ACTIONS:

## SYSTEMS DATA

MOVEMENT  
 • PRIMARY COMBAT SPD:  G 4  
 • PRIMARY TOP SPD:  G 7  
 • SECONDARY COMBAT SPD:  - -  
 • SECONDARY TOP SPD:  - -  
 • MANEUVER:  -4  
 • DEPLOYMENT RANGE: 300km  
 ELECTRONICS  
 • SENSORS:  0 4  
 • COMMUNICATION:  +3 50  
 • FIRE CONTROL:  -1  
 ARMOR  
 • LIGHT DAMAGE:  50  
 • HEAVY DAMAGE:  100  
 • OVERKILL:  150

## SYSTEMS DAMAGE

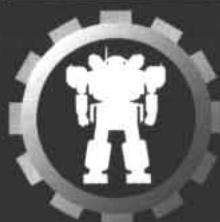
MOVEMENT  
 • COMBAT SPD:   
 • TOP SPD:   
 • COMBAT SPD:   
 • TOP SPD:   
 • MANEUVER:   
 • FUEL SPENT:   
 ELECTRONICS  
 • SENSORS:   
 • COMM:   
 • FIRE CONTROL:   
 ARMOR  
 • LIGHT DAMAGE:   
 • HEAVY DAMAGE:   
 • OVERKILL:

## WEAPONS

- WEAPON 01 \*
- WEAPON 02 \*
- WEAPON 03 \*
- WEAPON 04 \*
- WEAPON 05 \*
- WEAPON 06 \*
- WEAPON 07 \*
- WEAPON 08 \*
- WEAPON 09 \*
- WEAPON 10 \*

## PERKS

- PERK 01 \*
- PERK 02 \*
- PERK 03 \*
- PERK 04 \*
- PERK 05 \*
- PERK 06 \*
- PERK 07 \*
- PERK 08 \*
- PERK 09 \*
- PERK 10 \*
- PERK 11 \*



**HEAVY GEAR**



## Combat Autos



Autos comes from the word Automaton, which is the generic Utopian name for any Robotic machine. Smaller robots are called tonies or tones. Auto is sometimes used as a prefix when a machine that would normally be controlled by a human is under computer control (i.e. Auto-tank). A variety of autos are used in combat. They come in all shapes and sizes and are manufactured in huge numbers. Many, many generations of combat autos has lived and died in the wastelands. Many can still be found as laborers or thugs for the groups outside Faction control.

Like other Utopian combat units, Autos have been in use for so long that their basic designs have become almost universal. In fact because of espionage, independent manufacturing and captured units, no single Auto design is used exclusively by any Faction or group.

### ◆ Light Combat Auto

This Auto is representative of the most common type of front-line combat vehicles deployed by the Utopian armed forces. It is designed using a large turret-like body, which forms the bulk of the machine, and multiple (usually six, sometimes eight) heavy leg mechanisms beneath. This hull design provides two advantages: excellent off-road capabilities and the ability to direct fire from any angle. This also means that the Auto has a relatively low profile for its size. The armored "head" is fitted with underslung weapon and sensor mount, while the rectangular or cylindrical rear body holds hardpoints for support weapons, usually rockets or missiles.

Each drone is equipped with a battlefield-grade NAI for control. The computer uses mini-sensor clusters all around the main body to detect the world around it. While it can take many decisions on its own, safety procedures demand that it confirms its actions regularly with an assigned controller; naturally, this brings communications warfare (jam the comms, cut the lines and the drones "becomes dumb") and/or Headhunter Units (kill the supervisor running the drones) at the forefront of Utopian warfare. A centralized battlefield AI unit (see below) usually supervises an entire squadron of drone remotes.

Production Type:	Mass Production	Cost:	521,250 Local Currency
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### ◆ Heavy Combat Auto

The Heavy Combat Auto is based on the same chassis as the light version but carries additional armor and weaponry. Despite having an upgraded powerplant, it moves slower than its lighter cousin, and carries considerably heavier firepower (in most cases, a particle cannon to overwhelm units with cascading radiation damage and heavy rockets or missiles for long range support). They are deployed on the rear of the forces, if possible on a commanding position on the battlefield or behind a rocky ledge to benefit from a hull down position.

Production Type:	Mass Production	Cost:	660,715 Local Currency
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### ◆ VTOL Combat Auto

Also known as "Hornets," from a vicious legendary insect, this drone uses powerful turbines derived from APES jump jets to propel itself through the air. The chassis shares many parts with other combat drone types to maximize production efficiency; the main body is virtually the same as the ground-bound version, with the central locomotion/hip node replaced by a module carrying twin thrust units. Early versions were armed with guns of various types, but constant control problems caused by recoil led to the adoption of guided missile systems carried on external body hardpoints.

Production Type:	Mass Production	Cost:	622,500 Local Currency
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### ◆ Battlefield AI

Battlefield AI is a misnomer: it is not actually self-aware, or sentient. In fact, it is not any other type of "true" intelligence (at least, not by biological standards): it is instead a staggeringly sophisticated expert system capable of real-time interactions with the world through surrogates (drones, autos, etc.). The entire unit is a 5x5x5m cube of computing power, the central 3x3x3m core of which is a single ONNet matrix. A one-meter thick composite polymer casing designed to be shock resistant surrounds this central core, providing ample protection against parasitic radiation. Outside of this protective casing, the upper and lower half-meter "layers" are devoted to the superconductor battery coils that form the unit's uninterruptible power supply reserve. The leftover volume on each of the four faces houses thousands of circuit boards loaded with cerachips and subsidiary local NNets for additional computing power, all easily accessible. Each corner is structurally strengthened and has convenient anchor points, as well as refrigeration hookups and optical dataports.

Production Type:	Limited Production	Cost:	2,837,500 Local Currency
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Vehicle:Light Combat Auto		Wlaker Mouvement	Weapons:								Unit ID #:		Round Notes:		
T. V.:695 (791/230/1062)		Combat/Top: 4/7 (42 kph)			Name	Fire Arc	S	M	L	EX	Acc.	Dam.	ROF	Special	Ammo/Left
Size: 6		Reaction Mass:			FGC	F	1	2	4	8	+1	x7	0	AI., Frag	20/ 1:
Crew: 0 (Drone)		Dep. Range: 300 km			LRP/32	F	1	2	4	8	-1	x12	+4	IF	32/ 2:
Bonus Actions: 1		Maneuver: 0			LRP/32	F	1	2	4	8	-1	x12	+4	IF	32/ 3:
Piloting : /		Fire Control: 0			APGL	T	1	2	4	8	-1	x3	0	AI., IF, AE=0	10/ 4:
Gunnery: /		Armor: 15/30/45										x		/	5:
Leadership: /					Perks & Flaws: Automation: 2, Autopilot (AUX), Backup Communications, HEP: Desert, HEP: Radiation: 3, Improved Rear Defense, Low Profile, Sensor Dependent										6:
EW: /															7:
Tactics: /															8:
Sensors: 0 (2 km)															9:
Comm.: +1 (50 km)															10:

Vehicle: Heavy Combat Auto		Wlaker Mouvement	Weapons:								Unit ID #:		Round Notes:		
T.V.:925 (1529/243/1003)		Combat/Top: 3/6 (36 kph)			Name	Fire Arc	S	M	L	EX	Acc.	Dam.	ROF	Special	Ammo/Left
Size: 7		Reaction Mass:			LPA	F	2	4	8	16	+1	x10	0	Haywire	12/ 1:
Crew: 0 (Drone)		Dep. Range: 300 km			HRP/48	F	3	6	12	24	-1	x20	+4	IF	48/ 2:
Bonus Actions: 1		Maneuver: -1			FGC	T	1	2	4	8	+1	x7	0	AI., Frag	20/ 3:
Piloting : /		Fire Control: 0			APM	T	2	4	8	16	0	x4	0	AI., IF, AE=0, Min Rg 2	10/ 4:
Gunnery: /		Armor: 19/38/57										x		/	5:
Leadership: /					Perks & Flaws: Automation: 2, Autopilot (AUX), Backup Communications, HEP: Desert, HEP: Radiation: 3, Improved Rear Defense, Sensor Dependent										6:
EW: /															7:
Tactics: /															8:
Sensors: 0 (2 km)															9:
Comm.: +2 (50 km)															10:

Vehicle:VTOL Combat Auto		Flight Mouvement	Weapons:								Unit ID #:		Round Notes:		
T.V.:830 (856/58/1576)		Combat/Top:0/4/7 (VTOL-210 kph)			Name	Fire Arc	S	M	L	EX	Acc.	Dam.	ROF	Special	Ammo/Left
Size: 6		Reaction Mass:			AGM	FF	3	6	12	24	+1	x15	0	Guided, IF	6/ 1:
Crew: 0 (Drone)		Dep. Range: 450 km			ABM	FF	3	6	12	24	0	x10	0	AE=1	3/ 2:
Bonus Actions: 1		Maneuver: -1										x		/	3:
Piloting : /		Fire Control: 0										x		/	4:
Gunnery: /		Armor: 9/18/27										x		/	5:
Leadership: /					Perks & Flaws:Automation: 2, Autopilot (AUX), Backup Communications, HEP: Desert, HEP: Radiation: 3, Satellite Uplink (AUX), Target Designator: 3 (AUX), Sensor Dependent										6:
EW: /															7:
Tactics: /															8:
Sensors: +1 (2 km)															9:
Comm.: +1 (50 km)															10:

Vehicle: Battlefield AI		No Mouvement	Weapons:								Unit ID #:		Round Notes:		
T.V.:1135 (0/3/3401)		Combat/Top: none			Name	Fire Arc	S	M	L	EX	Acc.	Dam.	ROF	Special	T. V./Ammo
Size: 9		Reaction Mass:			HPLC	L	3	6	12	24	+1	x24	0	-4 Dam/RB	5/ 1:
Crew: 0 (Drone)		Dep. Range: 1500 hours			HPLC	R	3	6	12	24	+1	x24	0	-4 Dam/RB	5/ 2:
Bonus Actions: 4		Maneuver: -10			FGC	L	1	2	4	8	+1	x7	0	Anti-Inf., Frag	5/ 3:
Piloting : /		Fire Control: -5			FGC	R	1	2	4	8	+1	x7	0	Anti-Inf., Frag	5/ 4:
Gunnery: /		Armor: 4/8/12										x		/	5:
Leadership: /					Perks & Flaws:Artificial Intelligence: 2, Automation: 15, Backup Communications, HEP: Radiation: 3, Brittle Armor, Difficult to Modify, Exposed Auxiliary, Exposed Fire Control, Fragile Chassis, Highly Flammable, Large Sensor Profile: 5, No Sensors, Vulnerable to Haywire										6:
EW: /															7:
Tactics: /															8:
Sensors: n/a															9:
Communications: 4 (10 km)															10:



## Scarab VTOL Transport

Despite their cross-country abilities, most Utopian ground combat vehicles remain achingly slow. To compensate, many can be deployed (and even airdropped) from a wide variety of hover-capable transport craft. The Scarab is a typical mid-level craft that is relatively old and thus widespread across the local forces (its production blueprints were stolen by a Steelgate "wetwork" team a mere two days after they arrived at the factory). Its systems are well known, and parts are quite easy to come by (some higgler caravans will be happy to supply some, even if they have to shoot it down first).

The Scarab takes its name from its peculiar armored hull and ponderous flight patterns. It is fairly large (the size of a big bus) and sports a peculiar cargo hold that is taller than longer (6 x 5 x 5 m). An airlift winch is located under the stubby tail overhang at the back, to facilitate unloading. The craft has no wing surfaces and rely entirely on its thrusters to stay aloft. It has no armor to speak of, nor is it carrying any weapon (though gunship variants are known to exist).

### ◆ Service Record

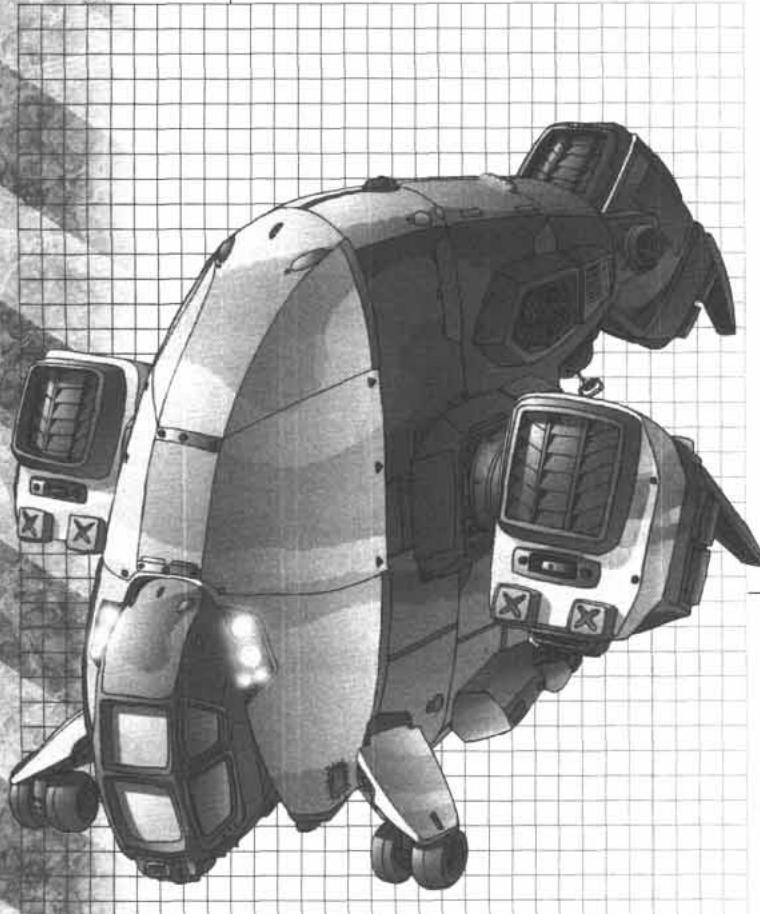
Scarabs are used to transport squads of drones and APES across their patrol zones and between the various deployment areas. Due to their inherent fragility, they are rarely engaged in combat situations, preferring instead to drop their cargo away from the battlezone. The CEF has acquired several for logistics purposes (while it cannot carry hovertanks, a Battle Frame will fit nicely — if snugly — within the cargo bay), since they are cheaper to operate than their own landers.

### Game Statistics

Threat Value:	233	Offensive:	211	Defensive:	82	Miscellaneous:	405	Lemon Dice:	3
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### Vehicle Specifications

Code Name:	Scarab VTOL
Production Code:	N/A
Production Type:	Mass Produced
Cost:	116,500 Local Currency
Manufacturer:	Various
Use:	Transport Unit
Height:	6 m
Width:	8 m
Average Armor Thickness:	6 mm
Armor Material:	Composites
Standard Operational Weight:	15,000 kg
Primary Movement Mode:	Flight (240 kph)
Secondary Movement Mode:	N/A
Deployment Range:	150 km
Sensor Range:	40 hexes/2 km
Communication Range:	200 hexes/10 km
Powerplant:	Jet Turbines
Output:	3 x 1000 hp



### Weapon Payload

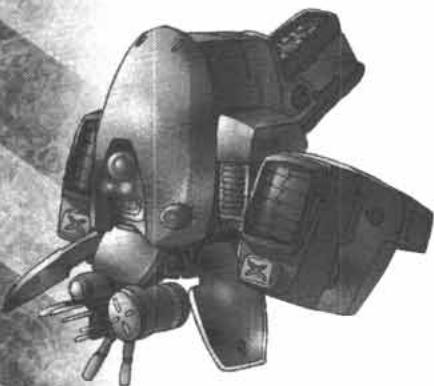
Name	Ammunition Payload
None	-







## Combat Drones



Drones are remotely controlled "dumbbots." Like Autos, they come in all shapes and configurations, but they tend to be on the small size. Over time, a "natural selection" has occurred, with the most successful designs (or those that offered the best compromises between cost, time and combat usefulness) endlessly copied and re-used as components for new models. Modern Drones are easy and cheap to manufacture in great quantity, and can be used by any NAI with the right programs.

Drones are effectively an extension system used by any vehicle for better sensors coverage, more firepower, or even just an extra pair of hands. They are deployed by airdrop or ground transports over the battlefield, where they obey their pre-programmed orders as best they can. When needed, they can be activated by a friendly unit in communication range to perform forward observing or fire support duties, or even serve as makeshift bombs.

Along with the APES, Drones are the foot soldiers of the Utopian battlefields. Most assistant Drones are about car-sized or smaller, since they must fit into the cargo bay of the transports that carry them to the front lines. Drones are divided into sub-categories, depending on their functions. They all use the remote control rules on page 17 of the **Tech Manual, Second Edition**.

### ◆ Recon Drones

Small and maneuverable, Recon/EW drones carry enough fuel and power to operate independently for an extended period of time. The drone is assigned a particular task upon release. After completing that task to the best of its ability, the drone will attempt to contact friendly forces to plot a rendezvous. Although it is possible to maintain constant communication with the drone, such activity diminishes the ability of both units to conceal their positions from enemies. Recon drones are almost always built on flier chassis for maximum mobility, though there are a few crawler versions in service.

### ◆ Decoy Drones

The Decoy Drone is considered utterly expendable. It carries no weapon other than its electronics, and its main purpose is to flush out enemy units. Externally, it shares the same chassis as other drone types, but most of its internal systems are actually cheap mock-ups. Like the recon drones, it is almost always a flier; in fact, most decoys look exactly the same, externally, as a recon unit, but is considerably cheaper. They fill in the gaps in the battleline, with the hope that a nervous enemy will take a pot-shot at them — attack not aimed at one of their more valuable combat units, and which will reveal his position just as clearly as a well-placed radar pulse.

### ◆ Mine Drones

Mine Drones are typically deployed across the battlefield to lie in wait until an enemy unit comes into range. It then activates and attempt to close in with its quarry to detonates its deadly payload. The latter varies according to the mission at hand; shrapnel canisters will be loaded when infantry-heavy opponents are expected, while shaped-charge warheads are preferred for big game hunting (such as the tank-hunters). Mobile mines are virtually always built in ground chassis, since this allows for easier concealment.

### ◆ Hunter/Seeker Drones

Hunter/Seekers are the more combat-oriented drones chassis. They exist in both ground and flier types, to cover as many tactical situations as possible, but are otherwise fairly similar. Armed with a variety of warheads and guns, they hover at the edge of the fighting, darting in to help a beleaguered unit that has shouted for their attention, and then out again (if they survive) to await another attack. Onboard programs can be adjusted for a variety of behaviors; some will merely patrol an area, avoiding enemy fire until called forth, while others will be more aggressive and fire immediately on anything attacking them.



Vehicle: Recon/EW Drone	Flight Mouvement	Weapons:								Unit ID #:		Round Notes:	
Threat Value: 100	Combat/Top: 5/10	Name	Fire Arc	S	M	L	EX	Acc.	Dam.	ROF	Special	Ammo/Left	0:
Size: 3	Reaction Mass:								x			/	1:
Crew: 0 (Drone)	Dep. Range: 50 km								x			/	2:
Bonus Actions: 0	Maneuver: -2								x			/	3:
Piloting : /	Fire Control: 0								x			/	4:
Gunnery: /	Armor: 3/6/9								x			/	5:
Leadership: /		Perks & Flaws: Automation (R1), Autopilot (AUX), ECM (R3), ECCM (R3), High Capacity Computer, HEP: Radiation (R4), Stealth (R5, AUX), Exposed Auxiliary Systems, Exposed Fire Control Systems, Exposed Movement System, Fragile Chassis, Sensor Dependent, Vulnerable to Haywire										6:	
EW: /												7:	
Tactics: /												8:	
Sensors: +2 (5 km)												9:	
Comm.: +2 (20 km)												10:	

Vehicle: Decoy Drone	Flight Mouvement	Weapons:								Unit ID #:		Round Notes:	
Threat Value: 10	Combat/Top: 5/10	Name	Fire Arc	S	M	L	EX	Acc.	Dam.	ROF	Special	Ammo/Left	0:
Size: 3	Stall Speed: 0								x			/	1:
Crew: 0 (Drone)	Dep. Range: 50 km								x			/	2:
Bonus Actions: 0	Maneuver: -2								x			/	3:
Piloting : /	Fire Control: +0								x			/	4:
Gunnery: /	Armor: 3/6/9								x			/	5:
Leadership: /		Perks & Flaws: Automation (R1), Autopilot (AUX), Decoy System (Sensor, R4), Decoy System (Visual, R4), Emergency Power Surge (R2, AUX), High Capacity Computer, HEP: Radiation (R4), Stealth (R5, AUX), Vulnerable to Haywire, Exposed Auxiliary Systems, Exposed Fire Control Systems, Exposed Movement System, Fragile Chassis, Sensor Dependent										6:	
EW: /												7:	
Tactics: /												8:	
Sensors: 0 (2 km)												9:	
Comm.: 0 (10 km)												10:	

Vehicle: Mine Drone	Ground Movement	Weapons:								Unit ID #:		Round Notes:	
TV: varies w/weapon	Combat/Top: 4/7	Name	Fire Arc	S	M	L	EX	Acc.	Dam.	ROF	Special	Threat Value	0:
Size: 3	Reaction Mass: 100 BP (High Eff. Fuel)	SDG	F	0	0	0	0	0	x25	0	-	TV 303	1:
Crew: 0 (Drone)	Dep. Range: 50 km	HHG	F	0	0	0	0	0	x20	0	-	TV 290	2:
Bonus Actions: 0	Maneuver: -2	HG	F	0	0	0	0	0	x15	0	-	TV 287	3:
Piloting : /	Fire Control: 0	HWG	F	0	0	0	0	0	x10	0	Haywire	TV 287	4:
Gunnery: /	Armor: 3/6/9								x			/	5:
Leadership: /		Perks & Flaws: Autopilot (AUX), Emergency Power Surge (R2, AUX), High Capacity Computer, HEP: Radiation (R4), Stealth (R5, AUX), Exposed Auxiliary Systems, Exposed Fire Control Systems, Exposed Movement System, Fragile Chassis, Sensor Dependent										6:	
EW: /												7:	
Tactics: /												8:	
Sensors: 0 (2 km)												9:	
Comm.: 0 (10 km)												10:	

Hunter/Seeker Drone - Ground	Ground Movement	Weapons:								Unit ID #:		Round Notes:	
TV: varies w/weapon	Combat/Top: 4/7	Name	Fire Arc	S	M	L	EX	Acc.	Dam.	ROF	Special	T. V./Ammo	0:
Size: 3	Reaction Mass:	HMG	F	2	4	8	16	0	x3	0	TV XX	40	1:
Crew: 0 (Drone)	Dep. Range: 50 km	MRP/36	F	3	6	12	24	-1	x18	+3	IF	36	2:
Bonus Actions: 0	Maneuver: -2								x			/	3:
Piloting : /	Fire Control: 0								x			/	4:
Gunnery: /	Armor: 3/6/9								x			/	5:
Leadership: /		Perks & Flaws: Automation (R1), Autopilot (AUX), Emergency Power Surge (R2, AUX), High Capacity Computer, HEP: Radiation (R4), Stealth (R5, AUX), Exposed Auxiliary Systems, Exposed Fire Control Systems, Exposed Movement System, Fragile Chassis, Sensor Dependent										6:	
EW: /												7:	
Tactics: /												8:	
Sensors: +1 (2 km)												9:	
Communications: +1 (10 km)												10:	

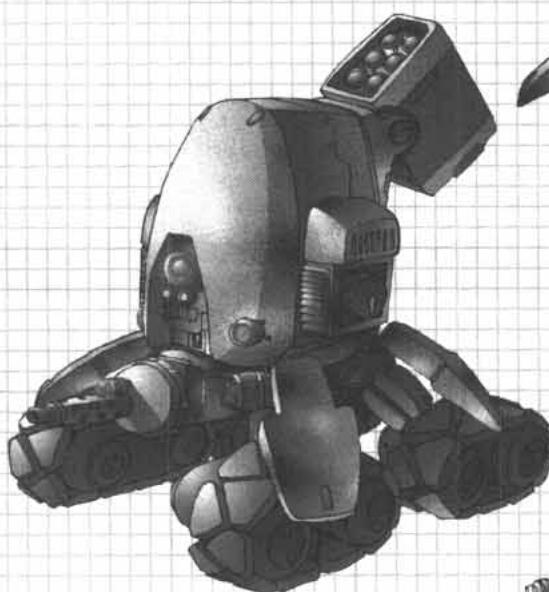
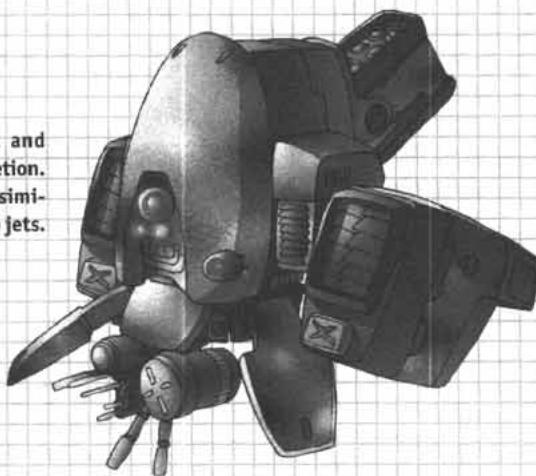
Hunter/Seeker Drone - Flier	Flight Movement	Weapons:								Unit ID #:		Round Notes:	
Threat Value: 485	Combat/Top: 5/10	Name	Fire Arc	S	M	L	EX	Acc.	Dam.	ROF	Special	Threat Value	0:
Size: 3	Reaction Mass:	HMG	F	2	4	8	16	0	x3	0	AI		1:
Crew: 0 (Drone)	Dep. Range: 50 km	MRP/36	F	3	6	12	24	-1	x18	+3	IF		2:
Bonus Actions: 0	Maneuver: -2								x			/	3:
Piloting : /	Fire Control: 0								x			/	4:
Gunnery: /	Armor: 3/6/9								x			/	5:
Leadership: /		Perks & Flaws: Automation (R1), Autopilot (AUX), Emergency Power Surge (R2, AUX), High Capacity Computer, HEP: Radiation (R4), Stealth (R5, AUX), Exposed Auxiliary Systems, Exposed Fire Control Systems, Exposed Movement System, Fragile Chassis, Sensor Dependent										6:	
EW: /												7:	
Tactics: /												8:	
Sensors: +1 (2 km)												9:	
Comm.: +1 (10 km)												10:	



# Combat Drones

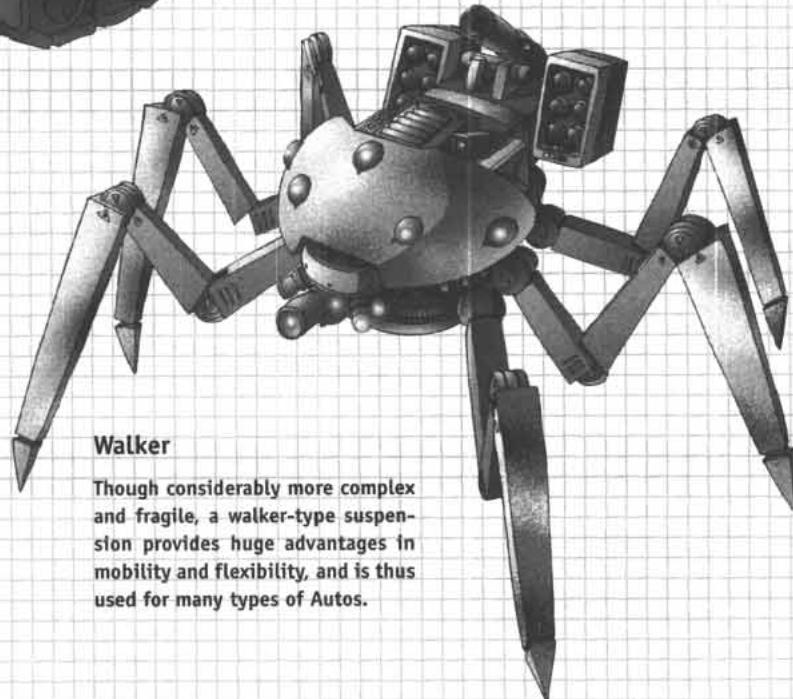
## Flyer

Flyers are excellent combat and recon units, but they lack discretion. They use powerful turbo-fans similar to those used for APES jump jets.



## Crawler

The treads (or wheels) used by this category of drones make them sturdier and less complex, and they are thus used in great numbers.



## Walker

Though considerably more complex and fragile, a walker-type suspension provides huge advantages in mobility and flexibility, and is thus used for many types of Autos.



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